



This Bites! JumpChain

The world may be familiar, but the story has changed due to the presence of one individual, whisked away from Earth to the world of One Piece by one of Jump-Chan's many lesser compatriots, a Bastard of a R.O.B., and is now tied to the story of the Straw Hat Pirates, one Jeremiah Cross and the transponder snail he found on his first day, Soundbite.

You arrive the same day Jeremiah Cross does.

+1000cp

Age & Gender

(Roll 1d10 or Pay 50cp to Choose Age and Gender)

1-2) Child: No loss of prior intelligence and ease of accumulating more, but opens the possibility of more condescension. Depending on the location of insert, people are unlikely to take a child seriously unless first proven that said child is extraordinary; good for getting away with crimes, bad for convincing others of what you want to say. Best option for longevity.

3-4) Adolescent: Teenagers are taken more seriously than children, somewhat less condescension and less ease of gaining new information. With many of the protagonists around this age, it's easier to get along with them and get away with tomfoolery.

5-6) Young Adult: 18 to 30, potential is still wide open. Old enough to be taken seriously if looking for work or reported as a criminal.

7-8) Middle Aged: 31 to 50. Prime of your life, less potential for learning more things but more physical capabilities and, barring a bad reputation, no chance of someone not taking you seriously.

9-10) Older: Any age above 50 all the way up to the rather significant age of Dr. Kureha. It may be harder to get your abilities to grow, but the amount of experience you've likely gained is to be respected.

Note: These don't actually affect your abilities or grant 'proper' benefits, the descriptions are just an aesthetic choice.

Location

(Roll a d8 to determine your starting location)

- 1) **Deserted Island:** Like the island where Cross landed when first arriving on this world, you begin your journey on a deserted island in one of the Blues near Reverse Mountain. You are guaranteed a way off within two weeks time.
- 2) **Logue Town:** The last city before Reverse Mountain in the East Blue as well as the birth place of Gol D. Roger himself. You can start in the equivalent city in one of the other three Blues if you so choose. You must find your own way into the Grand Line if you wish to go there.
- 3) **Twin Capes:** The first step in the Grand Line, the Twin Peaks are at the base of Reverse Mountain where every pirate coming through must visit as they head on through to greater adventures. Without a ship or Log Pose, you're stuck here.
- 4) **Drum Island:** Previously the medical center of the Paradise half of the Grand Line, this island is currently nameless after the former king, Wapol, fled during an attack by the Blackbeard Pirates. It is a snowy winter island, making the entire island frigid.
- 5) **Nanohana:** A city found in the kingdom of Alabasta near to the coast. It is a pretty quiet place barring the local rebel faction, until the Straw Hat crew gets there. Alabasta is a desert and a summer island and thus incredibly hot.
- 6) **Mock Town:** A pirate town on the island of Jaya, covered in jungles that are protected by a rather devious and clever species of bird, practically controlling the jungle to keep people out of it. Still, these south birds are useful for finding the Knock Up Stream.
- 7) **Water 7:** The world's center for shipwrights since before the Void Century, Water 7 is a beautiful city designed to act as one giant fountain. It is struck by an annual tsunami called the Aqua Laguna, though that's some time off yet.
- 8) **Free Pick:** You may pick anywhere in the four Blues or Paradise as your starting location.

Races:

Human Equivalent (Free): The default, completely ordinary humans. The main advantage they possess is simply how prolific they are and their sheer determination once they set their mind to a task. Of course, they may also possess adaptations to unusual conditions or be augmented in some way. Alternatively, you may choose to be a relatively normal, but intelligent, animal (such as a member of the octopus shogunate) or a member of a relatively normal human-like race such as a member of the three eyed tribe.

Advanced (50cp): You have some innate advantages above humanity, such as being able to breathe water and improved starting strength compared to the average human or the innate resistance to lower oxygen levels, as well as increased strength when in higher concentrations of oxygen. This also includes partial giants, merfolk, and half fishmen. You receive +100cp for purchasing perks that say they may be taken as part of your race.

Greater (100cp): These races possess true advantages, such as the use of Electro for the mink tribe or the insane speed that can even hold up in the New World possessed by dwarves. This also includes full blood giants, hybrids of higher power races (such as a hypothetical mink giant hybrid) or similarly impressive races. You may still need to buy the perks for certain traits, but you gain a weaker version even without that purchase (Ex: A mink will have

electro, but it won't be as strong as what's on offer with Elemental Arts). You receive +200cp for purchasing perks that say they may be taken as part of your race

Factions:

Any faction may be taken as the drop in option.

Independent (0cp): Working within the law but not aligned with the Navy and Marines, you are a civilian acting on your own to make ends meet in some way, be it hunting bounties, finding hidden treasures, or selling wares and services. As an independent, you gain +300cp to spend on Ships or Weapons.

Pirate (0cp): The bandits of the sea, outlaws and criminals all. Through deed or simply choosing to be called such, you count yourself among their number. Whether you are in it for the raiding and pillaging or for the simple adventure is up to you. As a pirate, you gain +300cp to spend on Companions.

World Government (0cp): To serve and protect the World Government and their interests, to chase pirates and put them behind bars. That is the calling of the Marines. You are counted among their number, a proud defender of the sea... or a former one if you prefer. As a member of the World Government, you gain +300cp to spend on Items.

Perks

Choose two 100cp perks to be free, two 200cp perks to be discounted, two 400cp perks to be discounted, and two 600cp perks to be discounted.

Potential (Free for Everyone): The world of One Piece is crazy, where people can ignite their legs on fire by spinning quickly, hypnotizing people with paint, kick off the air hard enough to stay aloft, and can grow strong enough to lift several tons on the lower end. You have this potential as well, able to develop truly superhuman feats of prowess, not even necessarily martial in nature, if you put in the effort to do so. You can reach the same heights, or even higher, than the strongest men and women of this world, given enough time and effort.

