



Long ago, Gold Roger, King of the Pirates, obtained everything the world had to offer.

His dying words drove countless souls to the seas:

"You want my treasure? You can have it!

I left it all in One Piece, now you just have to find it!"

And thus, a new age began. This is a time known as The Great Pirate Era!

Welcome to the world of One Piece, a world greatly covered by vast oceans inhabited by deadly creatures, marauding pirates, marines, and adventurers alike. The majority of land is culminated in the Red Line encircling the world, dividing the oceans in between into their respective areas of North, East, South, and West Blue, with the incredibly dangerous Grand Line spanning the equator. Legend has it that Gold Roger left his greatest treasure, the One Piece, at the end of the Grand Line, driving many a brave and foolhardy soul to search after it and claim the title of "King of the Pirates".

You enter the world at the beginning of the series alongside the same storyline the anime portrays. To help you along your way, take these choice points to allocate towards a new life in the grand adventure that lay before you.

Will you follow Gold Roger's will towards the Grand Line and claim his treasure as your own?

Or will your desires draw you towards a different goal?

+1000 CP

Origins

You enter this world as the gender you were previously.

Your age is 1d8 + 16

You can choose to change either your gender OR your age for 50cp each.



Drop-In (Free)

You have been dropped off at your chosen destination with nothing but the clothes on your back, your pre-existing knowledge of this world, and whatever equipment you have purchased. You have a few days worth of food and water, but you also have no connections to this world. On the plus side, this also means you have no extraneous memories bogging you down - you are truly yourself.



Pirate Crewman (50cp)

You are one of a handfull of crew on board a small pirate ship near your starting location. You know how to scrap and pillage with the best of them and have reliable comrades in the form of your crew and captain, but your formalities and manners are lacking.



Pirate Captain (100cp)

Bugger to just being a crewman, you're the boss of this ship! Your ship is small and your crew amounts to only a handfull, but you have a commanding authority over them. Whether this is good or bad depends on the kind of pirate you are. You have a good head on your shoulders when it comes to leading your comrades, getting in fights, and outwitting the marines, but little else.



Marine Crewman (50cp)

Don't want to be a pirate? Why not join the marines? You are under a tighter leash than you would be as a pirate due to an actual proper chain of command, but you are paid well for your service and have access to the superior resources at the World Governments' disposal. You start with disciplinary training and decent knowledge of how to fight pirates, but you are mostly stuck manning the guns during most combat encounters that aren't up close and personal.



Marine Captain (100cp)

You are large and in charge! You command your own ship of a dozen raw recruits fresh out of the academy, and are expected to keep them in line and get shit done when the World Government cracks the whip. You have extensive knowledge of marine hierarchy, as well as proficiency in land and sea combat.

Starting Locations

Roll 1d8, or choose your own destination for 100cp



1) Loguetown

A city in East Blue, covering nearly the entire island it is on. A popular hub for those seeking to challenge the Grand Line due to its proximity to Reverse Mountain, you can likely find anything you would need for your adventure here if you look hard enough. Birthplace and execution spot of Gold Roger.

5) Skypiea

An island situated high in the sky, inhabited by people with vestigial wings on their backs and ruled by a harsh god. Dry land is at a premium here, and is seen as sacred in comparison to the abundant clouds.



2) Torino Kingdom

An island in South Blue that is home to a primitive-looking caveman culture ruled by gigantic birds that roost in the island's one gigantic tree, but with a surprisingly vast and sophisticated knowledge of medicine with a vast library of knowledge.

6) Abandoned Island

A nondescript island that is...wait, where is this place anyway? Given that the weather doesn't change chaotically and there are no sea kings in the waters, you guess you aren't in the Grand Line, but where you could be otherwise is a mystery. Thankfully, this island seems survivable at a glance...



3) Drum Island

A winter island located near the beginning of the Grand Line. Cold year-round, but as far as the Grand Line goes, it is a relatively peaceful place to live. Led by the Sakura Kingdom

7) Impel Down

The World Government's maximum security prison smack-dab in the middle of the Calm Belt. Depending on your background, you could be a prisoner (pirate), guard (marine), or tourist (drop-in), but regardless of your circumstances, this is not a place you wish to stay in for too long. Best of luck leaving!

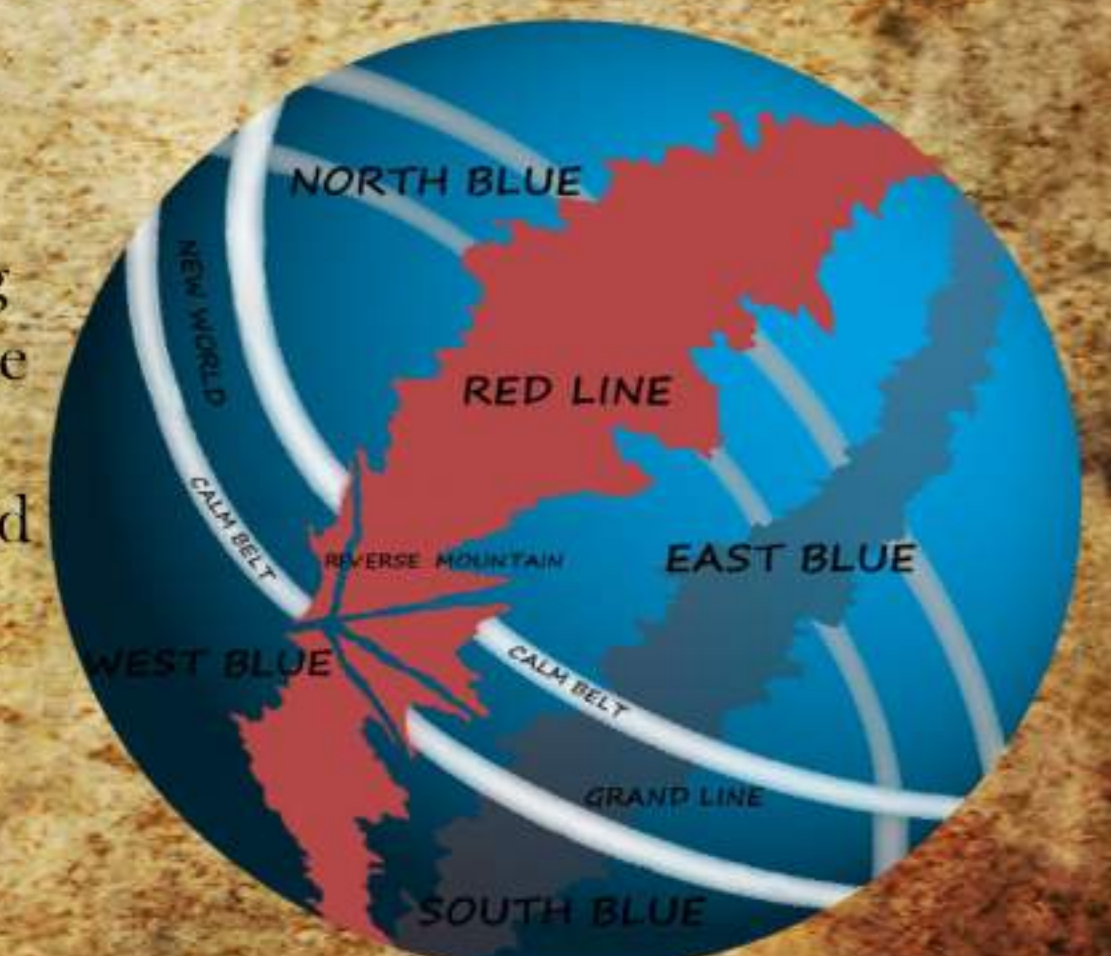


4) Marie Jois

The capitol of the World Government, home of the Celestial Dragons, and only 'official' entry point into the Grand Line. This route is typically reserved only for Marines or World Government officials, so I hope you have a good reason for being here. Being here as a pirate would be a VERY bad idea...

