



ONE PIECE D20

BADARMAGAMES

V2.0.1

One Piece D20

I (Revvix) started writing this document in 2011 with the intention of making a quick draft of a D20 game based on the One Piece series so my friends and I could play. I'm a huge fan of the series and I knew from the first season that it would make a perfect world and setting for a tabletop RPG. I was surprised when I started looking around and couldn't find any complete or even partially started guides out there to pull ideas from. I knew what had to be done, so I started from scratch. After working on it casually for a few weeks, I felt that it deserved more than just a quick draft so I continued to write and write as much as I could to make an accurate and enjoyable One Piece experience.

Let's start from the beginning. One Piece D20 is a tabletop fantasy game in which the players take on the roles of heroes who form a group (or crew) and set out on dangerous adventures. Helping them tell the story is the Dungeon Master (or DM), who decides which threats the player characters face and what sorts of rewards they earn for succeeding at their quests and goals. Think of it as a cooperative story game where the players play the protagonists and the DM acts as the narrator, controlling the rest of the world.

As a player, you make all of the decisions for your character, from what abilities your character has to the type of weapon they carry. Playing a character is more than just skills and weapons though; it's also about deciding your character's personality. Is he a noble warrior, an evil fiend, or a conniving rogue who only cares about gold? The path your character takes is completely up to you.

While playing One Piece D20, the DM describes the events that occur in the game world, and the players take turns describing what their characters do in response to those events. Unlike storytelling however, many actions taken by the players and NPCs controlled by the DM aren't certain. Sometimes characters are better at some things than they are at others. Dice rolls help determine whether or not an action is successful and will grant that character bonuses to their dice roll when performing an action with the skills they're better at.

As your character goes on adventures, they will earn Beli (Money), special items, and experience points. Beli can be spent on useful items from NPC merchants, special items are typically weapons or armor with special attributes, and experience points allow your character to level up once they reach a certain threshold. Experience points can be earned in many ways including battle, crafting, special skill actions, and diplomacy. At the point you level up, your character instantly gains access to new abilities and you become better at your chosen skills.

In order to play One Piece D20 you will need a few things. First, you need a DM who is familiar with the One Piece manga or anime series. Next, you'll need to print the character sheets found in the supplementary folder which came with this document. If you don't have the supplementary documents, you can download them from our website. Lastly, you'll need a large selection of dice. You'll want at least 5 d20s and d6s but also a few d4s, d8s, and d10s. If you have all of those, you're ready to begin your adventure.

Remember that you are the creators of your game. While this guide may help you structure your story and add some rules to keep things in check, the DM is welcome to change any rules to suit their own needs. As players, you are always encouraged to be creative and invent your own feats and skills which will help you role-play your character more freely. You'll need to work with your DM to incorporate these custom skills however, the DM will have the final say on whether it's approved or not. Have fun and if you have any suggestions or concerns, you read more at <http://badkarmagames.com> or you can email me at revvix@badkarmagames.com and I'll be sure to read your message. Thank you for playing!

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Change Log

Release 1.0.0: Hello World

- Initial Beta Release

Release 1.0.1: Haki Improvements

- Numerous Typo Fixes (Thanks for the feedback everyone!)
- New Main Title Page
- Added Vivre Card section in General Items
- Cantina Song prerequisites are now possible
- Pheromones feat now has a range associated with it
- Haki abilities can now be used once per hour instead of one per day
- Busoshoku Haki feat can now damage Logia type fruit users
- Inexplicable Rescue has been reworded to make more sense

Release 1.1.0: Long Races

- Longarm & Longleg races have been added to the game
- New pages have been added explaining Den Den Mushi in the items section.
- Specialized Ammo feat references have been removed once and for all.
- The Invent secondary skill description has been expanded slightly to include weapons, armor, and ammo.
- The devil fruit type list has been cleaned up, removing some unintentional duplicates.
- The starting money for new characters has been increased from 50k Beli to 75k.
- Added Pellet Rifle and Boomerang weapon choices
- The weapon proficiency feat now allows you to be proficient in multiple weapon types.
- The status effect “low on fuel” now has a trigger effect (see cyborg race description)
- More information has been added about cyborg fuel choices (see cyborg race description)
- Law and Order feat no longer has an intimidate/diplomacy rank requirement.
- Moral and Absolute Justice feats now require 6 ranks of intimidate or diplomacy to purchase.

Release 1.2.0: Dials Everywhere

- Changed the Dial Mastery feat to be less vague.
- Changed the Dials Page to a table format and added the required crafting DCs for imbedding.
- Added Dial-Imbedding Weapon and Armor pages
- Added new page explaining resistances
- Changed Acid resistance stat to Corrosive
- Added notes to the invent skill making it more obvious that it is the main skill used for dial imbedding.
- Added Strength Table page (Carry Capacity, Throwing)
- Added approximately 40 new class specific feats
- Slightly reworded specialist weapon crafting, Grenade-based, and the Devil Fruit Ability feats.
- Thieves Guild feat has been revamped
- Reduced the STR required to use most ranged weapons
- Lack of Orientation added to disadvantage list, for role-playing Zoro-like shenanigans.
- Reduced the damage potential of Fatal Blow
- Reduced the rank requirements for various Musician skills

Release 1.2.1: Rokushiki Expansion

- Cleave requirement removed from Berserker prestige class
- Rokushiki feats have now been separated into their own feat list, available to any class
- The Rokushiki Master prestige class has been revamped
- Ocean Warrior renamed to Mechanical Warrior under Cyborg race
- Removed references to non-existent Paladin class.
- Reworded a few sections in the Devil Fruit section to clarify some questions.
- Devil Fruit Research now has an INT requirement instead of WIS
- Slightly re-balanced peace-main vs morganeer pirate feat trees.
- Added Career Kit page to Items section
- Greatly lowered the starting price of most ranged weapons

Release 1.3.0: Prestige Class Revamp

- Added and Removed various devil fruit ability examples to improve the list
- Devil Fruit feats are now attained through training rather than levels, fixing a loophole where high level players could never attain new devil fruit feats. See the Devil Fruit feat in the General Feats section for more information.
- Prestige Classes no longer have specific class prerequisites. Any starting class can potentially be any prestige class now.
- Altered a large number of Prestige Class feats and prerequisites.
- Reduced the effect of the Elemental Resistance feat.
- Various Typo fixes, no more Gekkos
- Added prices for traps
- Added damage for torpedoes
- Weapon Proficiency has been changed greatly. It is now based on weapon categories rather than specific weapon types. See the Weapon Proficiency feat and each Class' description for more information.
- Many Swordsman feats have had their prerequisites changed
- Gang Violence feat added to Brigand prestige class
- Increased Starting Money to 100k Beli

Release 1.4.0: Doctor Improvements & Class Section Revamp

- Completely Revamped the Doctor Career Feats section.
- Improved the Medicine page in the Items section.
- Added numerous medical ingredients/items to the pricing sheet
- New Class section layout
- All class feat lists have been drastically updated.
- Added skill trees to each class' section to help players better visualize their character's feat path.
- Marine career feat list has been updated slightly
- Diplomacy and Intimidate skill descriptions have been updated to be more challenging and to make more logical sense

Release 1.4.1: Pirate Revamp and Small Fixes

- The sniper prerequisites now require 18 DEX or WIS instead of just requiring 18 DEX.
- Kuja can now be Small to Large
- Sky Tribesmen can now be Small to Large
- The pirate career feats have been revamped.
- The combined attacks section in the advanced combat section has been updated.
- Removed Rokushiki requirements from the Vice Admiral feat and added a Haki requirement.
- Rokushiki Training has been changed to Haki Training
- Added a teaser page for Prestige Careers which are in the works. If you have suggestions please email me or post them on the BKG forums.

Release 1.5.0: Poisons/Trap Revamp and First Half of Prestige Careers

- Reworked many career feat lists to fit with new prestige paths.
- Removed Archaeologist career
- Prestige Careers are now 50% complete!
- Redesigned the poison and trap sections.
- New secondary skill: Trapping
- Updated secondary skill: Cooking
- The feat Heroic Attribute now requires character level 5 and has a once per level restriction.
- The feat Soru now requires "Move Like Lightning"
- Minor changes to Storm Lord Prestige Class feats
- New pricing sheet items for Poisons, Traps, and Food/Drinks.
- New cyborg implants!

Release 2.0.0: Prestige Careers Complete, Out of Beta!

- Replaced Fencer and Pyromancer images to better reflect the One Piece theme
- Added version to title page image
- Items will now automatically change size based on the character holding them (see Character Sizes)
- Hunger and Thirst section has been updated to include rules for all character sizes.
- Removed Pursuit requirement from Bounty Hunter feats since it no longer exists
- Squire, Thug, and Dog feats have been updated to match new class/career feats.
- Small wording fix in Standard Action section in regards to multiple attacks

- Slight wording change in the Multi-Shot feat.
- All references to “Inspiring Ballad” have been removed as the feat no longer exists.
- Fixed a number of consistency issues in the class feat flow charts.
- Unarmed Strike in the weapons section now correctly lists 1d3 instead of 1d4.
- Two of the Haki feats now have a concentration check each turn.
- A typo in the “stable characters and recovery” section has been corrected.
- The athletic feat no longer affects “swimming” but now affects jump and balance.
- Lightning Bolt and other career feats no longer have class requirements.
- Battle Navigation feat has been replaced with Shifting Winds
- Surgery-related feats have been removed from the Doctor career and have been replaced with new feats
- Scientist career feats have been updated/revamped to match the current state of the document
- Mean Machine general feat added.
- Removed once-per-play-session restriction from Cleaver Fever
- “Fish Talk” ability has been slightly changed, removing the “and command”. Characters with Fish Talk will now need to gain a creature’s respect and/or trust before being able to command or ask anything of them.
- Fishman Karate Master renamed to Aquatic Karate Master. Merfolk may now become Aquatic Karate Masters.
- Slight change to Logia devil fruit user “Logia Body” feat. The user must now be aware of a physical attack or they will take damage normally.
- The first stance of a Zoan devil fruit user is now free, opening up a feat slot to be used for a supplementary feat.
- New Prestige Careers: Meteorologist, Surgeon, Tinkerer, and Yonko
- Added a Special Thanks section to the credits to thank those who have submitted help for the document. If you want your name added to the list you will need to send me some relevant corrections, suggestions, or content which I can use to improve the document for everyone. Check out the forums and leave us your thoughts. Thanks!