This also provides the potential to unlock and develop Haki, though this only extends to Armament and Observation Haki, not Conqueror's Haki which you have no potential for unless you gain it from another perk.

Named Attacks (Free for Everyone): An unusual thing in this world is the invocation of named attacks, and this oddly has the effect of increasing the power of the attack. Now, you can do the same, when you come up with an attack, you can name it. When you say this name while using the technique, it puts just a bit more into the attack than you could normally accomplish. The more determined you are when doing so, the more is put into the attack.

Seafarer (Free for Everyone): With the world composed mostly of water and dotted with small islands, it pays to be used to traveling the waves. You know the basics of working on a ship, have a handle on the terminology used by sailors, and are an exceptional swimmer with sea legs that won't fail you even in the roughest of storms, though the storms of the Grand Line, especially the New World, are another animal entirely.

Signature Laugh (Free for Everyone): An unusual trait of the One Piece universe is the wide variety of distinct and often odd laughs possessed by the people of the world. You can design your own One Piece style laugh.

Glyph Reader (50cp): You possess the ability to actually read poneglyphs, don't let this get out if you can, the world government tends to not like people that know how to read them. This also makes it significantly easier to learn other languages in the future.

Sea's Embrace (50cp/100cp): You are an exceptionally skilled swimmer due to several factors. You can hold your breath for longer than most, see more clearly underwater than those with goggles, reach speeds that are on par with some examples of natural marine life (specifically kung fu dugong in this case), and find it easier to change direction, almost as if you were a fish yourself.

For 100cp, you may instead breathe underwater and move through the water as well as any fish (or fishman). You won't reach the natural speeds of a mermaid unless you practice for a good long while, however.

This may be selected as a part of your race.

Wayfinder (100cp): You are a talented navigator and quite skilled in the running of a ship, allowing you to run small ships very efficiently and direct the working of larger ships with ease. You'd be able to navigate with only a compass and a partial map of the area you are in using intuitive methods.

Additionally, you are very good at reading the weather, even if you aren't the best in the world for the time being.

Inventive (100cp): Trickery is all about misdirection and cunning, and nowhere does that come out more than in the inventiveness found in many a trickster's arsenal. You are able to turn almost anything into a weapon, from making slingshot pellets with hot sauce capable of getting someone breathing fire (literally) to somehow making a rubber band an effective weapon.

Established Fighter (100cp): You were trained as a fighter from a young age and know how to use your natural abilities to excel in combat, possessing several years worth of training and experience in your chosen style of combat. You may choose an established fighting style from the One Piece universe (such as Santoryu, Kuroashi, or even Rokushiki) or one from This Bites (such as the half shell and full shell styles). You may purchase this perk multiple times but cannot choose the same fighting style more than once.

Demon's Reputation (100cp): You have a history that has cultivated a rather fearsome reputation. This reputation follows you nearly everywhere and gives you a bit of a boon when trying to intimidate others, on top of the fact you are simply intimidating even without the reputation.

Pushed to the Limit (100cp): Being a fighter is more than raw strength, it is also skill, skill honed from hours upon hours of hard work pushing yourself until you break those limits and push them a bit farther. With this perk, you possess the pain tolerance and willpower to keep on pushing yourself while also being completely aware of your limits and just how far you can go without hurting yourself permanently. With this, exercise is more fulfilling and effective.

My Mind is My Weapon (100cp): As with a fighter, scholars need to push themselves, just in a different direction. You possess the mental fortitude to keep studying through even mind numbing texts and can retain and memorize the material more easily without getting a headache or blurry vision from overworking your mind. This makes any study more effective for you and can allow you to learn new things more easily.

Quick Talker (100cp): You possess a natural charisma and sense of logic that lets you break down the barriers that would normally prevent someone from actually letting you talk, so long as they don't specifically hate you directly.

This will give you the chance to at least put up an argument and have the opposition listen, though this may just make things worse if you're not convincing enough.

How Are You Even Human? (200cp): By eating a large meal, you are capable of healing at a far faster rate than you otherwise would be capable of, as well as possessing the metabolism to down entire tables' worth of food without feeling bloated, though this can make it difficult to tell when you're actually full. This even allows you to heal from things normally impossible for a human including replacing lost teeth or repair damaged ones.

Additionally, this extra intake can instead be stored up to keep you from needing to eat, to heal up a bit on the fly, or to augment your fighting abilities, though this will make you steadily hungrier as you use it and may eventually lead to problems if you overuse it.

While this does allow you to heal up from almost anything this perk alone would not be able to regrow limbs or entirely new organs, damaged organs however would be fair game.

Adaptive Combat Skill (200cp): You possess a knack for turning non-combat skills, such as navigation, painting, or shipwrighting, into a viable method of combat, though this won't get into stranger abilities such as the heat behind Diable Jambe on its own. Granted, some abilities lend better to combat than others, but with enough work and the right tools, you can turn almost any skill you possess into an effective combat style.

For My Friends (200cp): You can do nearly anything in order to save those you call true friends as long as it isn't directly related to fighting individuals. You can climb a freezing mountain half naked with a friend on your back and hold the other with your teeth, or drag your dying poisoned friend to a saviour in a freezing hell why you are being chased by wolves. This is a boost in willpower rather than a boost in ability, as long as it is to save your friends, your willpower is limitless.

Skill and Power (200cp): A common thing with skills of all sorts, they can grow beyond your physical ability to keep up. Your skill with a blade means little if you can't put enough power behind it. But, you've got a simple solution to that problem. Namely, as your skills grow, so to do the basic physical abilities necessary to use them. Practice fencing? Your dexterity and reaction time will increase. Practice blacksmithing? Your strength and resistance to heat is improved. This will still only carry you so far, and practicing with a skill merely counts as an equal amount of physical conditioning towards the attributes related with those skills.