8) Free Choice!

Fate has deemed you worthy of choosing your own path. You may choose any place listed here, anywhere in the Red Line, Blue Oceans, or the first half of the Grand Line to begin your adventure. Be forewarned - should you choose to begin in the Grand Line, you had best be prepared for anything...



Skills & Abilities

Discounts are applied depending on identity and are 50% off. Free means free, obviously.

Nakama (Free)

Fate has conspired to have someone you meet early in your adventure (or someone who is already part of your past) turn into a great friend. There is an immediate connection, and your friendship immediately runs deep. This friend will be with you through thick and thin, will never even consider betrayal, and will likely be willing to take a cannonball to the face if it means saving you. Fate gives you one friend now, but fate in this world works in mysterious ways - they may be your first true friend here, but they likely won't be your last or only.

Navigator (100cp)

(Free: Pirate Crewman/Navy Crewman)

You know how to navigate the oceans as easily as you breathe. The Blue Oceans hold no secrets from you, and even the Grand Line becomes a manageable ordeal if you have a Log Pose.

Shipwright (300cp)

(Discount: Pirate Crewman/Marine Crewman)

You have extensive knowledge on how to repair and even build ships. Your knowledge is relatively limited to repairs and small ship building, but can easily be expanded upon to repair or construct entire galleons.

Tinkerer (300cp)

(Discount: Pirate Crewman/Marine Crewman)

You have an insight into what makes the technology of this world tick. Granted, technology is still in its developing infancy across most of the world, but you seem to have taken to it like a fish to water, and have taken it upon yourself to learn and grow with it. If you know of Vegapunk, he is someone who you look up to as a sort of mentor to your endeavors. You can take apart and put something back together in 30 minutes and know how it works inside and out, and can repair all but the most heavily damaged pieces of bleeding-edge technology with simple tools and scrap metal. You can construct your own various bits and bables with materials just lying around, but anything more complicated than a simple steam engine or gunpowder weapon will require tools, money, time, and raw materials to build. You are still very much a novice, especially when it comes to the likes of Vegapunk, but one day you may very well learn enough to surpass even him.

Combat Training (100cp)

(Free: Pirate Captain/Navy Captain)

You know how to hold your own in a fight, on land or at sea, with gun or sword. Includes proper combat knowledge on how to handle a cutlass, flintlock pistol, and musket, as well as general brawling experience.

Commanding Presence (300cp)

(Discount: Pirate Captain/Marine Captain)

Words carry weight - yours even more so. Those within earshot of you are highly likely to drop what they are doing and listen to what you have to say, and if you can make a compelling enough argument, they may very well follow you to hell.

Swimming (50cp)

(Free: Merfolk, Fishman Hybrid, Fishman)

You are quite adept when it comes to moving in the water. You can keep your head above water easily and can keep your cool whenever you're in the drink. Getting thrown overboard is not a big issue for you, provided the fall doesn't knock you out on impact. Of course, this is all a moot point if you ate a Devil Fruit...

Survivalist (100cp)

(Free: Drop-In)

You know where to fish, where to find fresh water, what animals are safe to eat (and which ones will try to eat YOU), and what plants will and won't kill you if you try to eat them. Basically, you can survive on almost any island.

Precision (300cp)

(Discount: Drop-In)

Your kinesthetic sense and body coordination is quite the spectacle. You can see and react to attacks coming at you much faster than most, whether in melee or at range, and can hit targets much more accurately away than the norm.

Will of D (800cp)

(Discount: Change your middle name to something beginning with D)

It is said those who carry the Will of D are bound to a great fate, and bear that fate with a smile, even in the face of certain death. Somewhere in your family line, you had a parent who passed this will on to you by blood. Those with the Will of D are said to bear a willpower that never collapses, even when they stare death in the eye, and seem to be intrinsically linked to the fate of the world in some way. Though YOU personally aren't subject to the whims of this world's fate, it does seem to favor you nevertheless. Your willpower is nigh-insurmountable, and only seems to get stronger the further into despair you should be pushed. In addition, it would seem that fate itself has a plan for you, as you seem to find yourself surviving through fights that would end most men, albeit by the skin of your teeth. You are still very much capable of biting off more than you can chew, and fate is anything if not fickle - that 'near victory' can easily turn into a crushing defeat if you abuse the grace you receive too often, but at the least, fate seems to be lenient with the chances it gives you.

Giants Blood (Varies)

Okay, so you may not literally BE a giant (...or are you?), but you could sure fool some people. Depending on how much you spend, you could be VERY convincing. Your newfound height also comes with the proportional strength and physique to comfortably do anything anyone else can, so don't worry about collapsing under your own weight.

100cp - 10 Feet



You can comfortably stand eye to eye with a Navy Admiral

200cp - 25 Feet



You can easily be mistaken for Bartholomew Kuma in the right light.

400cp - 50 Feet



You are one of the smaller ones, but a genuine giant nonetheless. Watch your head!

Skills & Abilities

Rokushiki - Six Paths (600CP)

Discount: Marine Crewman/Marine Captain

You have recieved training in the Marine martial arts of the Six Paths. Typically reserved for high-ranking Marine officers and Cipher Pol agents, the Six Paths are not easy to master, but allow for a great deal of close-combat prowess. You have just started learning, but already you can use your abilities with enough proficiency to comfortably take on several lesser foes or even a relatively evenly-matched opponent with good odds of coming out the victor. Time and training will strengthen the abilities you have, and perhaps if you master the Six Paths, you can unlock the secret seventh skill of Rokuogan (The Six King Gun) and become a truly fearsome force to be reckoned with.

Tekkai - Iron Body Rankyaku - Tempest Kick Shigan - Finger Bullet Soru - Shave Step Geppo - Moon Walk Kamie - Paper Arts



Combat Arts (600CP) Discount: Drop-In

There are several unique martial arts that litter the world, all with their own strengths and weaknesses, and now, you are proficient in one of them. Choose from the following choices - you have the equivalent of a few months of intensive training under your belt, but your proficiency and capability will get stronger with time - even moreso if you can convince someone to teach you. With enough time and dedication, you may even surpass your masters.

Fishman Karate



Strong concussive attacks that are amplified significantly underwater. Human practitioners are almost unheard of.