Release 2.0.1: Typos, Loose Ends, Upgraded Character Sheet

- Assassin Feat “Perfect Assassin” changed to be more useful and interesting.
- Many prestige class DC checks are now dynamic (change based on level) instead of static. This should help make these abilities more useful at later levels.
- The off-hand attack penalty for dual wielding two melee weapons is now reduced by 2 if the offhand weapon is “light”. See the Two-Weapon Fighting feat for details.
- Devastating Strike can no longer be taken twice; the damage was just too crazy.
- Fatal Blow has been beefed up
- Backbreaker now has a dynamic DC roll.
- Numerous typo, wording changes, and new images throughout the document
- Added roughly 20 new devil fruit ideas to the master list.
- Sky Tribesman Racial Feat “Mantra” has been added.
- Kuja Racial Feat “Haki Arrows” has been updated.
- Added a Table of Contents
- New and much improved character sheets are now available in the full package download from the website
- The Rokushiki Master prerequisites have been altered.
- The pirate career now has the secondary skill “search” which clears up a prerequisite issue some classes were having.
- Simplified some Advanced Combat actions (Grapple, Overrun, etc)

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One Piece History and Plot

One Piece is a Japanese shōnen manga series written and illustrated by Eiichiro Oda. The first manga chapter was released August 4, 1997 so as of today the series has been around for about 15 years and is still going. There are currently 530+ anime episodes released which follow the manga series, 11 movies (10 of them outside of the canon storyline), and many video games that are, for the most part, only available in Japan. One Piece is the most popular manga series of all time in Japan and one of the most popular manga series worldwide. It is the highest-selling manga in the history of Weekly Shōnen Jump and has received wide critical acclaim primarily for its art, characterization, humor, and story.

The series follows Monkey D. Luffy as he begins his life as a pirate and starts his adventure to find One Piece. One Piece is a legendary treasure left behind by the famous executed Pirate King Gol D. Roger. Along the way, Luffy makes a lot of friends, which in this series are referred to as “nakama”. Nakama are more than just friends though; it more closely means comrade or extended family member. Some of Luffy’s nakama join his crew and together they go on adventures with the ultimate goal of reaching the end of the Grand Line. The Grand Line is the most dangerous ocean in the world, full of mysterious islands and giant sea monsters. Each crew member has unique combat and non-combat abilities and they all play off each other’s strengths and weaknesses.

There are a few main plots and factions taking place throughout the series. First, all of the pirates of the world, at least the strong ones, are fighting to claim One Piece for themselves. Therefore, pirate vs pirate battles often break out where the losers either die or disband. Next, there is the World Government who is the most powerful organization in the world. They control the marines who are in charge of arresting and sentencing pirates to death. Some other factions fighting over world power are the Fishmen who have been abused by humans for decades, various Sky Island races fighting over territory in the clouds, the Shichibukai who are pirates working with the government, and fanatics who are seeking the ancient weapons only accessible by those who can read a dead language. The factions you help, who you destroy, and what your ultimate goals are, is completely up to you.



The World

The world in which the One Piece story takes place is unique, strange, and full of adventure. It's like earth in that it is round, rotates on an axis, has a moon, and is mostly covered with water. Below I have outlined each key area on the world map. This should give you enough information to start your adventure. Since the series is still ongoing, your DM may add or remove certain areas freely, so only use this map as a rough guide. This is also not a "full" map of the world; it's only a large portion. Much of West/North/South Blue and the New World are all missing from this map. In fact, no one has ever created an accurate map of the entire world before.



East/West/North/South Blue – The 4 Blues are the main quadrants the world is split into. Each quadrant is roughly the same size, but since the series begins in East Blue, more of that area is revealed compared to the other three. East blue is known to be the weakest of the four blues in terms of pirate strength, though it's not mentioned which is the strongest. It's ironic that most of the legendary and strong figures are born in East Blue, the weakest of all the seas. All four blues are almost completely made up of ocean and the only populations in these areas live on scattered islands. There are many, many more islands than indicated by the above map. The areas shown are only the islands which have been explored in the anime series.

Red Line – The Red Line is a mountain chain which extends all the way around the world from the North to South Pole and then vice versa. These mountains are so immensely huge that you can't see the top of them past the clouds. The currents near the Red Line are extremely dangerous and there is only one safe passage through the mountains. This passage is located at Reverse Mountain where all four Blues meet.

Reverse Mountain – Reverse Mountain is a huge mountain located on the Red Line where it intersects with the Grand Line. It's special because a passage is carved through it allowing ships from all four Blues to enter the Red Line and then exit into the Grand Line. It's named Reverse Mountain because the strong ocean currents from the four blues all converge and push water up the mountain, defying common logic. Ships are pushed violently up the reverse water channels to the peak where they turn and slide downward into the Grand Line's entrance.

Grand Line – The Grand Line runs perpendicular to the Red Line, around the world's equator. There is only one safe way into the Grand Line, located at Reverse Mountain. Once you enter the Grand Line, there is no easy way to leave. It's common for those entering to spend the rest of their lives there, and those lives are usually short ones. The Grand Line is by far the most dangerous ocean in the world and contains strange islands, intense weather, giant sea monsters, and the most powerful characters in the world call it home. Crews must navigate east from Reverse Mountain via island chains. When they reach the half way mark, they will meet the Red Line again (on the opposite side of the planet). This part of the Red Line doesn't have any channels and there are only two known ways to reach the other side. Once past the Red Line again though, you enter the New World. The Grand Line isn't all monsters and terror though; most islands have normal villages with people who live ordinary lives.

The New World – The new world is the second half of the Grand Line, on the west side of Reverse Mountain. The New World is much more dangerous than the first half of the Grand Line. In fact, the difference is so dramatic that New Worlders call the first half of the Grand Line "Paradise" in comparison. Not only are weather patterns more random here, but logic itself fails to explain many things which happen on this ocean. This is also the home of the Marine headquarters and the territory of the Yonko (powerful pirates). Just like the Grand Line though, many of the islands here have normal villages with average everyday humans living in them, though they are typically living under the protection of a Yonko.



Sky Islands – Not on the map, but there are whole other islands/countries above certain clouds which are known as Sky Islands. These Islands move around the world based on the direction of the wind and can only be accessed via special means. These Sky Islands are often composed of two different types of cloud, one water-like and the other land-like.

Calm Belt – The Calm Belt surrounds and runs parallel to the Grand Line. This area of the ocean is very flat and calm with no storms or natural disasters. However, this region is known to be completely impassible due to the enormous sea monsters which call it home. Any ship that enters the Calm Belt is almost immediately attacked and eaten by Sea Kings which can be much larger than anything found in the Grand Line. Only the marines know how to pass through the calm belt safely, thanks to the work of the scientist, Vegapunk.

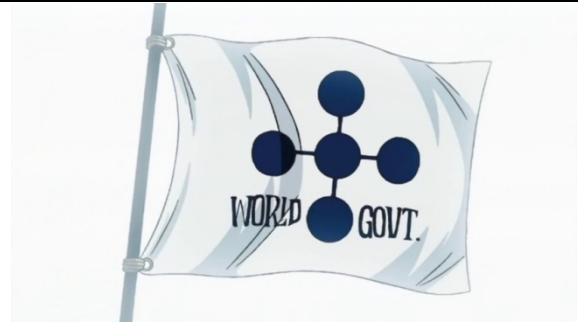
World Factions

There are many factions in the world which a crew may cross paths with. It's important to make the correct decisions when faced with organizations that are potentially more powerful than your own. For example, if a low level crew starts ranting about the world government and starts burning flags, the marines will annihilate you as rebels. However, picking a fight with a small organization, like a remote marine outpost, wouldn't present nearly as much of a threat. You have to pick your battles carefully and try to bend the world politics to your favor. Making an enemy of powerful organizations will make you nothing more than target practice, unless you have the strength to protect yourself.

The World Government

This organization is the largest in the world. They govern over 100 islands and have full control over the marines. The highest authority in the world government are the Gorosei (Elder Stars), who are an elder council of five men. Additionally, the Celestial Dragons, also known as World Nobles, are an important faction within the World Government. While not known for their physical strength, they have absolute, unwavering control over the actions of the Marines. The world government controls a large number of powerful organizations including: The Marines, Cipher Pol, Shichibukai and Impel Down.

While seemingly helpful and benevolent on the surface, the majority of the World Government's actions have corrupt motives. They secretly support slavery, have exterminated civilian islands, and have assassinated countless people in the pursuit of ultimate control.



The Yonko (Emperors)

Yonko are the most powerful pirates in the world. There are generally only four Yonko at any given time, which split up the New World into territories and rule over them as emperors. The Yonko aren't evil by definition, and most are actually good people who fight to protect themselves and their nakama rather than to destroy for the pleasure of it. While most Yonko start their journey in search of One Piece, some end their search once they reach the New World and now have other motivations. The Yonko who are still seeking One Piece are at a stalemate; some mysterious force is blocking them from going any further into the New World. Being pirates, the Yonko aren't loyal to anyone but themselves. Turf wars, personal grudges, and other issues affect how the Yonko treat each other. One act of disrespect could cause two Yonko to destroy each other and their empires.



The Revolutionary Army

Little is known about the Revolutionary Army forces so far. What is known is that their movement is a threat to the stability of the world and that they aim to go against the World Government and everything it stands for. They are lead by a man named Monkey D. Dragon and his powerful allies. The world government considers Dragon such a huge threat they have marked him as the most wanted man in the world. The Army is based on an island in the Grand Line and often deploys groups of soldiers/members to disrupt government projects and rescue people being abused by the world government's power.



Shichibukai (Warlords)

While the Shichibukai are technically part of the World Government, they often have chaotic personalities and do whatever they feel like doing. While they must answer to the World Government if called for battle, they can otherwise travel wherever they please and do what pirates normally do. There are only seven Shichibukai; a limit placed by the World Government. To become a Shichibukai, a pirate needs to be strong enough to impress the government and then apply or be asked to join. It's a strange system, but the World Government uses these loyal pirates as an intimidation tactic. Shichibukai often have odd personalities, are easily agitated, and have rivalries against each other.



Cipher Pol

Cipher Pol is controlled strictly by the World Government. They act as investigators, spies, and assassins. There are at least nine groups in Cipher Pol numbered CP1 through CP9. CP9 is top secret and most people aren't aware of its existence. The higher the number of the CP group, the more powerful the group. CP agents in the higher tier groups are powerful combatants who typically use a martial art technique called Rokushiki. Rokushiki techniques are gained through intense physical training, but the result is a body which can be as flexible as paper, hard as iron, and powerful enough to crush buildings. The agents are fiercely loyal to the government and follow orders without question. Often, agents are sent to spy on dangerous organizations or individuals for years as a time. There are also rumors of an even more secret CP group called CP0 who operate even more covertly than CP9. Not much else is known about CP0 at this point in time.



The Marines

The entire Marine organization represents the World Government's military force. It's a huge organization with countless men and women serving in it. At the top of the Marine organization are three Admirals and one Fleet Admiral. The majority of the marines are just normal soldiers though, often deployed to various island outposts in the world. The Marines main job is to protect the lives of innocent people, however if the World Government commands it, the Marines will destroy anyone or anything. The ultimate attack of the Marines is the "buster call". When a buster call is sent, five vice admirals will destroy whichever island is the target. They kill every single living thing on the island without question or hesitation leaving nothing but fire and ruins.



Key Terms Explained

Abilities/Feats – Feats are special abilities which you character purchases at certain points in the game, typically when leveling up. At level one, during character creation, you may choose five starting feats to help define your character. Most feats will have prerequisites which your character must possess before that feat can be purchased. They are organized based on which class or career has access to them, alphabetically, and are color coded to help point out the general idea of what the feat does. Below is a table explaining each color in more detail.