Impeccable Timing (200cp): You've seen this all before, it's easy to point out when something will happen and use that to your advantage just through knowing how things can play out. As such, your sense of timing is near perfect, with you only swinging a miss when it's funny and never harmfully so. This actually makes putting up a defense or offense ever so slightly easier as you can recognize the tempo of a fight and time it well enough to exploit your opponent's timing.

I Can Do Whatever I Want! (200cp): Why? Because you... are... beautiful! You become one of the most attractive people in the World like that of Empress Boa Hancock herself. Your face and body will be a work of art and people of all genders and ages will find a primal appeal to your general appearance. It's even possible that your beauty will be a distraction for others, causing them to falter or hesitate to mar that beauty, effectively making you harder to fight against the more attractive those fighting you find you, even if they are not specifically attracted to your gender, they can't deny that you are beautiful.

Fear is the Mind Killer (200cp): You are calm of mind when you need to be, able to force yourself to be calm in the face of extraordinary circumstances, such as finding yourself stranded on a deserted island in a world where everyone is stronger than you are and willing to use it against you.

Scary as a Demon (200cp): You possess the ability to put the fear of god into people, with you as the god in question. Like Nami, Robin, and a great number of women in setting in general (Zoro also possesses this ability when he gets serious), you are able to simply turn on an unnaturally terrifying aura around yourself that makes everything you do more intimidating. Combined with Demon's Reputation, you can make the rank and file soldiers pass out through sheer terror if you try hard enough.

Elemental Arts (200cp/400cp/600cp): You have a method of using an element in combat, much like how Cabaji could breathe fire or how Arlong and other fishmen could use water like a shotgun. For 200cp, this is a fairly weak gimmick like Cabaji or Wanze's ramen kenpo. For 400cp, this is on par with fishman karate, the mink's electro, or Nami's later iterations of the clima-tact, pre-New World. This can be taken multiple times to allow for additional elements. For 600cp, your manipulations would be on par with Nami's Sorcery Clima-Tact, though you'd need the appropriate training to effectively use it.

If you possess a devil fruit that possesses an element or substance you can manipulate, such as the Wax Wax Fruit or most Logias, you gain this perk (the 400cp version) for that element or substance for free and may upgrade to the last tier for 200cp.

This may be selected as a part of your race.

Augmented (200cp/400cp/600cp): You have been improved upon in some way, whether mechanically, chemically, or surgically, to be greater than you otherwise would be. For 200cp, these modifications are fairly simple, either simply augmenting your base physical abilities (roughly on par with one of Chopper's Points, other than Monster Point) or offering a grab bag of weaker tricks, roughly on par with pre-time skip Franky's less potent upgrades.

For 400cp, these modifications are much stronger, more in line with Franky's full capabilities pre-time skip, and edging into some of what he can accomplish post time skip or the physical prowess on par with some of the modifications made by Doctor Hogback or what Indigo's SIQ derived steroids were capable of accomplishing. At this level, you may gain a discount on the first level of Elemental Arts.

For 600cp, these modifications are so extensive and powerful that they match, or even rival, the modifications made to Bartholomew Kuma in his conversion to a pacifista. At this level, you may gain a discount on the second level of Elemental Arts.

In all instances, these modifications will not hinder your ability to grow stronger on your own and they tend to grow with you to a degree. They may also be modified over time if you have the right skills to do so.

This may be selected as a part of your race.

To the Next Level (400cp): You possess a form of power up that augments your abilities in some way, whether that's intelligence as Chopper accomplished or speed as with Luffy's Gear Second, giving a similarly impressive boost in an ability of your choice. These inherently come with a downside, but with training these can be reduced.

Additionally, you may, given further training, develop similar boosting techniques, even use them in conjunction once you've had a bit of practice with each one individually, though any downsides are multiplied when the techniques are combined in this way.

This may be selected as a part of your race.

The Will to Fight (400cp): You possess an indomitable will that will carry you forward even when your body is failing, allowing you to push through exhaustion and physical limits that would hold you back. This is not without limit, and your willpower will begin to falter if you push it too far, but until then, you can keep pushing yourself forward.

In clearer terms, your willpower augments your physical health, stamina, and pain resistance, acting as a sort of second health bar once you are in critical condition. Additionally, it provides a fairly decent boost in your existing willpower.

Poison Eater (400cp): Somehow, poison seems to have a reduced effect on you, and any time you are exposed to poison, it increases your resistance to all poisons, though to varying degrees. You start with a heavy resistance to most natural poisons and immunity to minor ones besides possibly a stomach ache here and there, but each exposure will increase your resistance and make you immune to stronger and stronger poisons until only the strongest of poisons can even affect you at all.

Memory Recall (400cp): Like a certain rabbit/dog creature, you possess the unusual ability to touch on the memories of others, recalling old memories or, potentially, dulling them to the point of being forgotten entirely. This can even be used to recall old pains as a form of offense. You experience these memories to a degree, able to see them from the outside without actually feeling them, though they may call to mind your own emotions.

Flipping the Script (400cp): Your ability to rip apart the plans of others is astounded. You can force your opponents to play by your rules rather than their own with just a token effort, effectively turning their best strategies against them by playing off personality flaws and known tactics. Of course, you have to actually know these things first, but you have a way of learning or knowing these things, usually well enough to at least passably avoid your opponent's plans. Of course, if they're clever and adaptable enough, this may prove to be a moot point as they counter your own counters and render your knowledge only an inconvenience. Still, this is a potent edge to possess.