Black Leg Style



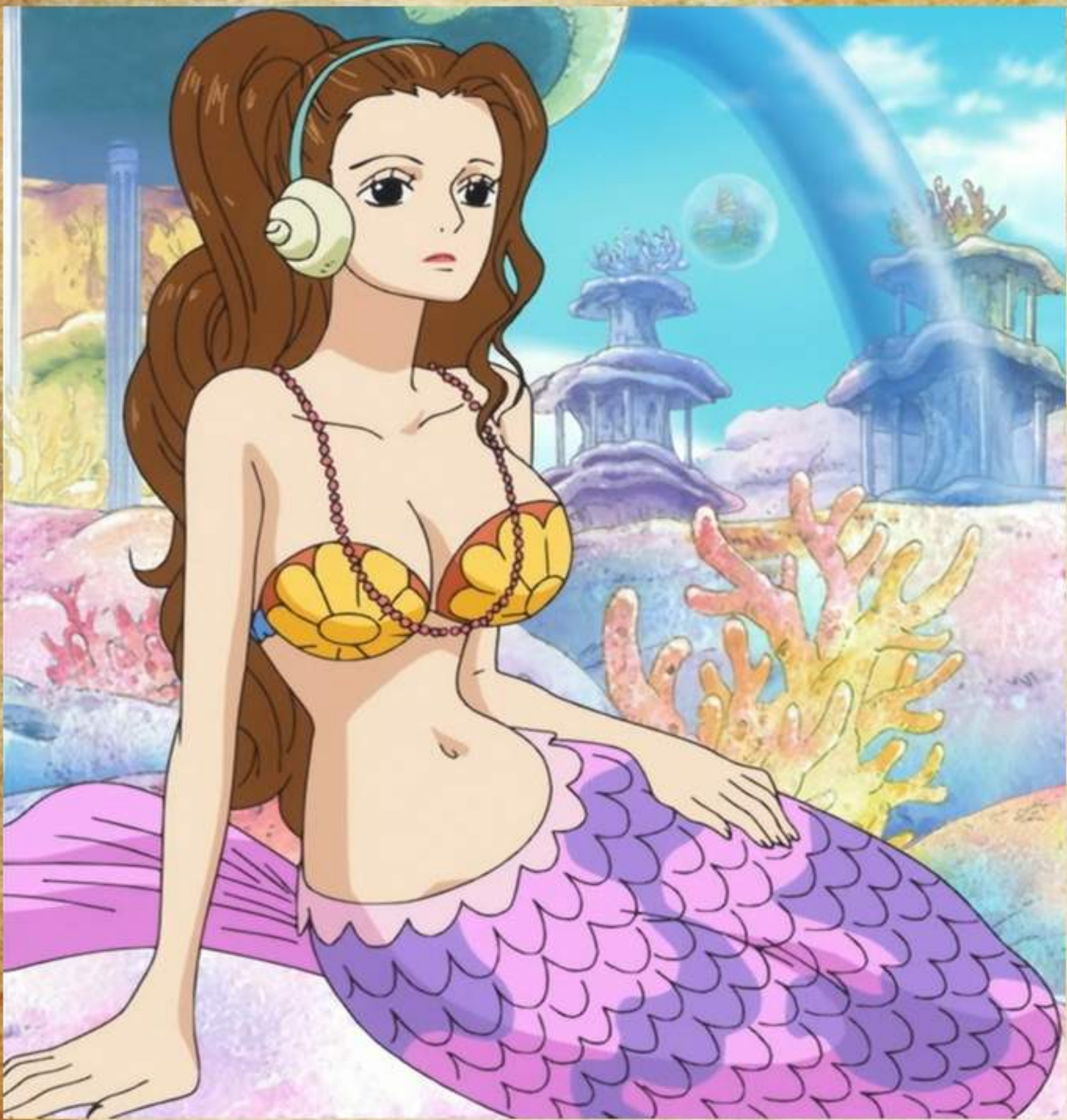
Flurry of kicks with extreme evasion potential. At high levels, can pull off stunts like jumping on air or igniting your legs.

Three Sword Style



Can use air currents for long-range attacks, as well as some unique moves that almost seem spiritual in nature. Esoteric style.

Skills & Abilities



Merfolk (150cp)

Well, aren't you just the water-loving type? You are one of the seas merfolk, capable of swimming at speeds that can outrun the fastest ship, breathing water, and communing with the sea animals. While it does give you quite the nice repertoire in a world mostly covered by water, not everything is quite so glorious. You bear the top half of a human, but your lower half has been replaced by the lower body of the type of fish you descend from. Underwater, this isn't an issue, but on land, you are very much limited in movement unless you use a specialized air belt for support. Don't worry too much, though, as your fins will split when you hit 30 years old, letting you have the opportunity to travel on land once again.

One more issue to watch out for - merfolk are **HIGHLY** prized by the slave trade community, so be careful who you associate with.

Fishman Hybrid (250cp)

You are the comfortable middle ground between Human and fishman, possessing traits of both, but not the full acumen of either. You bear traits from your fishman heritage, though to a much lesser extent as a pure-blood. Whereas a fishman is easily 10 times stronger than a human, you are probably only about 2 or 3 times stronger. Where a fishman has many natural adaptations of its lineage to help it out, you bear only a few beneficial aspects of their physiology (a few fins, teeth, natural instinct, etc). On the plus side, you look very much human to the casual observer, and while you can't talk with sea creatures or swim with the speed of a mermaid (though you **CAN** out-pace most human swimmers), your inborn skills give you a great edge when you learn how to use them to your advantage, whether that is using your Hagfish lineage to trip people up with excessive slime production from your skin, or giving in to the natural aggression of your Fighting Fish lineage to turn into a veritable berserker on the battlefield.



Skills & Abilities

Fishman (600cp)

(Discount: Pirate Crewman/Pirate Captain)



You are one of the fishmen of the world's oceans, renowned for your unmatched agility underwater and superior strength. From birth, you were already 10 times stronger than any normal human, and that power is only magnified while you are in water. In addition to being able to breathe both air and water, being able to communicate with most sea-life (short of Sea Kings), and being an unmatched swimmer, your fishman heritage gives you many unique abilities depending on the species you are descended from. An octopus fishman would typically have extra arms and the ability to spew ink, a wobbegong fishman would be able to camouflage themselves to better blend in to their environment, and a shark fishman would have rough skin, razor-sharp teeth that can regrow in an instant, and a ferocious fighting sense. As an added bonus, while you haven't yet learned fishman karate, you would take to it like a proverbial fish to water, should you pursue it.

Unfortunately, this power is not without its price, as fishmen in general face wide-scale discrimination, distrust, and outright hatred from humans in most places they go, and due to the fact that most fishmen are met with oppression and slavery at the hands of humans, there is a good chance that this feeling flows both ways unless you are the forgiving type.

You may choose Fishman Island as your starting location for free if you take this option.

Skills & Abilities



Haki (600CP)

You have awakened the latent power of your mind, body, and spirit! This power is, to put it simply, weaponized willpower, giving any who possess it the ability to even the odds against Devil Fruit eaters by being able to deal damage to them despite whatever defenses their power may offer them (with enough training, of course). Your power is still weak and will require training to perfect, but you have

already shown a solid grasp on the basics of Evasion and Armament Haki to the point where you could go up against a group of mooks or an evenly-matched Devil Fruit eater with good odds of coming out the victor. There is said to be a secret third type of Haki that few are said to possess, but you aren't one of these people...

Conqueror's Haki (200CP) Requires Haki



Or are you? You are a one-in-a-million Haki user, capable of projecting your will outwards in order to dominate and smother the wills of others through the sheer, overwhelming force of your own. You can flat-out smother the wills of weaker minds, causing people to faint around you and making even the most ferocious of animals run away with its tail between its legs. Of course, you're not that strong yet - you can knock out a specific individual or a small group indiscriminately, but proper focus and training will allow you to knock out hundreds or thousands with a single burst, selectively pick out those you wish to affect, and be able to mentally overpower all but the most iron-willed of opponents (and even those who resist will be visibly shaken by the experience).