BUFF	A temporary or permanent effect which enhances a character in many different ways. Multiple buffs can be on a character at once, unless otherwise specified.
CRAFTING	Feat which allows you to create something using raw materials and time, based on a skill roll. These abilities are usually done during the crew's downtime.
DAMAGE	An attack or offensive action which directly affects a target. This is a fairly ambiguous category but anything labeled with this is going to do some type of damage to one or more targets.
DEBUFF	Temporary effect which hinders a target for a certain number of turns or until they seek medical treatment. There are many types of debuffs which can be useful in various situations.
MISC	Feats which don't fit into any of the other categories. These are often very specific or grant the character abilities above and beyond normal expectations.
SKILL BONUS	Increases skill rolls in one way or another, increasing the probability of success. Some of these are situational so make sure you know when to apply them correctly.
STANCE	A different type of buff which is sometimes required to use other abilities. Only one stance can be active at a time and switching between them or leaving one is usually a standard action.
STAT BONUS	These feats increase a stat in one way or another. This may include HP, DR, run speed, and other non-attribute related stats.

Alignment – Your character's alignment defines their personality. Whether they are lawful or chaotic, good or evil, your alignment will determine both. See the alignments section for more.

Attributes –Attributes are used for just about everything and are the main defining factor in what your character has access to and what they are good at. Things like strength and intelligence are represented by attributes. The number associated with each attribute is called the attribute's score.

Attribute Modifiers – An attribute's modifier is calculated with the following formula: (Attribute Score – 10, then divided by 2) rounded down. The table below is a quick reference until you get used to calculating these.

Score	Modifier	Score	Modifier	Score	Modifier
1	-5	12	1	24	7
2	-4	14	2	26	8
4	-3	16	3	28	9
6	-2	18	4	30	10
8	-1	20	5	32	11
10	0	22	6	34	12

Career – The character's career defines how they make a living in the world and why they would be useful to a crew outside of their combat abilities. Each career has its own feat list and skills.

Class – The character's class helps define the combat type they specialize in, what weapons they have access to, and which role they will play during battles. Each class has its own feat list and skills.

Critical Failure – A critical failure is when a d20 is rolled and the result is a natural 1 shown on the die. Regardless of the bonuses you can apply to the roll, the roll still fails. Additionally, the DM may choose to inflict extra agony to anyone unfortunate enough to critically fail during a task such as taking damage or losing items.

Critical Success - Critical success is represented by rolling a d20 and the result being a natural 20 shown on the die. Critical successes can be applied to almost any roll, making the roll a guaranteed success and often granting additional bonuses such as a slightly better crafted item than expected.

Devil Fruits – A devil fruit is a mysterious fruit which grants living creatures and potentially non-living objects unique and special powers. When someone consumes a fruit they lose the ability to swim but gain unique powers which can drastically change their fighting style and strength. See the Devil Fruit section for more.

DR – Damage reduction is the amount of physical damage which your character absorbs before taking actual HP damage. If a character has 5 DR and is hit for 8 physical damage, they only reduce their current HP by 3. DR is not taken into account for elemental damage. So if a character has 10 DR and is hit for 20 fire damage, they still take 20 damage from the attack. Natural DR is always equal to the characters level, maxing out at 20. This can be boosted via feats though.

DM – DM stands for dungeon master, who is in charge of narrating and leading the game. The DM is basically the god of whatever world your character is in. Whatever he/she says goes and there's no arguing after their final word.

Haki – Haki is the mysterious power which uses your willpower as an offensive or defensive weapon. Haki can do everything from hardening your skin like steel to knocking an entire room out with a single stare. See the Haki feats for more information.

HP – Hit points represent your character's health. They are calculated with the following formula: (CON mod + 5, then multiplied by current level). The only exception to this is when a character has special feats which grant them more health than usual, "Blooded" being the most common example which increases your HP gain by 2 points per level. If your character's CON ever gets reduced due to an effect, make sure you recalculate your HP.

Examples:

A level 8 character with 18 CON would have 72 HP.

A level 5 character with 4 CON would have 10 HP.

A level 20 character with 22 CON and the "Blooded" feat would have 260 HP.

Nakama – A Japanese word for friend, although it has a deeper meaning. A nakama is a comrade, an extended family member, someone you trust whole-heartily, and who you would risk your safety to help.

Prestige Class – A prestige class is a sub-class which generally has high prerequisite requirements and unique feats. When your character chooses a prestige class, they still retain all of the bonuses and feats which they earned with their original class. For example a rogue who decides to go with the assassin prestige class still has access to sneak attack and all of the rogue secondary skills. Prestige classes are often just a list of feats which must be taken in order from top to bottom. You can only choose one prestige class and you may only choose one feat in a prestige class per level-up.

Sea King – Sea kings are giant sea serpents which live throughout the world's oceans. None are exactly alike and they can be anywhere from a 100 feet to thousands of feet long. Sea kings are more intelligent than normal sea creatures but are extremely territorial and violent.

Skills – There are two types of skills in the game, primary and secondary. Primary skills are accessible by every character regardless of their race, class, career, or attribute choices. Secondary skills, however, must be unlocked via the character's class, career, or by other means. Skill ranks are natural statistics which will grow higher as your character levels. A skill's rank can never be increased by feats or bonuses. A skill bonus is only applied when rolling for an action. Favored skills are specific primary and secondary skills chosen during character creation that advance faster than normal non-favored skills. You should have four favored primary skills and six favored secondary skills.

Forming a Crew

Before you create your characters, your group should discuss and plan out which type of crew they'll want to be. A crew can consist any of combination of classes and careers, although you'll need to role-play appropriately. Whether you are planning to play as pirates, marines, or some other type of crew, you're going to need to decide a few things as a team first. This is just a quick check list to make sure you're ready to begin your adventure.

1. First, you need to have a captain. If you're playing as marines, the highest level player or maybe even a NPC will be in charge. As far as pirates go, it usually comes down to whoever is the strongest or who has the most charisma. Whoever the captain is, they need to pick a first mate. The first mate is usually the second strongest character on the ship but could also be someone intelligent who would be able to take over during a crisis. Regardless, the captain's orders are iron clad. Decisions that the captain makes for the crew are completely up to them and cannot be overturned without an act of mutiny.
2. Next, you need to come up with a name for your group. If you're pirates, then the crew is usually called "The _____ Pirates" where the blank is filled in with some type of trait, typically of the captain or crew as a whole. Some examples are "The Straw-Hat Pirates" which is based on Luffy's trademark hat or "The Whitebeard Pirates" who just use the captain's name. If you're marines, then the name of your crew should be something like "_____ Platoon" or "_____ Company". Something that would be acceptable in a military organization to let your crew stand out.
3. You'll also need a ship. You may begin your journey without one, but most games should give player's access to a starter boat to begin their adventure, even if it is just a crude raft or row boat. You won't be a true crew until you have your first ship though, which you'll need to name before it can accrue any experience of its own.
4. Lastly, once you have a ship, you'll need to design your own unique symbol. Pirate crews must use a face (typically a skull) at the center of their design and marines must use a seagull. Other than that, you're encouraged to be creative and make a cool design to represent your crew. Most symbols focus on some unique attribute of the ship's captain, examples are below...



Leveling Up

As a character levels up, they receive the following bonuses based on the level they are being elevated to. If the same level is listed twice, the character receives the bonuses for both (or all) lists for that level-up.

FIRST LEVEL (1)

These are attained through the character creation process:

- A race, class, and career.
- A score of eight in each attribute
- Twenty attribute points to spend
- Total HP of 5 + CON modifier
- 1 DR
- Four favored primary skills
- Six favored secondary skills
- Five feats.

EVERY LEVEL (2+)

Every level after the first:

- One feat
- Add 5 + CON modifier to Total HP
- +1 rank to all favored skills
- +1 DR

EVERY SECOND LEVEL (2, 4, 6, 8, 10, 12, 14, 16, 18, 20)

- +1 rank to all non-favored skills

EVERY THIRD LEVEL (3, 6, 9, 12, 15, 18)

- One additional feat

EVERY FOURTH LEVEL (4, 8, 12, 16, 20)

- 2 Attribute Points to spend

EVERY TENTH LEVEL (10, 20)

- +1 point in every attribute

Level	Experience Needed
1	0
2	1000
3	3000
4	6000
5	10000
6	15000
7	21000
8	28000
9	36000
10	45000
11	55000
12	66000
13	78000
14	91000
15	105000
16	120000
17	136000
18	153000
19	171000
20	190000
+1 level	+1000x previous level in xp



Character Creation

The inhabitants of the One Piece world can be very complex and have many different skills and specialties inside and outside of combat. This quick guide will walk you through the process of creating a new character from scratch. Please try to create your character based on how you want to play the game. It will be more fun for you, and you'll act more naturally if you're role playing a character that you're comfortable with. Your DM will scale your game based upon your crew's strengths so there's no need for every crewman to be a super fighting machine, it may end up hurting your progress to do so. Character creation in this game is complex, so be sure you have at least an hour or two to build your character for the first time. The following are the 13 steps involved in creating a character in OPD20:

1. **Basic Information** - You'll need to give your character a name, age, gender, and some physical characteristics.
2. **Alignment** - Next, you need to select your character's alignment. Please see the alignment page for more information.
3. **Pick Disadvantages** - Select at least three disadvantages for your character to have. Choose wisely as you must act out these disadvantages.
4. **Calculate Attribute Scores** - Place an 8 in each attribute box (use pencil!). The six attributes are STR, CON, DEX, INT, WIS, and CHA. You have 20 attribute points to spend between these six attribute scores as you choose. However, no score can go above 16 at level 1.
5. **Choose your Race** - Select which race your character is. Once you have chosen, apply that race's attribute bonuses (race/size bonuses are able to push a value past 16 at level 1) and write down their special feats/bonuses on your character sheet.
6. **Calculate Attribute Modifiers** - Fill in your attribute modifiers (Att. Mod on character sheet) by subtracting 10 from each attribute score and then dividing the result by 2. There is a table in the key terms section if you need it.
7. **Select a Class** - Choose which class you would like to play from the Classes section. Write down the free class feats which come with your choice and write down the names of the secondary skills your class has access to in your secondary skills section.
8. **Decide on a Career** - Pick the career path you want your character to go down. If your career unlocks any new secondary skills that your class didn't have access to, write those into your secondary skills section.
9. **Favor Skills** - Now you need to pick which skills you want to be your favored skills. Favored skills are the skills which your character excels at and whose rank will grow more quickly than non-favored skills. You may choose four primary and six secondary skills to mark as favored. To mark them as favored on your character sheet, place a check mark in the skill column labeled "F" after the skill name. You only have access to secondary skills which your class and career choices have unlocked. At level one, favored skills start at Rank 4 and non-favored skills start at Rank 1.
10. **Calculate Health Points** - Fill out your starting HP by taking your CON attribute modifier and adding 5 to it. A character with a CON of 16 would start at level 1 with 8 HP, for example. Each level-up you add this value to the existing one. If your CON modifier value ever changes, recalculate your total HP. Your Non-Lethal HP is always the same total as your normal HP; however the current values can be different depending on how you are injured.
11. **Set DR and Resistances** - Your DR (damage reduction) naturally starts at 1 and increases by 1 at each level-up. All of your resistances start at 0 and never naturally increase. Resistances only increase from feats and equipment.
12. **Choose Starting Feats** - You have up to five feats that you may assign during character creation. Be sure to pay attention to the prerequisites for each feat. If the DM allows you to create a character that has a Devil Fruit ability at level one, you must purchase the Devil Fruit User feat. If you eat a devil fruit later during the story however, this feat is gained freely.
13. **Buy Stuff** - Lastly, you have 100,000 Beli with which to purchase items. The items you buy at this point represent everything your character already owns before the main story takes place. It's recommended you purchase a kit for your career and a weapon for your class.