Combat Analysis (400cp): You seem to have an uncanny ability to observe your opponent's abilities and understand them, allowing you to integrate parts of an opponent's fighting style into your own with ease after just a few clashes. This is easier if taken piecemeal to modify an existing technique you possess, but with enough time to observe and dedication, it's entirely possible to fully mimic a technique wholesale, or even the full style if you focus on it near exclusively. This also has the advantage of helping you find your opponent's weaknesses, the more you fight someone, the more apparent their weaknesses become. This may not give you the win if you can't take advantage of those weaknesses, but it will give you an edge.

Haki Training (400cp/800cp): You unlocked the innate ability of haki! With this you get the ability to use armament haki to the point to at least deal damage to a logia devil fruit and observation haki that you can at least feel how many enemies are in a certain area around you. Think of it like the level of pre-timeskip shown feats. But the best part of this is you also have the same extraordinary talent in learning and developing haki to the same extent as Luffy. You will have a head start with this in the world but don't even think for a second that this alone will help to survive here. For an additional 400cp (each may be discounted separately), you are on par with post time skip Luffy in skill with both Armament and Observation Haki.

You may gain a discount on this perk by limiting it to only one type of Haki, either Armament or Observation.

This may be selected as a part of your race.

Conqueror (600cp, Requires Potential): You are one of the few people in the world capable of using Conqueror's Haki, capable of using your willpower to overwhelm the wills of others, leaving them frozen in place or unconscious and foaming at the mouth... once you're trained, that is. For now, you possess an increased willpower, allowing you to push on where others would lag behind and may, on occasion, unleash your Conqueror's Haki while under extreme stress.

This perk may not be discounted.

Sovereign's Will (600cp): An uncommon variant of Conqueror's Haki, Sovereign's Will allows you to impose your will upon others in much the same way Conquerors do, however, it requires a ruler's instinct and a degree of respect towards you, though this can be overcome in some ways. Sovereign's Will is more controlled than Conqueror's Haki, where a Conqueror will knock their foes unconscious or render them in awe, a Sovereign gives commands that are listened to. Any command you give while using Sovereign's Will causes the target to follow it, they may fight it, but force of will alone won't let one succeed in doing so.

Fast Friends (600cp): You possess a natural charisma that is just uncanny, on par with Monkey D. Luffy himself. You have a tendency to be endearing to others, even if you were as dumb as a rock, and can earn the respect of others with relative ease, a fact that makes it exceptionally easy to make friends that would fight alongside you if you asked, some may even become true allies and join you in your travels. This of course has its limits and will not help if your attitude is bad enough, on par with that of Captain Kidd. But act kindly and in good spirit, or even just like a normal man, and you may very well find yourself not only surrounded by allies but friends who will go through hell and back to save you.

Let's Play a Game, Straw Hat (600cp): You are a tactical genius on par with the greatest tacticians of the marines like Tsuru or Jonathan, allowing you to predict your opponent's decisions and actions and make plans based on them. You can keep in mind every resource you have on hand, can gauge your own people to know who to delegate tasks to for maximum effect, and can handle multiple situations at once with a moment to think. Your planning skills will continue to grow and become more nuanced over time. This synergizes exceptionally well with *Inventive* and *My Mind is My Weapon*.

Student of Learning (600cp): Like a certain Boss Dugong, you've spent your whole life learning, not how to fight or how to train, but how to *learn*. Your ability to take in information and make use of it is borderline supernatural, allowing you to learn in ten minutes what it took trained assassins raised for the task their entire lives to learn and apply, even adapting it to your own unique anatomy or abilities with unusual ease. And all the while with nothing but a scroll and some simple notes to aid you. You may still have to work out a few kinks in what you learn, but they will naturally smooth over with time and practice.

The Devil's Luck (600cp): Your luck knows no bounds, letting you live through situations with impossible odds. You may be battered, bruised, and beaten, but you will survive to fight again. Put in simpler terms, you have Luffy's level of dumb luck, and one of the best examples of this is when fighting Crocodile, he shoots a ball of water at Crocodile and missed, he is then drained of liquid until he's severely dehydrated by Crocodile and left for dead, then the ball of water that missed lands back on him and allows him to bounce back almost as if nothing had happened. This is the level of luck you now possess.

Monster (600cp): The Monster Trio, Luffy, Zoro, and Sanji, are in a league of their own within their crew, growing faster and hitting harder than anyone else. Now, you have that same quality. Your physical abilities are absurd, and grow at an equally absurd rate, putting you in the same bracket as the Monster Trio. And you don't even really need all that much training to push yourself that far, turning everyday activities into training, to a degree.

Devil Fruit Studies (600cp): You are one of the foremost experts in Devil Fruits and how they operate, how they change the body and how they can be imitated, manipulated, or altered. You know how to imbue a Devil Fruit into an object, how to use chemicals to increase the range of abilities of a Devil Fruit, and the theory behind creating your own Devil Fruits, if not the actual ability to do so itself. With time and training, you may be able to use this for far more than just understanding devil fruits.

Voice of Anarchy (600cp): Like Jeremiah Cross and Soundbite, you have a way of knowing things that you really shouldn't. At the start of each jump, including this one, you get a degree of knowledge on the setting similar to what Jeremiah Cross possesses at the start of his journey. More than that, you know how to leverage and present that knowledge in such a way to build up or tear down entire organizations through words alone, your words carrying a great deal of weight.

While this knowledge is guaranteed to be gained, and largely easy to remember, it is not guaranteed to stick around unless you possess a way to keep your memory fresh.

Marvel Maker (600cp): Like Usopp, you are skilled in the art of making weirdly potent weapons and objects suited to a specific fighter and their style, including yourself. You may not always realize just how potent the abilities of the weapon are until you put it into the hands of the person it's made for, but they surely will. To put this in perspective, Usopp made the clima-tact, which he saw as essentially a collection of party tricks folded into a staff, that Nami then used to create weather phenomena.