If you want to learn Haki in the world without taking it here, you very well can. However, finding a person willing to teach you is a challenge all its own, and you will find that learning Haki isn't as easy as Luffy makes it look. What took him 2 years to accomplish could easily take you twice that time, and Conqueror's Haki will be out of your reach entirely - you simply aren't the one-in-a-million this time. Purchasing Haki here gives you a head start with your skills equivalent to a month or two of training, and a development speed on par with Luffy.

Cyborg

You have become one with the machine!

How you came about this transformation and what it entails, however, is another matter...

Pacifista Prototype (600CP)

(Discount: Pirate Captain/Marine Captain)



Whether you volunteered for the project or took it as part of a plea bargain to reduce a sentence, you opted to undergo an experimental procedure at one of Vegapunk's top-secret laboratories for the Pacifista Project. You do not remember much about the process itself, but you do know that you were written off as a 'Failed Prototype', and once you were released (or perhaps escaped), you were changed.

Power-wise, you are comparable in terms of strength and capability to Bartholomew Kuma.

Self-Forged (300CP)

(Requires: Tinkerer)



You have taken it upon yourself to make the transition between man and machine of your own hand. Granted, this has led to a LOT more blood than sweat or tears, but your hard work and persistence has finally paid off! You now have a body all of your own design, though how much better it is than your old squishy human form remains to be seen.

Your design puts you roughly on par strength and capability-wise to Franky during the Water 7 arc.

Benefits

- +Strong Armor: Pistol shots practically bounce off you. Rifle shots rarely penetrate your sub-dermal armor. You may be able to take a cannonball or two if they don't hit vital systems, but this is ill-advised.
- +Great Strength: Reinforced muscle fibers give you the strength to practically juggle cannons and punch clean through a ship deck. With enough persistence, punching through metal shouldn't be a problem.
- +Prototype Energy Weapons: In the palms of your hands are focusing lenses that allow you to shoot an experimental laser weapon. At full charge, it can melt through metal like butter and blow holes in a ship. However, the prototypical nature of this weapon makes it highly unstable and very inefficient. Has a small cooldown after use.
- +Perpetual Energy Source: You need not worry about your power draining. Your power supply perpetually replenishes itself when you sleep.
- +Self-Repair System: Your body comes with a rudimentary self-repair system that allows for repairs of your systems slightly faster than natural human healing. Losing a limb will still mean that limb is gone for good, though.

Drawbacks

- HUGE : All of this equipment takes up space, and it shows. You are roughly 2 to 3 times taller than most men, and weigh nearly half a ton.
- Sluggish: While your servos do their best to keep up with you, your increased size and bulk makes you noticeably slow for your size. You can still run, just not very fast.
- Irreparable: Your construction is very much unique and highly prototypical. Even if you have some knowledge in how to repair machines, you will find a high degree of difficulty repairing all but the most simplistic or superficial of damages, and upgrading yourself borders on impossible without voluntarily turning yourself over to Vegapunk.

Benefits

- +Modular Design: What you lack in power right now, you make up for in potential in the future. Your body is highly customizable, and as long as you have the time, money, and resources to invest, you can further upgrade yourself to lengths that may one day rival even the pacifistas.
- +Passably Human: At a distance, you look averagely human, though some mechanical aspects of your body are noticeable up close.
- +Hidden Weapons: While rudimentary compared to a Pacifista, you have managed to hide some weapons in your body for when things get hairy. You can have a maximum of two of the following weapons hidden inside you - A bladed or blunt weapon no longer than your full arm length, a rudimentary gattling gun that fires pistol shot, a detachable muscle-driven limb on a chain that can be thrown with the force of your best punch and retracted back, or a rudimentary flamethrower.

Drawbacks...?

- +/-Slightly Stronger: While nowhere near Pacifista-level, you have enhanced your strength slightly beyond human norms. There is still much room for improvement.
- +/-Lightly Armored: You have a bit of armor, but you are still mostly squishy and fleshy. You can block or lodge the odd pistol shot, but rifle shot will still tear through you like anyone else. A lack of armor means you are light on your feet, though.
- +/-Self-Repair: You don't have an auto-repair system, but the modular nature of your body means you can repair most damage with a toolkit and scrap metal. Losing a limb is not a permanent problem, but making a new arm with just one will be a difficult learning experience.

Drawbacks!

- Power Source: Your construction requires the use of a semi-common material for fuel (soda, beer, gasoline, etc). While you can still survive without a fuel source, your hidden weapons, strength, and armor will suffer if you are below 25% fuel capacity. You can upgrade yourself with other power sources, but getting a perpetual power source on par with a Pacifista will take some effort to find or make.

Devil Fruits

You have come into possession of one of the fabled Devil Fruits of this world. You haven't eaten it yet, but it seems only a matter of time before you do. Only one Devil Fruit can be eaten per person, as any attempt to eat more than one results in instant death. Devil Fruit also carries with it a terrible curse - if your body is submerged in a body of water any bigger than a bathtub, your muscles go limp, whatever abilities you have deactivate, and you sink like a stone to drown in the deep. Devil Fruits are divided into 3 types:

Zoan-type

Imparts the features of a certain animal upon you, allowing you to assume both the animal form and a hybrid form between the animal and your human self.

Logia-type

Imparts your body with a certain element or quality, such as fire or electricity, allowing you to conjure and transform your body into your given element at will.

Paramecia-type

Highly varied. Can create substances, manipulate the environment, or impart your body with the quality of a material. Can essentially do most of what logia and zoan-types can't.

*Fruits are divided into tables by tiers of their overall usefulness. You may roll 2d8 on a table to determine which fruit you get, or may choose your own on the table for an additional 100cp on top of the tier cost. You can purchase multiple fruits, but they must all be unique, as two of the same fruits cannot exist in the world at the same time. Some fruit users in this world may already have some Devil Fruits listed here, but your benefactor of these fruits assures you that they are **JUST** different enough so as not to conflict with this rule.*

As an added bonus, if you chose a fruit that already has a user in this world, your benefactor offers you the choice to differentiate yourself from them by making a cosmetic alteration to the way your fruit's ability manifests. This can be anything from blue fire on a Flare-Flare Fruit, black smoke for a Smoke Smoke fruit, or red fracture marks for a Quake-Quake fruit. So long as it doesn't affect the strength of your abilities and is purely cosmetic, the alteration is yours to make as you see fit.

Tier 1 - Weak (100CP)

Seen by many as either being cosmetic, low-power, or a hinderance at worst, this tier is mostly populated by Zoan-types with a handfull of Paramecia fruits. Creative use of given powers is practically a must, seeing as on their own, they don't seem to be too useful.

2) Revive-Revive Fruit

User can come back to life after dying once. Unfortunately, this means you have to actually die, meaning your journey is over. Don't let that get under your skin, though... If you still have any!

7) Whisper-Whisper Fruit

User can communicate with animals by listening to their thoughts. Only offers rudimentary, one-way communication.

12) Horse-Horse Fruit (Model: Shetland Pony)

User can transform into a pony. Short with stocky limbs, but strong and intelligent with a comfortable coat of fur that resists cold.

3) Snake-Snake Fruit (Model: Garden)

User can transform into a generic garden snake. No fangs or poison, but very compact form that is deceptively agile. Hybrid form looks like a Lamia.

8) Rat-Rat Fruit (Model: Albino)

User can transform into a white rat. Can survive on scraps and has a high resistance to disease, but red eyes and pale skin/fur unnerve people.

13) Bug-Bug Fruit (Model: Stinkbug)

User can transform into a stinkbug. Hard, chitinous carapace makes for good defensive capabilities against blades and bullets alike, but typically smells pretty bad.