The Nine Alignments

Nine distinct alignments define all the possible combinations of the lawful-chaotic axis with the good-evil axis. Each alignment description below depicts a typical character of that alignment. Remember that individuals vary from this norm, and that a given character may act more or less in accord with his or her alignment from day to day. Use these descriptions as guidelines, not as scripts.

The first six alignments, lawful good through chaotic neutral, are the standard alignments for player characters. The three evil alignments are generally for monsters and villains (unless, of course, the player group is role-playing as the villains).

Lawful Good, "Crusader"

A lawful good character acts as a good person is expected or required to act. They combine a commitment to oppose evil with the discipline to fight relentlessly. They tell the truth, keep their word, help those in need, and speak out against injustice. A lawful good character hates to see the guilty go unpunished. Lawful good characters embody the characteristics of honor and compassion in all aspects of their life.

Neutral Good, "Benefactor"

A neutral good character does the best that a good person would do within their means. They are devoted to helping others. They work with kings and magistrates but do not feel beholden to them. Neutral Good characters embody doing what is morally good without bias for or against law and order.

Chaotic Good, "Rebel"

A chaotic good character acts as their conscience directs them with little regard for the expectations of others. They make their own way, but still act in a kind and benevolent way. They believe in goodness and righteousness but have little use for laws and regulations. They hate it when people try to intimidate others and tell them what to do. They follow their own moral compass, which, although good, may not agree with that of society. Chaotic Good characters embody the ideal of a good conscious combined with a free spirit.

Lawful Neutral, "Judge"

A lawful neutral character acts as law, tradition, or a personal code directs them. Order and organization are paramount to them. They may believe in personal order and live by a code or standard, or they may believe in order for all and favor a strong, organized government. Lawful Neutral characters embody reliability and honor without being a zealot.

Neutral, "Undecided"

A neutral character does what seems to be a good idea. They don't feel strongly one way or the other when it comes to good vs. evil or law vs. chaos. Most neutral characters exhibit a lack of conviction or bias rather than a commitment to neutrality. Such a character thinks of good as better than evil—after all, they would rather have good neighbors and rulers than evil ones. Still, they're not personally committed to upholding good in any abstract or universal way.

Some neutral characters, on the other hand, commit themselves philosophically to neutrality. They see good, evil, law, and chaos as prejudices and dangerous extremes. They advocate the middle way of neutrality as the best, most balanced road in the long run. Neutral characters embody the middle ground, acting without prejudice or compulsion.

Chaotic Neutral, "Free Spirit"

A chaotic neutral character follows their whims. They are an individualist first and to the very end. They value their own liberty but don't strive to protect others' freedoms. They avoid authority, resent restrictions, and challenge traditions. A chaotic neutral character does not intentionally disrupt organizations as part of a campaign of anarchy. To do so, he would have to be motivated either by good or evil, and desire to change and affect others around them. A chaotic neutral character may be unpredictable, but their behavior is not totally random. Chaotic Neutral characters embody true freedom from both society's restrictions and a do-gooder's zeal.

Lawful Evil, "Dominicator"

A lawful evil character methodically takes what they want within the limits of his code of conduct without regard for who it hurts. They care about tradition, loyalty, and order but not about freedom, dignity, or life. They play by the rules but without mercy or compassion. They are comfortable in a hierarchy and would like to rule, but are willing to serve. They condemn others, not according to their actions, but according to race, religion, homeland, or social rank. They are loath to

break laws or promises. This reluctance comes partly from their nature and partly because they depend on order to protect themselves from those who oppose them on moral grounds. Some lawful evil villains have particular taboos, such as not killing in cold blood, but instead having underlings do it, or not letting children come to harm, if it can be helped. They imagine that these compunctions put them above unprincipled villains. Some lawful evil people and creatures commit themselves to evil with a zeal like that of a crusader committed to good. Beyond being willing to hurt others for their own ends, they take pleasure in spreading evil as an end unto itself. They may also see doing evil as part of a duty to an evil deity or master.

Neutral Evil, "Malefactor"

A neutral evil character does whatever they can get away with. They are out for them self, pure and simple. They shed no tears for their kills, whether for profit, sport, or convenience. They have no love of order and hold no illusion that following law, traditions, or codes would make her any better or more noble. On the other hand, she doesn't have the restless nature or love of conflict that a chaotic evil villain has. Some neutral evil villains hold up evil as an ideal, committing evil for its own sake. Most often, such villains are devoted to evil deities or secret societies. Neutral evil is the most dangerous alignment because it represents pure evil without honor and without variation.

Chaotic Evil, "Destroyer"

A chaotic evil character does whatever his greed, hatred, and lust for destruction drive him to do. He is hot-tempered, vicious, arbitrarily violent, and unpredictable. If he is simply out for whatever he can get, he is ruthless and brutal. If he is committed to the spread of evil and chaos, he is even worse. Thankfully, his plans are haphazard, and any groups he joins or forms are poorly organized. Typically, chaotic evil people can be made to work together only by force and their leader lasts only as long as he can thwart attempts to topple or assassinate him. Chaotic evil is the most dangerous alignment because it represents the destruction not only of beauty and life but also of the order on which beauty and life depend.



Disadvantages

Disadvantages are natural traits your character starts with from level 1. They may gain more disadvantages as their life continues, but at level 1 all characters must have at least three disadvantages. No character in the One Piece universe is perfect and they often have many flaws which their nakama must make up for. As a player, you'll want to think about which disadvantages fit for your character, and which you can accurately act out as part of the game. I chose not to include descriptions for each of these because I wanted to save some page space and because I want you, the player, to come up with your own unique perspective on how your disadvantages will impact your character.

Aggression
Ambitious
Amnesia
Animal enmity
Anxiety disorder
Asthma
Attention deficit disorder
Bad luck
Bad reputation
Black sheep
Blindness
Brash
Chronic pain
Compulsive Judas
Compulsively healthy/hygienic
Consuming hobby
Covetous
Cowardice
Cruel
Curse
Cynic
Deafness
Death wish
Debt
Delusions
Dependant
Depression
Diabetic
Domineering
Drug addiction
Dyslexia
Eating disorder
Ecomaniac
Egotist
Fanaticism
Fixation

Flashbacks
Forgotten
Greedy
Guilt
Gullible
Habitual liar
Haemophilia
Haemophobia
Hatred
Haunted
Health/Hygiene negligent
Hypoallergenic
Hypochondriac
Illness
Impotence
Insomnia
Intolerance
Jealousy
Lack of Orientation
Lecherousness
Low pain threshold
Low self esteem
Maimed
Mania
Manic-depression
Manipulative
Martyr
Mental compulsion
Mental constriction
Migraine
Mistaken identity
Mortal enemy
Narcolepsy/Epilepsy
Needy
Nightmares
Oath of revenge

Oedipal
Panic disorder
Paranoia
Persecuted
Perverted
Phobia
Poltergeist
Post-traumatic stress disorder
Pretentious
Rationalist
Reactionary
Rebellious
Reckless gambler
Rival
Scarred
Schizophrenia
Secret
Self-injury
Sexual neurosis
Sexually repressed
Sexually tantalizing
Sleepwalker
Speech impediment
Split personality
Socially inept
Sociopath
Stalker
Sterile
Stoic
Submissive
Symbiotic link
Tourette's syndrome
Unwilling medium
Vain
Wanted
Weak immune system

Attributes

Each character starts with a score of 8 in each attribute at level 1. Having a score of 10 points in an attribute is considered “average” in the One Piece universe. Players have up to 20 attribute points they can distribute during character creation. Any points unspent at the end of character creation are lost. During this time, players may also choose to decrease an attributes score. Decreasing an attributes score refunds attribute points and allows them to be redistributed elsewhere. An attribute may not be reduced below a base score of 1. Throughout the course of your character's life, regardless of its current level, an attribute may be increased at the cost of one attribute point. The maximum score an attribute may be at level one is 16 (excluding race modifiers). One piece characters always have strengths and weaknesses, so don't feel discouraged if you have multiple stats with values under the average. Your weaknesses will hopefully be balanced out by your fellow crewmates, which is what being a crew is all about.

Strength (STR) – The measure of bodily or muscular power. The stronger your body is, the stronger your physical attacks will become. This stat also influences other physical actions such as lifting, pushing, pulling, climbing, etc.

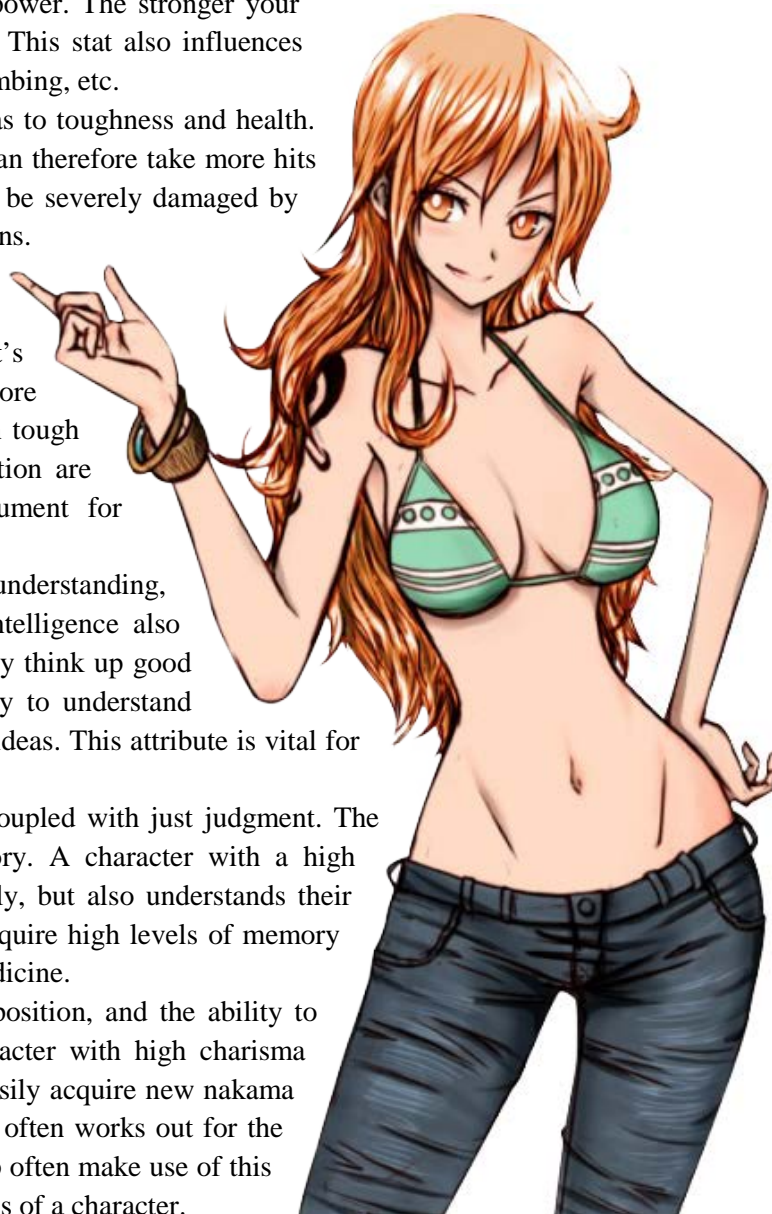
Constitution (CON) – The physical nature of the body as to toughness and health. Characters with high constitution have more health and can therefore take more hits before needing to be healed. They are also less likely to be severely damaged by enemy attacks and are more resistant to diseases and poisons.