With time and better materials, you can continuously upgrade these weapons to be better and better, until they are on par with a Devil Fruit when put in the hands of someone that knows what they're doing. You can even find ways to make aspects of these materials work that really shouldn't, like forming clouds at sea level with a dial.

The effects of this are even better when you have the person you're designing the weapon for or someone with more experience with the materials you're using, and can learn to adjust your abilities as a weapon maker to improve further than you already have.

While this works best for weapons, it can also be used to create non-weapon objects with relative ease.

Items

You receive one 50cp and one 100cp item for free and one each of 200cp, 400cp, and 600cp items at a discount. Should any of the below items be lost or broken, they will be found in the warehouse within a week unless otherwise stated in the item description.

Similar Items may be imported into any purchase made in this jump.

Basic Weaponry (50cp): Consider this a welcome package. A few simple weapons on par with the average pirate saber and pistol.

Cola Supply (50cp): A number of barrels filled with different varieties of Cola that never seem to run out. Comes with empty barrels you can fill with other beverages to have an effectively unlimited supply. These beverages will not carry any special effects from said substances once placed in the barrels.

Log Pose (50cp): A special compass used to navigate the Grand Line and a necessity if you want to safely get anywhere in Paradise.

Fancy Suit (50cp): A closet of fancy suits and other clothing, with a few new ones appearing every few weeks or whenever any of the clothing is destroyed..

Surfboard (50cp): ...It's a surfboard, what more do you want?

Well Stocked Larder (100cp): A pantry that is always stocked with a wide array of foods that last for long periods of time on a ship as well as an icebox with plenty of meats, fruits, and vegetables to cover all the needs for a crew of up to 25 individuals with ease. Restocks daily and can be accessed from the warehouse or any ship you own.

Secret to Longevity (100cp): You've got a book containing the secret to Kureha's youthful vigor and longevity. With some refinement and better ingredients, you may even be able to counter the continued effects of aging so you appear younger as well.

Oharan Library (100cp): A rather large library connected to your warehouse that houses every book ever held in the library of Ohara, along with several from after its fall. Books may be called from this library to your hand at any time, though they return to their proper place if left alone for longer than a day.

Armored Clothing (100cp): A simple method of improving defense, your clothing, regardless of where you got it from, is reinforced and armored to offer at least some protection. This protection is minimal, but can turn aside daggers or weak blades and can reduce the impact of bullets somewhat. This affects all clothing you wear, as well as providing a number of outfits that are actually armored that you can hand out to your allies.

Named Blade (100cp/200cp/400cp/600cp): You possess one of the many named blades found in the world of One Piece, and thus, This Bites as well. For 100cp, you possess a Grade Sword. For 200cp, you possess a Skillful Grade Sword. For 400cp you possess a Great Grade Sword. And for 600cp, you possess a Supreme Grade Sword.

Custom Weapon (100cp/200cp/400cp/600cp): You possess a potent weapon that is unique to you, or at least has a rare design to it. For 100cp, this is on par with Nami's original Clima-Tact or a Burn Blade. For 200cp, this is on par with Usopp's Kabuto or the Eisen Whip. For 400cp, this is on par with the Reject Bazooka used by Conis or the Perfect Clima Tact, Eisen Cloud included. For 600cp, this is on par with the Sorcery Clima-Tact.

Ship (100cp/200cp/400cp/600cp): You possess a ship, a method of travel on these dangerous seas. For 100cp, this is no better than the dinghies that Luffy, Zoro, and Nami started on prior to gaining the Merry. For 200cp, this ship is on par with the Merry. For 400cp, this ship is on par with marine ships, though personalized for yourself of course. For 600cp, this ship is on par with the Thousand Sunny.

For an additional 100cp, your ship possesses a Klabauterman already, a soul and mind of its own. For an additional 200cp, the ship is able to traverse underwater in the same way Law's submarine can. And for an additional 300cp, your ship has the capacity for flight akin to the Ark Maxim, though it will need a proper power source (or a devil fruit) to maintain that flight.

Transponder Snail and Rig (100cp/200cp): A young transponder snail equipped with a top of the line transponder rig to allow them to converse over long distances, you may choose for them to be an audio snail or a visual snail, with a second purchase giving both. For an additional 100cp (which must be purchased individually for each snail), the rig grants the ability to fly.

A Collection of Dials (200cp): A supply of the seashell-like objects known as dials. From the simple breath dial to the impact dial, you have a number of them all. Should any be lost, break, or be integrated into another object permanently, you will gain a new one a day later. However, you also possess one of the most powerful of dials from the story, the Reject Dial. You only possess one, but if this dial is lost or broken, it will be replaced after a day.

Flying Fish Ride (200cp): One of the faster modes of transportation on the sea, the only things naturally faster than one of these flying fish is a mermaid, though some that have trained their speed enough may still outpace them. These flying fish are about the size of a motorcycle and can actually be ridden like one, though they are, as their name suggests, capable of flight.

Coating Resin (200cp): You possess a number of tubs of resin used for coating ships in Sabaody Archipelago as well as pieces of wood from the grove of Sabaody. These pieces of wood allow the resin to be used like it is in the Archipelago itself, such as creating floating transportation and a way to form a pocket of air underwater.

Wapometal Cache (400cp): A metal inadvertently invented by one time enemy of the Straw Hat Pirates, Wapol, this metal is durable, fire resistant, and able to hold a “memory” of its shape so it may be returned to its original form. You possess a crate of wapometal ingots that replenishes monthly.

IQ Plant Garden (400cp): A large garden filled with IQ plants as well as a number of books on the distillation of the substance within the plants used to make SIQ. IQ and SIQ are both able to induce rapid strengthening in animals, as well as having a lesser effect on humans and other races, though it can also be synthesized to better affect humans, if not always safely so.