4) Nemu-Nemu Fruit

User can induce sleepiness in others. Doesn't allow you to actually force others to sleep, but makes them heavily drowsy and more suceptable to napping.

9) Ox-Ox Fruit (Model: Dairy)

User can transform into a dairy cow. Can trample with cloven hooves and gore with horns. Also, free milk for life!

14) Rust-Rust Fruit

User can rust and corrode objects on physical contact. Good for disarming enemies by reducing their weapons to rust. Can also corrode certain non-metallic materials.

5) Cat-Cat Fruit (Model: Calico)

User can transform into a calico housecat. Grants increased night vision, claws, teeth, and agility, though shedding may be a problem.

10) Wheel-Wheel Fruit

User can transform part of themselves into wheels. Rotational velocity is fast enough to allow the user to drive themselves on flat ground at a maximum of 100km/h to start, but can be improved with training.

15) Bird-Bird Fruit (Model: Ostrich)

User can transform into an ostrich. Cannot fly, but leg strength and design allows for extremely fast running and strong kicks. Strong urge to bury your head in sand when afraid.

6) Mutt-Mutt Fruit (Model: Corgi)

User can transform into a corgi. Limbs become noticeably stumpy, but gain blunt claws and an enhanced sense of smell, as well as a disarmingly cute look towards some people.

11) Sala-Sala Fruit (Model: Bearded Dragon)

User can transform into a bearded dragon. Combat potential is limited, but spiky hide is good at deflecting sword blows and low-caliber gunfire in hybrid form, as well as offering slight deterrance to physical attackers.

16) Cat-Cat Fruit (Model: Lion)

User can transform into a lion. Sharp teeth, claws, and hunting sense. Facial hair resembles a mane and refuses vehemently to be styled into anything else.

Tier 2 - Decent (300CP)

Now we're getting into fruits that are more than situationally useful. Typically sought after by pirates, as their powers and variation tend to be well worth the loss of swimming. Mostly Paramecia and Zoan-type, with a few weak Logia-type present as well.

2) Toro-Toro Fruit

User can transform into and control an undetermined liquid. Shares many properties with water, such as color and viscosity, and can be used to drown opponents or safely drink, but does not trigger Devil Fruit weaknesses.

7) Bug-Bug Fruit (Model: Hornet)

User can transform into a hornet. Gives a second pair of arms, wings, and a razor-sharp stinger with a paralysis-inducing poison.

12) Slip-Slip Fruit

User can make their body slippery and nearly frictionless. Any attacks that aren't a direct hit simply 'slide' off the user. Can be used for rapid travel by negating one's friction on their body and skating across any obstacles that don't outright stop you.

3) Spike-Spike Fruit

User can grow and extend pointed spikes from their body. Very good at puncturing armor. Can potentially be used to improve peoples capabilities through accurate acupuncture.

8) Bubble-Bubble Fruit

User can create and control soap bubbles. Can be used to 'clean' anything, from dirt and grime to abstract concepts like strength or pain.

13) Dice-Dice Fruit

User can create steel blades from their skin and gains the hardness of metal. Can still be cut by a stronger blade. Conducts heat VERY well.

4) Boing-Boing Fruit

User can create and control springs on their body. Allows for high jumps, strong punches and kicks, and easier landings from high places. Can be used defensively as well to absorb kinetic damage much more efficiently.

9) Stick-Stick Fruit

User can transform into a mysterious sticky substance at will. Adhesive enough to cling to walls and hold a ship together. Highly flammable.

14) Calm-Calm Fruit

User can project a soundproof field around themselves. Sounds from the outside cannot be perceived from the inside, and vice-versa. Can also be used to cancel out the noise of ones own actions or the noises generated by other people or objects by touching them.

5) Snip-Snip Fruit

User can transform parts of their body into scissors. Anything cut by these blades gains the properties of paper momentarily. Can cut nearly anything if enough force is applied.

10) Mutt-Mutt Fruit (Model: Wolf)

User can transform into a wolf. Enhanced senses, sharp teeth and claws, and a strong instinct for making the best out of group situations, provided they are the leader.

15) Tweet-Tweet Fruit (Model: Falcon)

User can transform into a falcon. Grants flight, talons, and extremely good eyesight.

6) Human-Human Fruit

If eaten by a non-human, gives said non-human a human form and intelligence. If eaten by a human, effectively doubles that persons IQ.

11) Rubber-Rubber Fruit

Users body takes on the properties of rubber. Can stretch, contort, and inflate oneself to comical extremes. Highly resistant to any blunt force trauma that isnt reinforced with Haki, and effectively immune to electricity due to rubber insulation.

16) Swamp-Swamp Fruit

User can transform their body and surroundings into a swampy bog at will. People caught in it will be held and sink as if in quicksand. Can use this ability to store items and people inside one's own body non-lethally.

Tier 3 - Great (500CP)

Fruits in this tier are highly sought after, and are coveted by the World Government for use by their agents.

Logia and strong Paramecia-type fruits are by far the most sought after in the world, and their price reflects the power you can wield with one.

2) Copy-Copy Fruit

User can copy other Devil Fruit abilities via touch. Non-damaging abilities only need physical contact, but user needs to take damage from attacks in order to copy them, so intense concentration is necessary. Can only copy up to 3 abilities at a time, but can choose which abilities to overwrite.

7) Paw-Paw Fruit

Gives the user a set of paws on their hands. These paws can be used to repel anything the user touches, from gunshots and cannon blasts to abstract concepts like pain and fatigue. Can be used to 'push' the air around them for rapid movement or drawn into a tight concentration for large concussive blasts.

12) Stone-Stone Fruit

User can transform into and control stone. Can turn skin into rock, meld with stone structures, and even use gathered stone to become a giant colossus. Can change entire landscapes with enough time and effort.

3) Peto-Peto Fruit

User can create a green, glowy gel that allows control over living creatures when placed around their necks like a collar. Does not confer mind control, nor does it guarantee the loyalty, but your victims body will have no choice but to obey your commands.

8) Clone-Clone Fruit

User can transform into any sentient creature they have come into physical contact with. While this duplicates physical features, strength, and some capabilities, it does not impart any memories, mannerisms, or Devil Fruit abilities.

13) Sand-Sand Fruit

User can transform into and control sand. Can dry out people on contact by absorbing body moisture, create sandstorms at will, and potentially sandblast the skin right off someone's bones with enough force.

4) Clear-Clear Fruit

User can turn invisible at will. This invisibility can be extended to who or whatever the user is touching, including objects and people. Does not affect any other senses of others, so people can still hear, feel, or smell you.

9) Dino-Dino Fruit (Model: T-Rex)

User can transform into a Tyranosaurus Rex. Powerful jaws can bite through a ships hull, and an extremely tough hide can deflect most conventional weapons, short of sustained cannon fire.

14) Snow-Snow Fruit

User can transform into and control snow. Can be used to hyper-cool an area to freezing temperatures, cause hypothermia just by bodily proximity, and generate blizzards.

5) Barrier-Barrier Fruit

User can create impenetrable barriers at will and use them for attack or defense. Can create barriers of any size or configuration that can block virtually any type of damage completely, but can only create so much surface area of barrier at a time - enough to make a stairway hundreds of feet tall.

10) Wood-Wood Fruit

User can turn their body into and control wood. Allows for easy repair of hulls on wood ships, control over plants and trees, and ability to constrict or cage people in wood structures. Weak to fire.