Dexterity (DEX) – Skill in using the hands or body including flexibility, accuracy, and speed. A dexterous character can make good use of their hands whether it's aiming a weapon or pick pocketing. They are also more likely to dodge attacks and be able to maneuver through tough obstacles. Skills which require good hand-eye coordination are also influenced by this stat, playing a musical instrument for example.

Intelligence (INT) – Capacity for learning, reasoning, understanding, and similar forms of mental activity. Having a high intelligence also allows the character to see through deceptions and quickly think up good plans to use during bad situations. They are more likely to understand complex subjects and be willing to experiment with new ideas. This attribute is vital for skills such as engineering, studying, and inventing.

Wisdom (WIS) – Knowledge of what is true or right coupled with just judgment. The character's capacity for knowledge and level of memory. A character with a high amount of wisdom can not only memorize things quickly, but also understands their meaning and significance. This is key for skills which require high levels of memory such as navigation, history, cooking, archaeology, and medicine.

Charisma (CHA) – Aptitude for holding a leadership position, and the ability to convey a worthiness of veneration from others. A character with high charisma leaves a big impact on anyone he/she meets. They can easily acquire new nakama and even when they say the wrong thing in ignorance; it often works out for the best. Skills which require social interaction and leadership often make use of this attribute. This does not represent the physical attractiveness of a character.



Character Sizes



In the One Piece world, size matters. Generally, each race allows the player to pick from a range of different character sizes. Each size offers different bonuses which are outlined below. Apply these bonuses to your character sheet and take them into consideration when rolling for skills and role-playing. Weapons and armor stats do not scale based on a character's size. If a medium character hands a colossal character a longsword, the longsword will automatically appear much larger to match the colossal character's size, but its stats will be exactly the same. This is to keep things simple and can be explained by the same inexplicable logic that allows devil fruit user's clothing not to be destroyed every time they change sizes and forms.

Attack Bonus: Larger opponents are easier to read and dodge.

Defense Bonus: Small opponents are harder to hit.

Space: The square feet the character takes up on the field.

Reach: Natural reach distance with a standard weapon.

Size	Modifiers	Size	Modifiers
Colossal 64ft. or more 125 tons or more	Attack Bonus: -4 Defense Bonus: -4 Space: 30ft Reach: 30ft CON: +4 STR: +4 DEX: -4	Large 8ft. to 16ft. 500lb. – 2 tons	Attack Bonus: -1 Defense Bonus: -1 Space: 10ft Reach: 10ft CON: +1 STR: +1 DEX: -1
Gargantuan 32ft. to 64ft. 16 tons – 125 tons	Attack Bonus: -3 Defense Bonus: -3 Space: 20ft Reach: 20ft CON: +3 STR: +3 DEX: -3	Medium 4ft. to 8ft. 60lb. – 500lb.	Attack Bonus: +0 Defense Bonus: +0 Space: 5ft Reach: 5ft CON: +0 STR: +0 DEX: -0
Huge 16ft. to 32ft. 2 tons – 16 tons	Attack Bonus: -2 Defense Bonus: -2 Space: 15ft Reach: 15ft CON: +2 STR: +2 DEX: -2	Small 2ft. to 4ft. 8 lb. – 60 lb.	Attack Bonus: +1 Defense Bonus: +1 Space: 5ft Reach: 5ft CON: -1 STR: -1 DEX: +1

Races



There are many different races in the One Piece universe, each with their own unique strengths and weaknesses. The seven different races come in many shapes and sizes, with humans having the widest variety of choices. There are also specialized races such as Cyborgs that attain special implants or Sky Tribesmen who have a natural bonus when using Sky Island dials. Giants, the largest race, also add a different level of difficulty since they can only ride large ships and attract a lot of attention. When you choose your race, apply the race's bonuses to your character sheet immediately.

Race List

- [Humans](#)
- [Merfolk](#)
- [Fishmen](#)
- [Giants](#)
- [Sky Tribesmen](#)
- [Kuja](#)
- [Cyborgs](#)
- [Longarm/Longleg Tribesmen](#)

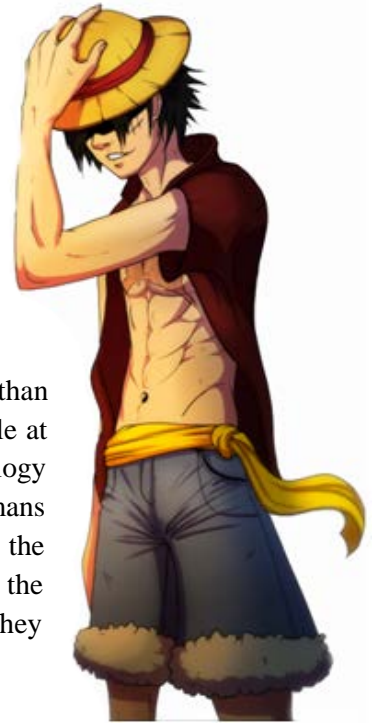
Humans

Physical Description: Humans in One Piece are much like they are in real life. They have diverse skin tones, all types of hair, and are commonly the same size and proportion. However, there are exceptions where the humans in One Piece may have various body parts which are vastly out of normal human standards. For example, a human could be 16 feet tall, or have a 10 inch nose, or have skinny legs but also have huge arms/torso. There are also examples of humans having drastic similarities to animal species. In the series, a couple men look almost exactly like monkeys. While the vast majority of humans look just like normal people, you're welcome to customize your human character as much as you want.

Society: Humans are the most common and dominant race in the world, making up more than 95% of the world's population. They call each and every sea in the world their home and rule at the top of most of the world's organizations. They also possess the most advanced technology and are arguably the most intelligent race in the world, though that is mostly due to humans having the highest population to pull geniuses out of. Depending on the island and area of the world, human societies differ greatly, though most live under the rules and regulations of the world government. Humans seeking power or adventure often become pirates or marines so they can travel and become stronger.

Relations: Humans can be a cruel race and have in the past, enslaved many of the other races to do their bidding. Officially, slavery is now illegal, however there are still black market slave-trades, many of which are supported by the world government but covered up. Due to this, some of the other races still hold a grudge, especially the Fishmen, who were treated very poorly during the days of slavery. Other than some of the Fishmen though, most of the other races have forgiven humanity for their past transgressions and treat them kindly.

Alignment and Religion: Humans are across the board when it comes to their alignments and respect for the law. Some are exceptionally kind and law abiding while others are ruthlessly cruel. Generally, humans are good or neutral and tend to follow whatever laws the world government enforces upon them. Religion wise, it's much the same. Some humans worship a god or gods, while others are atheists. No true deity has ever been exposed in the One Piece series so it matters little what religion you choose, though it may affect your character's personal morals.

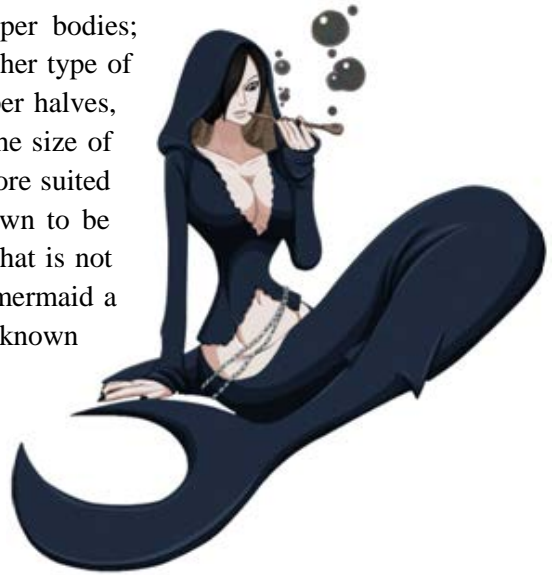


Human Racial Traits

- **Varied Nature** - +2 attribute score points to spend at character creation bringing the total to 22, instead of the normal 20.
- **Size** – Small to Large
- **Normal Speed** – 30ft/turn on Land, 20ft/turn in Water
- **Skilled** - Gain one extra favored secondary skill at the first level, making the total seven instead of the normal six other races get.
- **Gluttonous** – Humans start with an extra devil fruit feat (when they obtain a fruit ability). This extra feat should not be counted toward of any of the devil fruit level restrictions.

Merfolk

Physical Description: Merfolk are very similar to humans in both size and form. Mermaids, the females of the race, usually have very human looking upper bodies; however their lower halves typically have the shape of a fish tail or some other type of sea creature. Mermen on the other hand typically have more animalistic upper halves, though some still look very human. They range in size from very small to the size of giants. Compared to their Fishmen cousins however, Merfolk are frail and more suited for intelligence or jobs which require agility and speed. Mermaids are known to be extremely beautiful to the eyes of humans which is typically true, however that is not always the case. At the age of 30, a mermaid's tail splits which grants the mermaid a pair of legs to use on land, while a merman's tail never split. Merfolk are also known to be the fastest swimmers in the sea.



Society: Merfolk almost exclusively live on Fishman Island where the first half of the Grand Line ends. The island is ruled by a Merfolk monarchy and is a beautiful and peaceful place to live. Unlike Fishmen, Merfolk are exclusively vegetarians, preferring oceanic plants, except for the occasional shellfish. Having the ability to speak to aquatic animals also impacts their lifestyle since they can work with animals to accomplish tasks or to pay for transportation from them. Additionally, Merfolk often have an animal companion that can provide them with help in a tough situation.