The Black Book (400cp): A rather significant binder that contains blackmail material on virtually anyone you could want it for. Information that, in the right hands, could cause a lot of damage to large organizations on par with Cipher Pol 9’s black book.

Personal Mark (400cp): Your own Jolly Roger! A symbol that represents you and you alone. You may, with a touch, mark up to five objects with this symbol. In doing so, they act as if they were purchased here. This may be purchased multiple times, though only the first purchase receives a discount.

Raid Suit (600cp): An invention of the Germa 66, a raid suit vastly augments the abilities of the wearer. Taking the form of a canister, this suit will mold itself to your form and turn into a custom outfit that’s designed for you personally. Raid Suits are bulletproof to all but specially designed bullets, highly fire resistant, biometrically locked, and possessing boots that allow the user to hover in midair.

Someone wearing one of these suits finds their fighting capabilities greatly enhanced as it enhances their strength, speed, agility, and toughness, as well as any unusual abilities they may possess, though some may possess a small gimmick of their own, such as gloves that cause explosions when the user throws a punch.

Comes with a manual with the principles behind how the suits function as well as blueprints to allow you to create more.

Sea Prism Stone Cache (600cp): Sea Prism Stone, often shortened to seastone, is a material that carries the energy of the seas, suppressing the powers of devil fruit users, it is also nearly as strong as diamond and virtually impossible to actually break normally. You possess several sets of seastone manacles as well as a crate of ingots. Any used seastone will be replenished as if it were broken or lost. This comes with a furnace designed to make seastone more easily forgeable.

Post Jump, seastone from this stock will have the added benefit of being able to suppress any similarly acquired power that possesses an inherent weakness.

Snail Transceiver (600cp): An exact copy of the self-same device used by Jeremiah Cross to spread his own brand of madness to the world, this device, created by Dr. Vegapunk and subsequently destroyed for the threat it could present, greatly enhances the abilities of transponder and visual snails to go to all others in the world. It also has a few other useful features, such as the personal favorite of Cross himself, the Fog Horn.

Post Jump, this can be used to connect to any form of communication device in a similar fashion.

Devil Fruit

Now we get to the exciting part. The famous and infamous Devil Fruits of this world! Every Devil Fruit is unique by nature and by that the power it grants is also unique. By that I mean, there is only one of each type of devil fruit no matter how similar two fruits might be, there are minor or major differences between them.

There are, however, downsides to the power on offer from any Devil Fruit. First and foremost among them, the Sea itself will hate you. Being submerged in water, even up to ankle deep, will drain you of your vitality and leave you weak. The higher the water goes, the more pronounced this effect until complete submergence results in near complete immobility. Sea water has the most prominent effect, but other liquids may have a similar effect. This fatigue can be reduced by training, but will always be able to make you somewhat weakened. Also the infamous substance known as Sea Prism Stone will have the same effect on you on top of being completely immune to your Devil Fruit abilities. However, this is a curse, and if you have a way to break or work around this curse somehow, you may completely ignore this downside.

Beyond that, it is commonly accepted that it is nearly impossible to gain the abilities of more than one Devil Fruit, the only known instance of this being Marshall D. Teach, aka Blackbeard. More than this, trying to gain more than one devil fruit ability is likely to be fatal as eating more than one Devil Fruit without some form of protection results in the eater dying in a gruesome fashion that I will leave to your imagination. However, as a jumper, you have more opportunities to bend the rules than most, and if you have some way to ignore this downside, you may gain the power of more than one Devil Fruit.

With the downsides out of the way, we can get to the real meat of Devil Fruits and their abilities. A Devil Fruit is remarkably flexible, defined by what its rules are, and many have very few rules other than a word to define them, and by what type of Devil Fruit it is. There are three main types of Devil Fruit; Paramecia, Zoan, and Logia.

Zoans are the simplest and are commonly viewed as the weakest barring the big exception of mythical zoans. A Zoan Devil Fruit is always based on an animal of some kind and effectively gives a form of therianthrope, allowing the user to switch between a human and animal form, as well as a hybrid of the two forms. More than this, Zoans also boost the physical abilities of the user, even in their base form, to be more resilient and heal faster. A basic

Zoan will cost 200cp, with a carnivorous species costing an additional 100cp, an ancient animal, such as a dinosaur, costing an additional 100cp, and a mythical creature (such as a phoenix, dragon, or bakeneko) costing an additional 200cp and are also considered Ancient Animals due to their mythical nature. These are cumulative costs. If you choose your own race, you gain a discount on your purchase.

Logias are the second simplest, but also the ones usually associated with raw power due to their abilities. A Logia is always represented by an element or substance, though not all substance based devil fruits are Logia, that allows the user to control said substance with great ease and even turn their body into that substance to avoid physical damage, effectively making the user immune to physical damage from anyone without access to Armament Haki. Some Logia possess a natural weakness, such as the Sand Sand Fruit not allowing its user to change into their element if exposed to liquid, while others seemingly don't. Most Logias will cost 400cp, though particularly dangerous substances, such as magma or lightning, will cost an additional 100cp. The Dark Dark Fruit, in particular, costs a flat 600cp.

Finally, Paramecia Devil Fruits cover literally everything not covered by the above Devil Fruit types. From the ability to split your body into dozens of pieces to possessing the properties of rubber to creating toxins from your body itself, Paramecia Devil Fruits run the gamut. These will change how the user's body operates, allow them to change themselves in some fashion, produce and control a substance, OR take control of something for their own use. The vast range of Paramecia Devil Fruit abilities makes it difficult to properly price them, and with how creative uses of a devil fruit can be it becomes even more complicated. As such, a Paramecia will cost 200cp, but can be upgraded to be more powerful baseline by paying an additional 100cp, which can be done multiple times up to 600cp total, which would make the Devil Fruit on par with Edward Newgate's Tremor Tremor Fruit.