15) Gas-Gas Fruit

User can transform into and control a flammable, toxic gas at will. This power extends to controlling pre-existing gasses in an area and enhancing one's own power with them, or adding/removing gases from the area to suffocate or invigorate people.

6) Op-Op Fruit

User can create a spherical room around them in which they control everything. Can be used to safely manipulate, remove, combine, or switch items and aspects between objects or living beings. Excellent for healing people. Rumored to be able to grant immortality to someone else by sacrificing the user's life.

11) Smoke-Smoke Fruit

User can turn their body into and control smoke. Allows for manipulation of density of smoke created, as well as limited flight capabilities by rapidly manipulating said density differences.

16) Ice-Ice Fruit

User can transform into and control ice. Can freeze people solid on physical contact and even freeze large tracts of land or ocean just by touching the surface.

Tier 4 - Legendary (700CP)

These fruits are the cream of the crop. In the right (or wrong) hands, they can make or break the world, and are often held only by the highest ranking officials or strongest pirate captains. Mostly inhabited by extreme-power Logias, legendary creature Zoans and some of the most powerful Paramecias in existence. Beware, for having a fruit of this power is bound to attract attention and make you noticed!

2) String-String Fruit

User can create strings of varying thicknesses, densities, and uses at will. Can puppeteer people, slice nearly anything apart, create a string clone, or use strings to grapple between clouds for pseudo-flight capabilities.

7) Light-Light Fruit

User can transform into and control light. Allows for light speed movement and laser attacks. Can traverse the world in less than a second if there is a path to bounce light across. Does not confer light-speed reflexes. Cannot change path mid-flight. Requires some degree of planning for long jumps.

12) Human-Human Fruit (Model: Daibutsu)

User can transform into a giant golden Buddha statue of incredible size, strength, and destructive capability. Also enlightens the user and gives wisdom great enough to lead a country...or perhaps even the world.

3) Flare-Flare Fruit

User can turn their body into and control fire. Immune to heat and can conjure flames powerful enough to melt boulders or burn entire fleets of ships to the ground.

8) Magma-Magma Fruit

User can transform into and control magma. can Generate extreme heat beyond typical lava temperatures. Capable of smothering the intangibility defenses of many Logia fruits.

13) Tremor-Tremor Fruit

User can create shockwaves through any medium, allowing for easy destruction of virtually anything that stands in the user's way. Can be used to create earthquakes, tsunamis, or even destroy entire islands with enough force.

4) Sketch-Sketch Fruit

User can conjure any drawn object into existence permanently. Applies to any objects, concepts, or places that can be expressed through drawing. The quality of the conjured object directly correlates to the quality of the drawing. Does not confer the skill necessary to draw.

9) Tweet-Tweet Fruit (Model: Phoenix)

User can transform into the legendary bird of rebirth. Allows flight, strong claw attacks, and instant regeneration from all but the most fatal of wounds. Requires conscious awareness of a wound to regenerate it. Cerebral destruction or severe body shock/trauma that prevents conscious awareness of wounds is still fatal.

14) Dakka-Dakka Fruit

User can create and manifest any type of gun on their body. Can be anything from rifles and cannons to future-tech, theoretical, or downright physics-breaking guns with ammo that defies logic. Use of a weapon stronger than a cannon induces fatigue proportional to the strength of the weapon.

5) Rumble-Rumble Fruit

User can turn their body into and control lightning. Can generate up to 200 million volts, travel through lightning bolts, increase awareness of one's surroundings by detecting electromagnetic disturbances in the atmosphere, and merge with certain conductive solid matter.

10) Diamond-Diamond Fruit

User can turn their body into and control diamond. Hard enough to block nearly any mundane attack, short of other legendary Devil Fruit blows or extremely strong Armament Haki. Virtually indestructible by most conventional means.

15) Age-Age Fruit

User can control age on touch. Can reverse or accelerate a person or objects age to revert to youth, age to dust, repair broken objects, or reverse wounds. Can only age living targets by a maximum of 1 year per second of contact in either direction.

6) Lizard-Lizard Fruit (Model: Dragon)

User can transform into a dragon the size of a man-of-war class battleship. Elemental breath weapon, flight, razor-sharp teeth and claws, and a hide capable of shrugging off even sustained cannon fire. Terror of the skies capable of going toe-to-toe with armies.

11) Shadow-Shadow Fruit

User can create, control, and meld into shadows. Allows for travel along any shadows melded into. Can attack from shadows for sneak attacks, attack an opponents shadow to deal damage to their physical body, or steal enemies shadows for nefarious purposes. Almost unstoppable at nighttime. Naturally weak to light.

16) Dark-Dark Fruit

User can turn their body into and control darkness and gravity. Allows for creation of gravity vortexes and nullification of other Devil Fruit powers on physical contact. Legend has it that this fruit is also capable of permanently absorbing other devil fruit powers, but how this is accomplished is unknown...

Items & Equipment

Come into my shop and see what I have for sale! Some of this stuff can be found in the world, but I can assure you that some of these are one-of-a-kind that you won't find anywhere else! Discounts are 50% off.

Swimming Gear (50CP)

(Free: Swimming)

A pair of fins, a mask, and a tank of oxygen that will last for 1 hour. Tank automatically refills while above water. Not too useful for deep-sea dives, but could be useful for shallow water exploration or fixing a ship under the water line.

Medical Kit (100CP)

(Discount: Survivalist)

A small medical kit with bandages, herbs, and various medical drugs. Will patch up most wounds that aren't serious and stabilize those that are.

Average Weapons (100CP)

(Free: Pirate Crewman/Marine Crewman)

A decently made cutlass, flintlock pistol, and musket. While they aren't exactly shining examples of craftsmanship, with proper upkeep and care, they will be reliable weapons in any fight.

Devil Fruit Encyclopedia (150CP)

Heavily worn and somewhat illegible, this book holds a good deal of information on all known Devil Fruits recorded by man. The pictures are slightly faded and the writing can sometimes be hard to make up, but it gives you a good idea of which fruit does what.

Log Pose (100CP)

(Discount: Navigator)

If you plan on entering the Grand Line, you would be a fool to enter it without one of these. The time it takes for the pose to adjust to the next island varies, but it is the only reliable way to navigate these waters.

Binks' Brew (50CP)

A nondescript barrel of a nondescript alcohol that somehow always tastes wonderful, never runs out, and never causes a hangover. WARNING: May provoke spontaneous shanty singing, as well as intermittent nostalgic melancholy.

Reinforced Clothing (50CP)

(Free: Drop-In)

A set of clothing appropriate to your affiliation that has been woven in such a way that it is resistant to sword cuts, thrusts, and can probably even stop the odd pistol bullet.

Armored Clothing (150CP)

A set of clothing appropriate to your affiliation that has been further reinforced with leather, woven cloth and metal plates. Heavier than normal clothes, but offers superior protection against most traumas.

Quality Weapons (200CP)

(Free: Pirate Captain/Marine Captain)

A high-quality stainless steel cutlass with matching pistol and musket. Superior craftsmanship and materials make these weapons extremely reliable and easy to care for.

Faded Map (200CP)

A thin piece of heavily faded parchment that seems to be equal parts scribbled map and heavily encrypted code. You can make out the words "Devil Fruit", "Grand Line" and "Powerful" clearly in the scribbles. Seems to promise great riches to anyone who pursues it. Can buy multiples.

Eternal Pose (200CP)

(Discount: Drop-In)

A Log Pose that permanently points to an island of your choice in the Grand Line or New World. Can be taken multiple times for different locations.