Relations: Merfolk share their home, Fishman Island, with the Fishmen and coexist peacefully with them. Merfolk are a peaceful race who want nothing to do with war or violence which, unfortunately, is what made them such easy targets for enslaving. Young mermaids fetch the highest prices on the slavery black market and even to this day, are sought out by slavers to sell at a high profit. It's not in the nature of Merfolk to seek revenge or hold a grudge, so they're typically friendly towards humans and other races who visit their island.

Alignment and Religion: Merfolk are friendly creatures with high moral standards. Some have been known to be cruel or have radical ideas, but they're rare. Most Merfolk are content with following the monarchy's laws and living their life peacefully on Fishman Island. While Merfolk don't openly worship any gods, they do believe in an afterlife and the ability to pray to their ancestors. Members of the royal family are treated with absolute respect and are probably the closest thing Merfolk have to gods.

Merfolk Racial Traits

- **Sea Dweller** - +2 DEX, +2 INT, -2 CON
- **(Male Only) Aquatic Combat** - +2 to STR and DEX while underwater
- **(Female Only) High-Speed Swimmer** - +15ft/turn while swimming.
- **(Female Only) Tail-Split** - +10ft/turn while on land once over the age of 30.
- **Size** - Small to Large
- **Tail Fin** - 15ft/turn on Land, 35ft/turn in Water
- **Fish Talk** - Ability to talk to all sea creatures, except Sea Kings.
- **Gills** - Able to breathe and talk underwater

Fishmen

Physical Description: Fishmen have the appearance of a humanoid (legs) but their entire bodies usually take on the appearance of a type of sea creature. For example, an octopus Fishman might have 6 tentacle-like arms. Fishmen have gills along their necks used for breathing underwater, but while on land, they use lungs to breath and their gills are non-functional. Fishmen are born with stronger bodies than humans and Merfolk. They are generally taller than humans and have large bodies full of muscle and animalistic traits such as shark teeth, fins, or webbed hands/feet. Fishmen pirates often have tattoos which serve a double purpose of covering up old slavery scars and showing their allegiance to the pirate crew.

Society: Like Merfolk, they generally live on Fishman Island which resides underwater. They are mammals and give birth to live young. They can also breed with other races such as Humans, Merfolk, and even Giants. Breeding with a human will result in a more human-like Fishman. Breeding with a merman/mermaid results in a random child of either Merfolk or Fishman appearance. Finally, breeding with a giant will result in a slightly smaller giant with Fishmen attributes which are called Wotans. Unlike Merfolk, Fishmen eat fish and other meats. Fishmen beliefs are more totalitarian than their Merfolk cousins. They believe they should dominate life under the sea and that they should rule other them.

Relations: Fishmen get along very well with Merfolk since they live side by side. However, some Fishmen have a very low opinion when it comes to humans. Humans enslaved Fishmen for many years, using their impressive strength for manual labor. While some Fishmen have gotten over this past transgression, many Fishmen pirates and other lower class citizens still harbor hatred toward the human race.

Alignment and Religion: Fishmen don't have a known religion they worship. Law abiding Fishmen follow the rules of the Merman King and monarchy. Fishmen pirates and ruffians typically only believe in their own superior strength and cunning. Humans often assume Fishmen are lawless and evil because of past prejudices, but some Fishmen are good natured and get along very well with everyone.

Merfolk Racial Traits

- **Ocean Warrior** - +2 STR, +2 CON, -2 INT
- **Aquatic Force** - +4 to STR while underwater
- **Size** – Medium to Large
- **Swimmer's Build** – 20ft/turn on Land, 30ft/turn in Water
- **Fish Talk** - Ability to talk to all sea creatures, except Sea Kings.
- **Gills** – Able to breathe and talk underwater



Giants

Physical Description: Giants are huge humanoid creatures many times larger than any of the other races. They look human in appearance, scaled up much larger than any human could ever grow. To put it into perspective, the height of an average human would only reach a small giant's ankles. Giants vary greatly in size but they can grow all the way to the size of mountains. Giants can live to be over 300 years old.

Society: Giant societies are mostly unknown. We do know they only exist in the Grand Line and that there are two main areas which giants reside in. The first of which is Elbaf. Elbaf is a barbarian-like society that worships a variety of Gods which all seem to have affiliations with battle and honor. Giants from Elbaf are almost exclusively warriors who become pirates or explorers seeking honor and reputation. However, not all giants are from Elbaf. There are some giants which call the residents of Elbaf barbarian-like and don't share in the same beliefs. Many of these non-Elbaf giants join the Marines, seeking honorable battles. There are exceptions to the norm however, and evil giants do exist. It's unknown where they are born or live, but there are various examples of giants that join evil crews who are out for blood or sheer power over the rest of the world.



Relations: Giants get along well with other races and are generally friendly, light-hearted, and have casual personalities. Each giant seems to have their own comical and unique laugh as well. The marines have no problem hiring a willing giant for their strength, and they have been known to have families and children with other races. While giants are mentioned in popular children books, most of world's population assumes they are only myths and legends. Only those who meet a real giant on the Grand Line can fully comprehend their size.

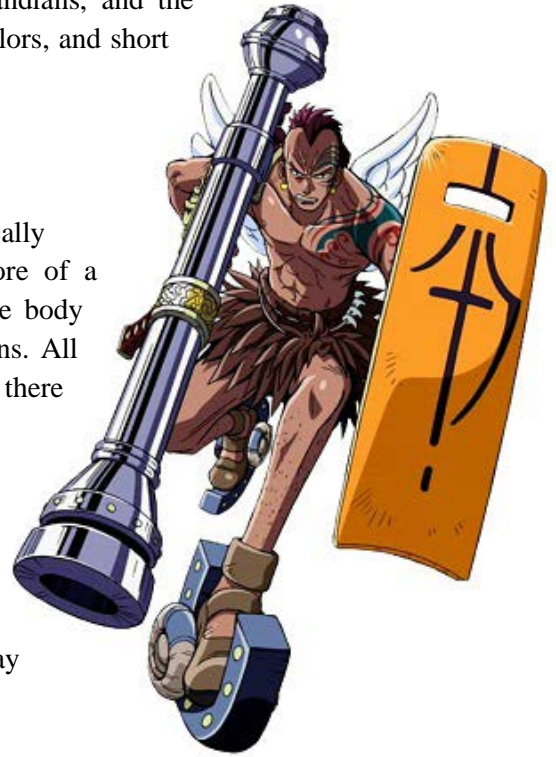
Giant Racial Traits

- **Colossal Warrior** - +4 STR, +4 CON, -2 INT, -2 WIS, -2 DEX
- **Size** – Huge to Colossal
- **Huge Strides** – 40ft/turn on Land, 30ft/turn in Water
- **Jolly Laughter** – While in a good mood, particularly when laughing, the giant gains a +2 CHA bonus.

Sky Tribesmen

Physical Description: There are three Sky Tribes; the Skypieans, Shandians, and the Birkan. Skypieans look very human but have very pale skin, light hair colors, and short white wings. They style their hair into two antennae, much like insect antennae. The Shandians resemble Native American tribes, with dark tan or reddish skin, tribal tattoos, and black hair. Shandian wings are slightly longer than Skypiean wings. Last are the Birkans who are a bit of a mystery. Only a few have been seen in the series so far. They typically wear white robes and have strong battle skills. Their wings have more of a downward angle than the other two sky tribes and they sometimes have body features which are angelic or demonic in appearance, such as small horns. All three tribe's wings are too small to be of any functional use, they are just there for appearance.

Society: Skypieans have a peaceful society which relies heavy upon their laws and regulations. They are lead by "God", not a real god but a king of sorts. Skypieans rely heavily on dials (see dials section) which they use for just about everything from household chores to battle. Shandians live somewhat humbler lives but also use dials to help in their everyday lives. They worship an ancient city and bell which their ancestors protected for hundreds of years before them. As far as anyone knows, the Birkan's civilization was destroyed. They now live only as outcasts and nomads in random parts of the world and no longer have a society to call their own.



Relations: The Skypieans and Shandians were recently at war with each other over the Skypieans stealing the Shandian's land. Skypieans worship Vearth, the soil from the world below the clouds. When an entire island of Vearth was shot into the clouds with the Shandians still on it, the Skypieans invaded and forced the Shandians off their land. However, that is all in the past and the Skypieans returned the land and the two cultures now live in peace with each other. The Birkan's don't really have any major factions with or against them anymore.

Alignment and Religion: Skypieans, for a while, worshipped the god Enel. He had incredible power and he had all the residents of the Sky Islands living in fear. In reality, Enel was just a Devil Fruit user and he was defeated. Enel left the Sky Islands and now the old god, Gan Fall, is back in charge of the Skypieans. Everyone knows he is not a true god, but they treat him as a king. The Shandians worship their ancestors above all else and believe in protecting their ancient city. The Alignment of the Sky races varies greatly, however there are stereotypes. Skypieans are generally good natured and kind, as there haven't been any evil Skypieans exposed in the series yet. Shandians are greatly neutral, and will fight any faction to protect what they believe in. The Birkan have always been represented as evil or violent.

Sky Tribesmen Racial Traits

- **Skypiean:** +2 INT, +2 WIS, -2 STR, **Shandian:** +2 DEX, +2 WIS, -2 INT, **Birkan:** +2 STR, +2 INT, -2 CHA
- **Size** – Small to Large
- **Angelic Steps** – 30ft/turn on Land, 20ft/turn in Water
- **Dial Mastery** – Grants the feat Dial Mastery, which is only available to Sky Tribesmen
- **Mantra** – Starts with the Kenbunshoku Haki Feat. The skill bonuses are only +5 instead of +10. The DC to maintain the effect is reduced to 17. The Sky Tribesman cannot purchase any additional ranks or achieve the feat's full potential until the normal prerequisites are met.

Kuja

Physical Description: A tribe of all female fighters found on the island of Amazon Lily, better known as the legendary “Island of Women”. They typically wear skimpy clothing such as bikinis, loincloths, or short briefs. Many wear thigh high boots and stockings or have their legs completely bare. On top of these outfits, they almost always wear a long, removable, cape. Aside from their “kinky” clothing, they also carry a long snake which serves as a pet and a weapon. Most Kuja are burly and strong looking, but there are the odd beauties amongst them.