Once you pick your type of devil fruit, you may choose a Word to define it. This word, as well as the CP you paid for the Devil Fruit, defines how the Devil Fruit's abilities manifest. An example used in setting is the Blind Blind Fruit, theorized by Jeremiah Cross, which allows one to remove someone's senses. However, his theory went beyond the five basic senses to include things like Sense of Time, Sense of Direction, Self, Independence, and Identity. This word will define your abilities, choose wisely.

A Note: A particularly broad or powerful word may result in a surcharge of 100-400cp extra. No matter how much you may want to, if you choose God as your word for your Devil Fruit, you will be paying through the nose!

Awakening (300cp, Requires a Devil Fruit): Normally, Devil Fruits are powerful, but through the process of awakening, they become even more so. Or, as Jeremiah Cross says, "Devil Fruits are Bullshit. Awakened Devil Fruits make mere Bullshit their Bitch." For most Paramecia, this allows the user to apply their devil fruit to their surroundings, as shown with Doflamingo turning buildings into strings he was able to manipulate, though some may be different. Zoans, on the other hand, gain a truly massive increase in physical ability beyond what even normal zoans receive from their devil fruit, though you will not suffer the mental deterioration experienced by the known examples of awakened zoans. However, we've only seen Awakened Zoan and Awakened Paramecia type devil fruits, so it is unknown how this would affect a Logia.

Companions

Nakama (Free): Since companionship is an integral part in this world it is only natural you can take your friends along for the ride. If you can convince someone to come with you by the end of the jump, they may join you on your chain as a companion without the need to spend CP.

A Friend to the End (50cp, First Free): You may create or import a single companion with 800cp to spend. This may be purchased multiple times.

Voices of Anarchy (100cp): Jeremiah Cross and Soundbite themselves have decided to come along with you. They've got the time and a guarantee that death won't be permanent with Jump-Chan, a much better deal than with their previous 'benefactor.' The two share a single companion slot and split perks and powers between each other.

A Full Crew (200cp): You may create or import up to 8 companions, each with 600cp to spend. You may purchase additional companions with A Friend to the End on top of the 8 provided by this option.

The Straw Hat Pirates (600cp): Firstly, you are guaranteed to meet the Straw Hat Pirates and form a bond with them. They will easily accept you onto the crew if you are so inclined or will form an alliance if you'd prefer to form your own crew. Secondly, they know of your nature, what that means, and are at least inclined to try out coming with you on your journey, though there is no guarantee they will continue through your entire chain if they do not like what they see. If the Straw Hats turn on you before the end of the jump, they will not join you and the points from this purchase are lost. Though it should be noted that the only way they'll turn on you is if you do so first and prove to them that you were never their friend to begin with, so if that happens, it's entirely on your head.

Drawbacks

Fanfic Toggle (+0cp): You can choose to, instead, go to a fanfiction other than This Bites! Or you can go to normal One Piece if you so choose.

Naïve (+100cp): You are a child in mind. But not in a positive way. It is like you never left your paradise island and believe that everyone in this world who is not directly fighting you is just a friend who hasn't met you yet.

Directionless (+100cp): You can get lost even on a straight line. I hope you have good friends who know where you are at all times.

Bling Bling... Katsching (+100cp): Valuables became your number 2 concern. You like money, gold, jewels and everything that could be considered as a currency. Of course your life will be more important than money right? Why are you going to this cave? There is a dragon that hoards gold? Well see ya, sucker!

Motion Sickness, a Terrible Affliction (+100cp): You have an unfortunate condition for a world so full of water. You get motion sickness easily. Seasickness is a constant companion on the high seas and you never quite seem to get your sea legs.

Coward (+200cp): You are not a person to fight. In a sense that you will always pick flight in a fight-or-flight situation. You can of course overcome this fear if needed for something greater than yourself. For protecting that which is dear and important to you.

LADY-SWAAAN!!! (+200cp): There are some very lovely ladies in this world. And like a certain blonde cook you are now just as much of an admirer of them as well. Your eyes will turn into pink hearts everytime you see a female you could be attracted to and you will be unable to even remotely attack or hurt them even if they threaten to kill you or everyone you love. If you would ever meet one of the most attractive women in this world, such as Boa

Hancock or Princess Shirahoshi, you would turn into stone for a few moments just by looking at them. The only way for you to attack a female is if you didn't know that they were female. And when you learn it you will kick yourself in the ass for breaking your adamantite code of chivalry.

Ah, Shitbiscuits! (+200cp): There's a food that just... doesn't agree with you. If you eat it, you better hope there's a bathroom with soft paper nearby, because you'll be acquainted quite thoroughly by the time your torment is over. You're guaranteed to have an encounter with this food at least once a year.

Adventurous Spirit (+200cp): The sea calls, ever does it call. You will never be able to settle down, always looking for the next adventure. You might be able to take a break for a time, but the call will always draw you out and onto the seas of adventure once more... until there is nothing left.

Old Spice (+200cp): A pair of annoying south bird that have somehow gained the ability to speak will follow you around and expound upon the attributes of their tribe and how you must embody them. By default, these are Terry and Isaiah, but you can choose to have a different, albeit semi-random, dichotomy. They will always be annoying. The only time you'll get a proper break is when you embody both of their tribes enough to satisfy each of them in turn or when they are asleep.

With the Clothes on Your Back (+200cp): You can't bring any items from previous jumps and only have your favorite set of clothes (with some accessories) from your home universe, which are resized to fit your new base form, and any items purchased in this jump. If this is taken with B.R.O.B.'s Condition, you gain an additional +100cp.

Adrenaline Huffing (+200cp): When danger comes knocking for you, you start laughing in their face. You just can't help it! That rush and bubbling sensation just gets your heart going and makes your enjoyment all the more intense. The more danger, the more intense it is. You're likely to get into trouble with this at times, but it won't make you directly suicidal, maybe accidentally so, though.