Dial Box (150CP)

A box full of about a dozen unmarked and fragile dials. Each one likely does something different, but what they each do is a mystery. Can perform feats like recording music, generating gases, or generating strong wind currents. Get to testing!

500,000 Beli (50CP)

A pretty sum of money that can buy a great deal of gear to start you out on your journey.

Sea Prism Stone Shackles (200CP)

(Discount: Marine Crewman/Marine Captain)

A set of sea prism stone handcuffs and matching ankle cuffs, with a generous amount of chain linking them together. Useful for subduing Devil Fruit eaters.

Unique Weapon (300CP)

Melee or ranged, if you're looking for weaponry you won't find anywhere else, this is the place! Sea prism stone nunchucks? High-pressure water cannon? Extreme-long-range musket that can hit a target on another island? If it's within reason, you can get it here!

Strange Machine (300CP)

(Discount: Tinkerer)

A heavy contraption the size of a large treasure chest with bells, whistles, knobs, levers, and a printer steadily spitting a stream of paper everywhere. In the middle is a glass recess the size of a bowling ball. Can identify any Devil Fruit placed in it, but breaks after each use.

Ship Upgrade (300CP)

(Discount: Shipwright)

Upgrades your ship to a fully-fledged Frigate of almost 200 feet, equipped with cannons, long guns, and enough room for a crew of up to 150. Comes with a free 3-month supply of food for such a large crew.

Rumble Formula EX (400CP)

(Discount: Devil Fruit purchase)

A piece of paper with an upgraded Rumble Ball formula that promises superior performance over its predecessor. Creating Rumble Balls with this formula will allow you to more easily modulate your Zoan form into exotic forms for 10 minutes with no risk of going berserk via overdose. Also promises to allow modulation of non-Zoan devil fruit powers, but with unpredictable results.

Companion Import

Dream Crew

(50cp each, or 300cp for all)

(Non-Drop-In Only)

You may import up to 8 of your previous companions to be a part of your crew. What role they play, however, is dependant on your position...

Captain - Your companions are the ideal crew! Each companion gets a human form, a history in this world, and the crewman origin of your chosen affiliation, as well as all discounts associated therein. Each companion gets 600cp to spend on skills and items, but they cannot take drawbacks. If your companions take a Devil Fruit with this CP, they are considered to have already eaten it.

Crewman - In addition to 7 of your companions gaining a crewman origin of your chosen affiliation as stated above, you may designate one of your companions to be the Captain of the ship, with you as the First Mate. This companion has 800cp to spend, and may take up to 400cp from a maximum of two drawbacks (Note: The drawbacks 'Plot-Bound' and "One Against The World" cannot be chosen in this way). Again, if your companion chooses a Devil Fruit with this CP, they are considered to have already eaten it.

If you choose not to designate a companion as a captain, one will be provided for you as per your background, but they will not know of your ties to your companions unless you tell them. To them, you are simply a tightly-knit and extremely close crew.

The Nine Divines

(100cp each, or 500cp for all)

(Drop-In Only)

Just because you don't have a crew of your own doesn't mean you don't have friends to call on. You may import up to 8 companions, but much like you, they are of drop-in origin and, while they do have a new human form and gain the same discounts drop-ins do, have no new memories of this world. However, unlike Dream Crew, your companions play by...slightly different rules.

Each companion begins with 500cp, and may gain up to an additional 500cp from any number of drawbacks, provided the 300-point drawbacks do not overlap (for example, only one companion may take Warlord's Wrath, only one may take Government Crackdown, etc).

The "Plot-Bound" and "One Against The World" drawbacks cannot be taken by companions.

In addition to this, if any companion opts to receive a Devil Fruit with this CP, they may choose from their respective table without paying the 100cp cost to do so (the fruit will only cost the price of the tier it is from). This still counts as the companion having already eaten the fruit.



Flaws & Drawbacks

You may choose up to 600cp of drawbacks, unless choosing "One Against The World". Drawbacks override perks and abilities.



Directionless (+100CP)

You are the kind of person who would get lost in a straight hallway. Your sense of direction is practically non-existent, and you get lost ludicrously easy no matter how familiar the area should be. You might be able to find your way around your hometown or ship with enough effort...



Hungry (+100CP)

After long periods of exertion or a good fight, you almost immediately hear your belly growl. While this doesn't affect your performance, you'll become irritable and drop nearly anything that isn't immediately critical if it means running to the kitchen for a quick chunk of meat.



Cowardly (+100CP)

You're a lover, not a fighter! You're one to avoid confrontation at all costs, and run at the first opportunity to do so while in one. You still believe it's do-or-die in a fight you cant escape from, so at least your cowardice hasn't crippled you when your life depended on it...yet.



Limbless (+200CP)

An unfortunate event in your past has left you sans an arm or a leg. You now either have a peg leg or a missing arm. You can opt to have your missing arm replaced by a crude wood and metal hook, if you wish. Can be taken twice for both an arm and a leg.



Drowning Hazard (+200CP)

You can't swim to save your life. Being out on the open water drives your anxiety through the roof, and even standing on a shore is discomforting. If you ate a Devil Fruit, it gets worse, developing into full-on hydrophobia and panic on the open ocean. Hope you don't mind being land-locked to your starting location, because you aren't going anywhere voluntarily soon.

WANTED



DEAD OR ALIVE
Anon·D·Jumper
\$100,000,000 -
MARINE

Wanted (+200CP)

If you are a Drop-In or pirate-affiliated, the World Government has placed a 100-million beli bounty on your head. If you are marine affiliated, a very prominent pirate group has placed a similar bounty on you. This bounty will likely grow if you do virtually ANYTHING to make anyone mad, so be prepared for bounty hunters and do-gooder civillians to repeatedly attempt to cash in on your head.

Flaws & Drawbacks



Warlord's Fury (+300CP)

Oh god, what did you do?!? Donquixote Doflamingo is severely pissed off with you, and has taken it upon himself to use his considerable resources as a warlord to hunt you down, regardless of your affiliation. Being a marine won't save you, as your superiors all seem to turn a blind eye to his actions.



Government Crackdown (+300CP) Drop-In or Pirate Affiliated only.

Congratulations, you have supplanted Monkey D. Dragon as the World Government's public enemy number 1. Expect them to take a MUCH more active role in pursuing you than they would any regular pirate. Any civilized location will likely have eagle-eyed marines gunning for you, and you can expect most of your days on the water to be marred by scores of pursuing marine ships.



Whitebeard's Rage (+300CP) Drop-In or Marine Affiliated only.

Whatever it is you have done, you have crossed Whitebeard and his pirates to such an extent that the only answer he has to your transgression is to hunt you down and destroy you. The entire Whitebeard Pirate fleet will be out looking for you and will mercilessly pursue you to the ends of the Grand Line until nothing is left of you but dust.



Plot-Bound (+300CP)

No matter what you try to do or how far you try to run, fate is determined to make you one of the main characters, minus the plot armor that typically accompanies the position. If you are a pirate, expect to find yourself aiding or conflicting with the Straw Hats at every plot point from Luffy's execution at Loguetown to the ends of the New World. As a marine, you will find yourself tasked with pursuing the Straw Hats with much the same frequency. If you are a Drop-In...god help you. Yes, you WILL be present for events such as Impel Down and the Marineford War, your presence WILL be noticed, and you will likely have to pick a side soon or risk making everyone your enemy. Completely derailing the plot will not save you, for a new one will take its place, but this time, you will not have the luxury of knowing the path it takes. Avoiding minor plot points may be doable, but fate WILL find ways of forcing your presence where it demands, whether that's Grand Line weather phenomena catapulting you across the world or a mysterious Devil Fruit eater teleporting you where you need to be. Your safety is not guaranteed if you try to avoid the fate you have chosen...