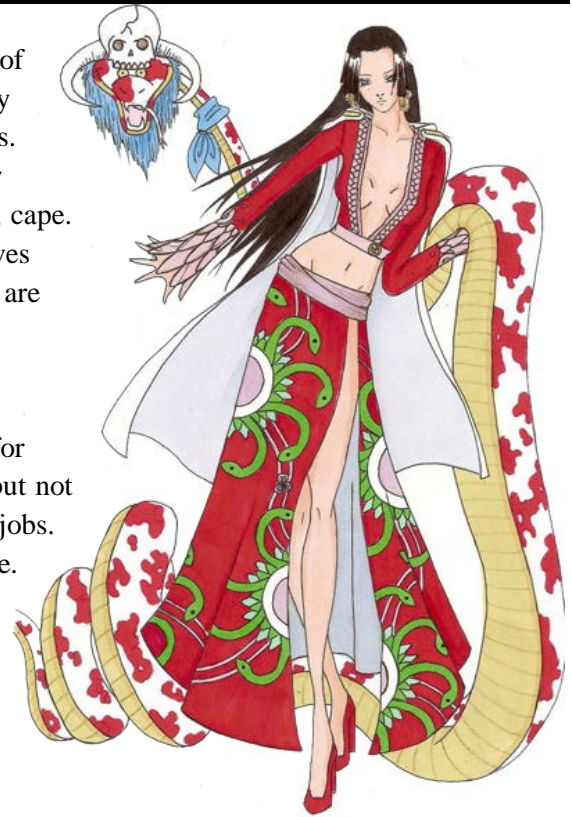
Society: Despite being a warrior race, they are surprisingly peaceful and really only engage in combat during competitions and games for entertainment purposes. They do all the work in their society including but not limited to fishing, building, smithing, and other more physically intense jobs. The Kuja are very ignorant of men and most have never seen one before. Therefore they have no shyness since they barely have any concept of sexual attraction. They often bath fully nude in public and do various other things that would commonly be considered very inappropriate. They have little to no knowledge of male anatomy and likewise the civilized world knows very little about the Kuja.

Relations: Kuja have basically no knowledge of the outside world. Only the Kuja pirates led by their princess truly know what the outside world is like. Some of the women who leave Amazon Lily and return to the island come back pregnant; however their children are always female when born on the island. Otherwise, they are biologically identical to normal human females. Every Kuja bonds with a snake while growing up and when the snake matures, it acts as a tool for the Kuja’s survival. The snake can take the form of a few different types of weapons such as a longbow and staff. The snake doesn’t transform, it just takes the general shape of the weapon.

Alignment and Religion: The Kuja don’t have a religion which is known, however they do revere their leader or “Princess” much like a god. Kuja are very neutral when it comes to the world’s factions since they have never really interacted with them before. While many Kuja seem kind and friendly, they will turn on you in an instant if the Princess orders them to. The princess and her sisters are known to be quite cruel though, at least to males.

Kuja Racial Traits

- **Amazon** - +2 CHA, +2 DEX, -2 WIS
- **Size** – Small to Large
- **Runs Like a Girl** – 30ft/turn on Land, 20ft/turn in Water
- **Kuja Snake** – Start with a Kuja Snake (see Crew Members Section)
- **Haki Arrows** - Starts with the Busoshoku Haki Feat. Only the +3 damage effect of the stance can be applied. The DC to maintain the effect is reduced to 17. The Kuja cannot apply the defensive properties of the normal feat or purchase additional ranks until the normal prerequisites are met.



Cyborgs

Physical Description: Cyborgs are not technically a race of their own. They are a collection of many races that have been surgically altered with metallic and/or electric parts. Typically cyborgs are large and have exaggerated features such as huge forearms or giant torsos. Within these features they hide their cyborg technology and weapons. With metallic skin, enhanced eyes, tireless legs, and other implanted features, cyborgs can be tough to take down. All cyborgs retain their ability to breed as if they were still a member of their original race.

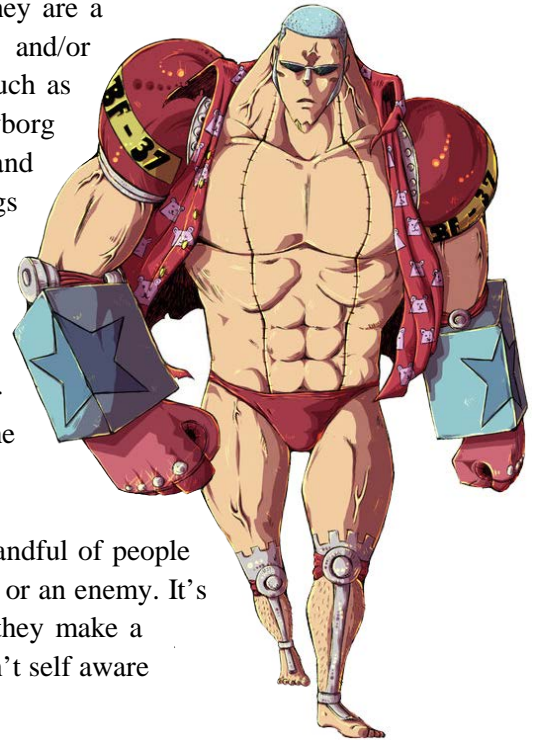
Society: Cyborgs don't have a society of their own. Cyborgs with minds of their own usually just live with their family and friends like a normal member of their original race. If the cyborg isn't self aware, they will most likely be the agent of a scientist or the world government.

Relations: Cyborgs aren't well known by the world's population. Only a handful of people know of their existence and of those, they typically see cyborgs as a weapon or an enemy. It's rare for a cyborg to be accepted once their secret is discovered, however they make a powerful ally to whoever can form a mutual trust with them. If the cyborg isn't self aware they will only see others as targets or non-targets.

Alignment and Religion: Cyborgs who are self aware can be of any alignment since they have free will. However, if the cyborg is a mindless servant, they will be the ultimate form of neutrality. They will follow any order given to them by their master and will complete their mission without happiness or remorse.

Cyborg Racial Traits (The character's original racial traits no longer apply once they become a cyborg)

- **Mechanical Warrior** - +2 CON, +2 STR, -2 CHA
- **Size** – Size range of original race
- **Mechanical Legs** – Land/Water movement of original race
- **Unnatural Body** – The cyborg cannot heal naturally, they require medical attention whenever they are injured. Additionally, poison and disease type effects last twice as long on a cyborg since they have poor immune systems.
- **Gas Guzzler** - Must consume ½ bottle of fuel per day to survive, starts with 3 bottles of fuel storage. A cyborg can use any type of typical fuel (gasoline/oil/etc) or they may use beverages (cola/tea/fruit juice). When using a fuel of their preference a cyborg will act normally. However, if a cyborg is filled with a different type of fuel their personality may shift dramatically. For example, a cyborg that uses tea as their main fuel type may become enraged if they are instead filled with hot sauce. Fresh water, sea water, and other non-calorie liquids cannot be used as an energy source. If a cyborg's current fuel supply drops to ½ bottle or lower, they enter a "Low On Fuel" status. See the status effects section for more information.
- **Initial Implant** - Starts with 1 Cyborg Implant (see Cyborg Implants section for more information), and gains one more every 4 levels after. At level 20 the cyborg will have 6 implants. You can work with your DM to create a more customized list for your unique cyborg if you don't want any of the example implants from this document.



Longarm/Longleg Tribesmen

Physical Description: There are two different tribes, both with unique physical characteristics. More is known about the Longarm tribe than the Longleg tribe but neither has gotten much attention in the series. Therefore we can only speculate about many things. As far as physical traits, Longarm tribe members have arms with an extra joint in them. This allows them greater dexterity and field of movement, while also improving their reach distance. Unlike the Longarm tribe, Longleg tribesmen's legs do not have extra joints. Their legs are just inhumanly long, up to 7 feet tall while their bodies are the same dimensions as a normal human.

Society: Almost nothing is known about the Longleg tribe's lifestyle. The only Longleg character shown spoke in a French accent and wore a fancy pink suit, its unknown if all Longleg tribesmen speak or dress similarly. More is known about the Longarm tribe though. Longarm tribesmen always seem to wear clothing with a unique Chinese Kanji character written on the front of their chests. They seem like normal humans, with some tribesmen being greedy and corrupt while others just live normal lives. They also regard normal humans as weird for only having one joint in their arms.



Relations: While nothing is known about the Longleg tribe's relationship with other cultures, the Longarm tribe has had some issues with nearby human tribes. Evil, greedy Longarm tribesmen have been known to kidnap humans and force them to act in freak shows. Since the Longarm tribes regard human arms to be strange, the human victims attract a big crowd. Outside nearby villages though, most humans don't even know the Longarm tribe exists since they live only in the Grand Line. Corrupt humans have also been known to enslave both tribes, valuing each at 700,000 Beli per slave.

Alignment and Religion: Members of both races, Longarms and Longlegs, have been shown as pirates and extortionists. However, some tribesmen are merely neutral and uncaring. No kind or "good" tribesman has been shown yet, however that doesn't mean they don't exist.

Longarm/Longleg Racial Traits

- **Harder Better Faster Longer** - +2 CON, +2 DEX, -2 CHA
- **Size** – Longarms are medium sized. Longlegs are large sized.
- **Long Limbed** - 30ft/turn on Land, 20ft/turn in Water
- **Living Stilts (Longleg Only)** - +5ft land movement speed, small characters can only reach and attack your legs. You can stand in deeper water than other characters, which is especially useful if you have a devil fruit ability.
- **Double Elbows (Longarm Only)** - +5ft reach length which allows you to melee attack other characters which probably can't reach you and melee back without moving. This extra reach also applies to ranged weapons since you can hold the weapon further from your body while firing.

Classes



There are six classes to help categorize your character's fighting style. Each character selects a class at level 1 along with a career. Each class and career has their own unique set of feats which only members of that class can purchase using their feat points. For example, only Brawlers are able to purchase the Abuse feat.

Later on in the character's life, they'll be able to choose a prestige class which will further specialize their original class' abilities. It's recommended the player look over the prestige classes in order to plan for the prerequisites you'll need later down the road. Each class comes with a couple free feats to get you started, grants you proficiency to certain weapons and armor, and opens certain secondary skills for the character.

Class List

- [Brawler](#)
- [Marksman](#)
- [Rogue](#)
- [Specialist](#)
- [Swordsman](#)
- [Warrior](#)

Brawler



Brawlers are the most common type of fighter in the One Piece world. Showing up to a sword fight without a weapon may sound foolish, but when one reaches a certain level of skill, their fists are stronger and more reliable than any blade. A brawler is a tough offensive style fighter that deals large amounts of damage in quick bursts. They can turn their entire bodies into a weapon including elbows, knees, head, and feet. This means a brawler can even fight just as effectively even with their arms occupied or disabled. Brawlers are important for a crew since they can take a lot of damage while also dishing it back out. Brawlers don't need to rely on weapons, making disarm attempts pointless. They're also great support in battle for their nakama, such as being able to throw a swordsman at an enemy to increase the swordsman's attack damage. The brawler's greatest weaknesses are things they can't dodge or block. Bullets, for example, may present a challenge.