B.R.O.B.'s Condition (+300cp): As a condition for coming to this world, the ROB that brought Cross has made a deal with Jump-Chan to limit your abilities while in this jump, just so you don't mess things up too badly for his, ahem, entertainment. You have no access to your warehouse or out-of-jump perks or powers. You can only work with the stuff you bought here.

Squishy (+200cp, Requires B.R.O.B.'s Condition): Like Cross, you enter this world as a normal human, but not one of the one piece humans. One like Cross when he first arrived. Unlike Cross, however, you will take at least a year to get up to the same point as he did after Kureha's treatments, and even then, your progress will be slow in increasing your physical abilities.

Brick (+300cp): You can't swim. In fact, you don't even have the ability to float. You'll sink like a stone, as if you were a devil fruit user even if you weren't one, including the loss of strength. Hope you've got some friends to rescue you if you fall in. If you purchase a devil fruit ability, this drawback is mandatory and grants no points.

Wanted! (+300cp): You start with a 100 Million Berry Bounty which will rise accordingly to your actions. If you are a part of the Navy faction, you are a disgraced marine, either from going against orders and breaking away yourself or being framed by another for their own purposes.

Mouthy Brat (+300cp): You just can't keep your mouth shut when someone says something stupid, when someone takes shots at your ideals, when someone is so arrogant they believe themselves untouchable. You can't help it, you'll laugh and tell them exactly what's wrong with their opinions of themselves and others. This'll most likely

piss them off, and if they're strong enough and take offense, watch out! If you take the Adrenaline Huffing drawback, you gain another +100cp.

Plot Bound (+400cp): You are stuck with the Straw Hat Crew. Not because you are part of the crew necessarily, but because you'll be a part of every major event they get stuck in, no matter how much they try to avoid it..

Instantaneous Gender Reassignment (+400cp): There comes a time when you need to make a deal, and the price is too great for you to bare, but you have to anyway. This is one of those. At some point within the first year of this jump, you will be forced into making one such deal, and the price will be to instantly change genders with absolutely no protection from body dysmorphia or similar phenomena, all the worse for the sudden change in brain chemistry.

What's a One Piece? (+400cp): You have absolutely no knowledge of the One Piece universe or This Bites! Except for what you've gained as part of your history within the world. If you decide to be a drop in, you know nothing of this world.

Hakuba (+600cp): This is bad. Real bad. You have the same rare combination of narcolepsy, sleep walking, and multiple personality disorder as a certain dashing young prince... Every time you fall asleep, which will happen at irregular intervals - yes even sometimes in the middle of a fight - another You gets control over your body. You gain an absurd amount of speed but also have no control over yourself whatsoever because you really are sleeping. The other you is a bloodthirsty and battle-crazed maniac who will always grin and attack anything in range around you. And the worst part is? It can use all your abilities way better than you and try to kill everyone around them. Even heavy damage will not wake you up. I hope you got something good out of these points because you are threatening the lives of everyone around you.

Welcome to Hell (+600cp): Your jump starts on level 6 in Impel Down with seastone hand shackles (you can only get them off with a key from either Hanyabal or Magellan or if you escape they will miraculously break). You are not in a cell yet but the prisoners will make a fuss if you don't free them and will make the wardens come after you if they notice you. You can only leave through the entrance on above level 1 because the walls are made out of indestructible seastone and all the other exits only lead to the ocean that is full of extraordinary fast and powerful seakings that are only looking for a meal. If you get caught you will be imprisoned in level 6, because Magellan will defeat you no matter what you do. If you possess the Plotbound drawback, it will not kick in until Luffy frees you on request of Ivankov or you are otherwise not in Impel Down anymore. If you manage to do the impossible and escape from Impel Down like the Golden Lion Shiki did 20 years ago then you will be free of this drawback... if you are not captured by the Marines again.

B.R.O.B.'s Entertainment (+600cp, Requires B.R.O.B.'s Condition): Rather than Cross, it is you that ends up on that island at the start of the story. Jeremiah Cross is nowhere to be found and you must keep things interesting for the B.R.O.B. and Jump-Chan or they will *make* things interesting.

Ending

You are at the end of your journey, friend. Your ten years are up and it's time to choose what you will do next.

Back to the Beginning: You've fought the good fight, it's time to return to your home, to your friends and family from before this journey began. Farewell, Jumper.

The Sea Calls: You have found your home. The friends you've made, the adventures you've had, the sights you've seen... you wouldn't give them up for the world. Welcome home, Jumper.

To the Next Adventure!: You've had your adventure, you've made memories you will never forget, but it is time to move on to the next series of adventures out there. Just remember to have fun, Jumper.

Notes

Thanks to The Patient One, CV12Hornet, and Xomniac for both the permission to pursue this jump and for their help in making it. Thanks to the Reddit and Spacebattles Communities for their input on this jump and help in refining it (If you would like your name included specifically, you may ask to be added here).

On Powerful Devil Fruits:

Some devil fruit choices will be more powerful than any canon fruit just based on the word used, bringing with it the special surcharge mentioned in the Devil Fruit section. To better clarify, some examples are given below.

Paramecia: Alchemy, Destruction, Creation, Mimic, Sea/Water (this is confirmed to not be a thing by Oda but it's an option here regardless!), Fortune/Luck.

Zoan: God, Shogoth, or other cosmically powerful beings. If it would be an epic level monster in D&D, it goes here. Also tulpa-like entities such as Slender Man would fall into this category.

Logia: Any out of setting substance with unusual properties such as Mithral, Vibranium, Uru, or Nth Metal would qualify, as would broad options like Energy or Magic.

On Awakening:

If you're unsure how a devil fruit would manifest when awakened (such as a more esoteric paramecia or a logos), fanwank responsibly.