Flaws & Drawbacks

Still not pleased? Do you truly seek your own destruction? Very well...

This drawback is only for the most suicidal...



One Against The World +800CP

The entire world has gone mad. Everyone is out for your blood, and only your crew and companions seem to be on your side. The World Government has standing orders to shoot to kill. Every pirate group strong enough to fight you is out for your head (yes, this includes the straw hats). Every corner of civilization from the Blue Oceans to the New World, no matter how backwards or remote, knows of you and hates you with a burning fury. Every sea creature you come across is hostile and attempts to sink your ship. Your bounty is in the untold billions and people attempt to cash in on it with disturbing regularity. Expect attacks on you, your ship, your companions, and your crew practically all day every day. Your journey will know no peace, no rest, and no respite, for so long as you roam the waves. Only a madman would tempt fate to this degree...

Low-Power Supplement

Ho-h? What's this now? You want a bigger challenge? Silly, thats what drawbacks are for!

...

Oh, wait a minute...you mean THAT kind of challenge?

You are aware what you are asking, correct? The world is still going to be as deadly as it always is, and you dont get any bonus CP from any of this. Are you sure you really want this?

...

You must be either supremely confident of supremely suicidal. Lucky for you, both options are quite amusing to me. Very well! By your request, I will make things more of a challenge for you.

You are now subject to all of the following restrictions and adjustments...

Haki now costs 700CP

Conqueror's Haki now costs 300CP

Tier 4 Devil Fruits cannot be purchased by any means

All remaining Devil Fruit tables are roll-only. No more paying to choose your fruit.

Tier 3 has been reduced to the following 8 fruits. Roll 1d8 to find what you recieve.

1) Peto-Peto Fruit

2) Clear-Clear Fruit

3) Paw-Paw Fruit

4) Clone-Clone Fruit

5) Smoke-Smoke Fruit

6) Stone-Stone Fruit

7) Snow-Snow Fruit

8) Gas-Gas Fruit

For details on what each fruit does, refer to their descriptions on the Tier 3 page.

And thats it. If you truly wish for a greater challenge than this...

Well, One Against The World is always an option.

Good luck, lad. You're going to need as much of it as you can get.

After 10 years...

Congratulations! You survived your journey through the world of One Piece. From here on out, all of your drawbacks are hereby revoked. If you ate a Devil Fruit in your time here, then I have some good news! The curse of the fruit seems to have subsided...at least mostly. You no longer get sapped of your strength while in water and will no longer sink like a stone, but your Devil Fruit powers still refuse to activate while you are submerged.

I hope you enjoyed your time and adventured to your hearts content, because now you are faced with a choice...

Wake Up Sunshine...



You've had your fun. It's time to go home. You wake up in your bed as if you never left. All your gear, powers, and knowledge of your adventures comes back with you. If you ate a Devil Fruit, congratulations! You are the only human on earth with one.

Sail On Shoreward



Perhaps the allure of adventure in this world just strikes a chord with you. Perhaps you still haven't found One Piece and don't want to let anyone else hog the glory. Maybe the friends you made in this world are too painful to leave. Whatever your reason, you've chosen to stay permanently. Don't worry though, your affairs back on earth will be taken care of.

...Here We Go!



Another world, another adventure. When will the adventure end? Who knows! All you know is that it won't end here. Time to pack up and see what the next world holds! You keep all your skills and gear and continue along your never-ending journey.

Notes

For those answers to burning questions you didn't know you had!

A word on the faded map...

The map you can purchase on the item page is not meant to be an instant shortcut to a cheap legendary-tier fruit, even though some will inevitably see it as such. The purpose of the map is to be a plot device to build your own section of a story within the world. The map itself is SUPPOSED to lead you through hardship to get what you want - hence why the map itself is highly encrypted and it leads to the Grand Line at bare minimum. No, there is nothing stopping you from saying you swam through the grand line naked, dick-slapping every sea king in your path, nuked every hazard on the island without effort, ate the God-God fruit and broke the setting over your knee. The only thing stopping you SHOULD be common sense and decency. Think about it this way - what kind of a fruit do you expect to find? Would it be legendary-tier? How much hardship do you think you will have to go through to get it by any stretch of shounen anime logic? And most of all - What will entertain the benefactor the most? Your journey could be as easy as a simple decryption and picking up a Tier 1 fruit somewhere in a cave on Drum Island, or having a decryption scheme that would give cryptographers an aneurysm regardless of how many stacked intelligence perks you have leading you to a varitable hellscape of an island in the New World for something in Tier 4. Make your own story! Guide your own journey! And most of all - make it a tale worthy of the benefactors attention and amusement!

Now that that's out of the way...

- Will of D is your basic shounen willpower boost wrapped in a paper-thin layer of plot armor. Yes, it's meant to be strong. Yes, you could very well fuck yourself over HARD by relying too much on the plot armor, much like with any boost of its type.
- Taking Plot-Bound WILL subject you to the full force of danger of this world just by virtue of being around people who are walking WMDs. Will of D's plot armor will protect you to a degree, but its the proverbial umbrella against a hurricane - have a better plan than an umbrella!
- On that note, One Against The World WILL put you through the wringer, Will of D plot armor or no. All plot has formally gone out the window with that drawback.
- You can THEORETICALLY upgrade yourself as a Pacifista Prototype if you have enough of a crazy mind to keep up with Vegapunk's designs, but it won't be easy.
- The Strange Machine you can purchase can potentially be upgraded to not break down after each use if you're good enough to figure out how it works.
- You cannot deliberately induce a berserk state by overdosing on rumble balls created via the EX formula like chopper can with his. However, using the formula as a means to train yourself like how chopper did during the timeskip can allow you to reap similar benefits - you can, in theory, train yourself to modulate your form without the ball and use the ball itself to unlock the berserk state, but much like chopper, with full lucidity.
- Using the Rumble Formula EX to modulate non-zoan fruits has unpredictable effects, as it's effectively uncharted territory. Whether you interpret this as a simple stopgap to minimize training time with your fruit or an actual way to get even MORE esoteric abilities out of your fruit is something I leave up to you.
- Can you use the Rumble Formula EX to train your way up to an equivalent lucid berserk state with non-zoan fruits? I dont know...dare you try?
- Devil Fruits themselves seem to operate on cartoon logic at most times. Bear this in mind, both when you're up against a Devil Fruit user, and when trying to use your own. Your fruit can pull off some crazy stuff if you can even vaguely justify it as being within its purview (and even some that are blatantly not. Seriously, how the hell did the giraffe fruit eater turn into a cube and a fucking CANNON?). All examples given on the devil fruit tables are just guidelines and examples on ways to use the fruit, and should not be construed as an inherant limit - imagination and creativity in use counts for a lot when it comes to devil fruits.
- If you choose either the Merfolk, Fishman Hybrid or Fishman options, you can only choose the one. They cannot overlap. You can still use it as an alt-form post-jump.
- If you take max-rank Giants Blood along with Fishman, you're basically Wadatsumi. If you take it with Merfolk, you're basically Shirahoshi.
- Giants Blood is a one-time purchase of your preferred size rank. They cannot be stacked.

More notes will be added when more clarifications become necessary!