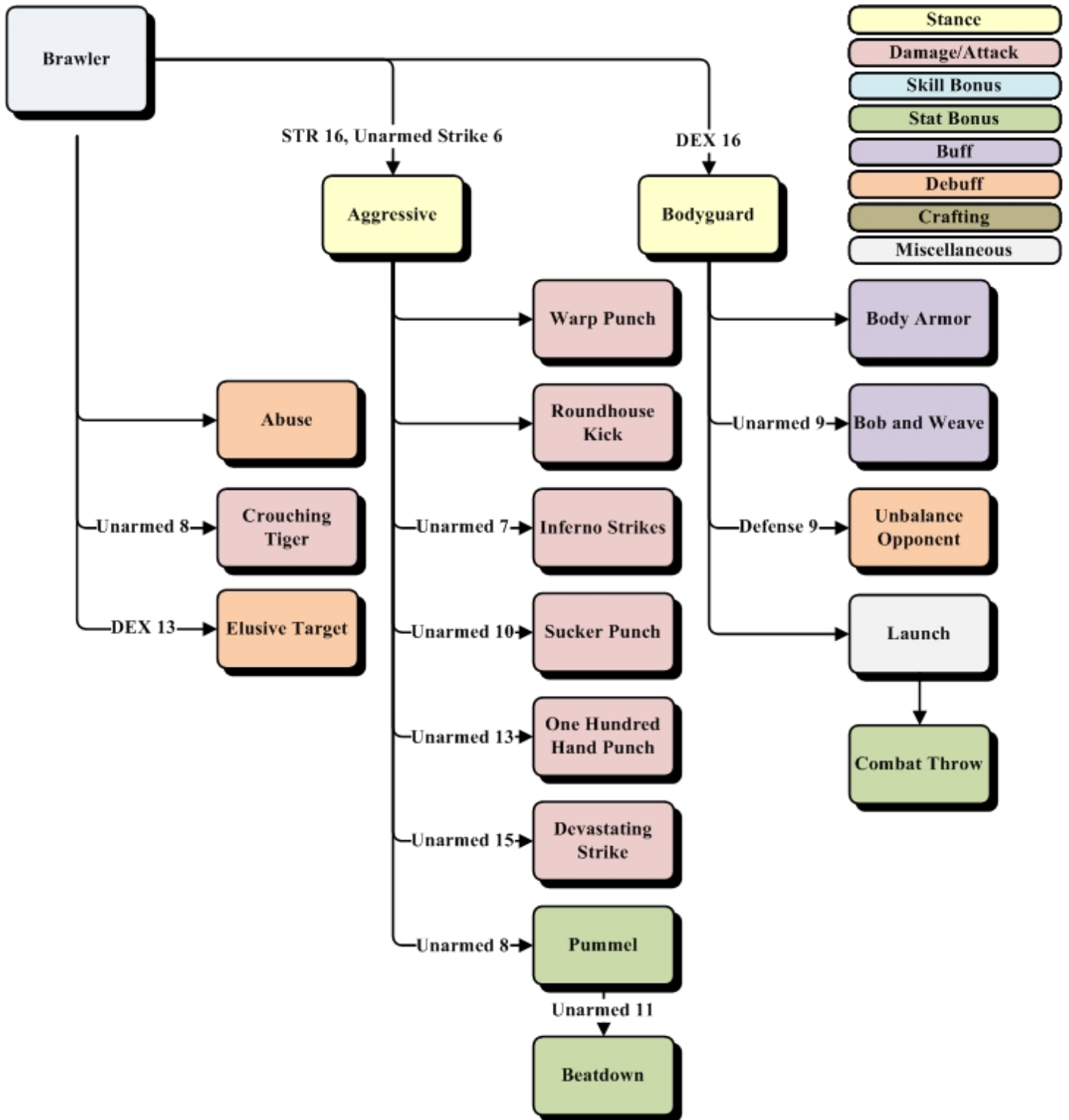
Prerequisites

14 DEX or STR

Class Features

- **Starts with the following free feats:**
 - Weapon Proficiency: Martial Weapons
 - Brawler's Unarmed Strike (see unarmed strike skill description)
 - Blooded
- **Secondary skills:** Balance, Tumble, Spot, Climb, Intimidate, Jump, Listen, Perform, Ride

Brawler Feat Tree



Brawler Feats

ABUSE [DEBUFF]

Prerequisite: Brawler

Benefit: As a standard action, the brawler may attack their enemy with an unarmed strike. If they successfully hit them, instead of dealing damage, roll 1d4. For that many rounds the target cannot target anyone but the brawler.

AGGRESSIVE [STANCE]

Prerequisite: Brawler, 16 STR, Unarmed Strike 6 Ranks

Benefit: When fighting unarmed or with martial weapons, the brawler gains a +1 damage bonus to all attacks. She/he also receives an additional +1 per 5 character levels. The brawler also suffers a -2 dodge penalty to defensive rolls while in this stance. This stance cannot be used if the brawler is wearing any medium or heavy armor.

BEATDOWN [STAT BONUS]

Prerequisite: Pummel, Unarmed Strike 11 Ranks

Benefit: When the brawler scores a critical hit while in the Aggressive stance, they deal triple damage.

Normal: An unarmed strike critical hit normally deals double damage.

BOB AND WEAVE [BUFF]

Prerequisite: Bodyguard, Unarmed Strike 9 Ranks

Benefit: As a standard action the brawler can move their body quickly from left to right, loosening their muscles and joints in a fluid motion. The brawler gains a +4 DEX bonus for the next 3 rounds.

Special: This feat may be taken an additional time to increase the duration to 6 rounds.

BODY ARMOR [BUFF]

Prerequisite: Bodyguard

Benefit: At the cost of 1 lethal HP per round, the brawler may increase their DR by +2. This effect stacks with every other DR effect and can be cancelled at any time. This effect automatically cancels if the brawler falls unconscious.

Special: This feat may be taken multiple times, each time the HP cost and DR goes up by 1.

BODYGUARD [STANCE]

Benefit: Brawler, 16 DEX

Special: When fighting unarmed or with martial weapons, the brawler gains a +2 dodge bonus. They also receive an additional +2 dodge bonus every 5 character levels, starting at level 5. They suffer a -2 penalty to unarmed strike rolls while in this stance. This stance cannot be used if the brawler is wearing any medium or heavy armor.

COMBAT THROW [STAT BONUS]

Prerequisite: Bodyguard, Launch

Benefit: The brawler gains a +2 bonus on opposed STR and DEX checks any time they attempt to initiate a trip or grapple, or when they try to avoid a trip or grapple attack made against them. Additionally, they gain a +2 bonus to all of their launch ability rolls. This effect is only active when the brawler is in the Bodyguard stance.

CROUCHING TIGER [DAMAGE]

Prerequisite: Brawler, Unarmed Strike 8 Ranks

Benefit: As a standard action the brawler may stand up from a prone position while simultaneously attacking a target within melee range. You must be in a prone position to use this ability.

DEVASTATING STRIKE [DAMAGE]

Prerequisite: Aggressive, Unarmed Strike 15 Ranks

Benefit: This attack takes two full rounds to complete. The first full round the brawler will stand completely still, charging the attack. If attacked or distracted the brawler will need to roll concentration vs a DC of 18 to continue. On the second full turn the brawler may charge and attack any target within 30ft. The damage dealt is calculated by rolling the brawler's normal unarmed strike damage and multiplying the result by 5. The target may roll a reflex save vs your unarmed strike to only take half damage. After executing the attack the brawler cannot use it again for 1 hour.

ELUSIVE TARGET [DEBUFF]

Prerequisites: Brawler, DEX 13

Benefit: If the brawler is currently engaged in a melee fight, they gain a +4 defense bonus to defense rolls against ranged shot attacks.

INFERNO STRIKES [DAMAGE]

Prerequisite: Aggressive, Unarmed Strike 7 Ranks

Benefit: As a standard action the brawler may spend time heating a hand or foot via friction to a red-hot state. For the next 5 rounds they deal 2 additional fire elemental damage per strike with that appendage.

Special: This feat may be taken two more times, each time increasing the damage by 2 fire elemental damage.

LAUNCH [MISC]

Prerequisite: Bodyguard

Benefit: As a full round action the brawler may launch one of their allies or opponents into the air. The brawler must have enough strength to lift their target. The distance they can throw the target depends on their STR, but it will always be at least 10ft further than a normal character their size could throw. If the brawler is throwing an opponent, the target can attempt a reflex save vs a DC of 15 + brawler's character level to dodge or the target can attempt a STR check break out of the brawler's grip. The target rolls a STR roll at a -5 against the brawler's STR roll. The target can attempt either of these checks when the brawler first captures them, but can only use the STR check during each round the brawler continues to hold them.

ONE HUNDRED HAND PUNCH [DAMAGE]

Prerequisite: Aggressive, Unarmed Strike 13 Ranks

Benefit: As a full round action the brawler may attack their opponent with an unarmed strike for normal damage at their highest attack bonus. If successful, the brawler can attempt to strike the target again with the same attack bonus, but at a -2 penalty. The brawler continues attacking like this and adding up the penalty each time until they lose an attack roll. When the attack is over, roll 1d4 to determine how many rounds the brawler must wait before they can attempt this ability again.

PUMMEL [STAT BONUS]

Prerequisite: Aggressive, Unarmed Strike 8 Ranks

Benefit: The brawler's critical threat with unarmed strikes improves to 19-20 while in the Aggressive stance. This includes any martial weapons the brawler is wearing.

Normal: A character without this feat only has a critical threat of 20 with unarmed strike attacks.

ROUNDHOUSE KICK [DAMAGE]

Prerequisite: Aggressive

Benefit: As a full round action and while in Aggressive stance, the brawler may roundhouse kick their target and any other target within melee range. Each target may roll defense normally against the brawler's unarmed strike attack. Each target hit successfully takes 1d8 plus your normal unarmed strike damage.

Special: This may be taken twice more, increasing the damage by 1d8 each time.

SUCKER PUNCH [DAMAGE]

Prerequisite: Aggressive, Unarmed Strike 10 Ranks

Benefit: The brawler must be behind and flanking their target to use this ability. As a standard action they attack their target with the normal flanking bonus. If successful, the brawler applies damage normally and rolls a 1d4. The result is the number of rounds the target is dazed. The brawler then rolls a 1d4 again to determine how many turns they must wait before they can use this ability again.

UNBALANCE OPPONENT [DEBUFF]

Prerequisite: Bodyguard, Defense 9 Ranks

Benefit: During the brawler's action, they designate a single target no more than one size category larger or smaller than themselves. That opponent doesn't get to add their STR modifier to attack rolls when targeting the brawler. (If the opponent has a Strength penalty, he or she still takes that penalty.) The opponent's Strength modifier applies to damage and other strength based rolls normally. The character can select a new opponent on any action.

WARP PUNCH [DEBUFF]

Prerequisite: Aggressive

Benefit: The brawler must be at least 10ft away from their target and up to 100ft away to use this attack. As a full round action in aggressive stance, the brawler may instantly teleport to the target of their choice. They cannot pass through any targets in the way to the target's location or the target itself, and may only move in a straight line. Once in range, the brawler may attack the target with an unarmed strike attack as if they are flat-footed; if you succeed they take normal damage.

Marksman



Attacking at range with incredible accuracy, a marksman is to be feared. Marksmen are glass cannons, who can deal high amounts of damage yet have little to defend themselves with. They can specialize in a variety of weapons including pistols, rifles, slingshots, bows, cannons, and more. All of these weapons have their own strengths and weaknesses for battle. For example, a rifle might be a great weapon to use at far range but would be useless when out of ammo or if you're caught in a close range battle. A marksman is valuable to any crew for their many supportive capabilities. They can see enemy ships and landmarks easier than others, which make them great for early warnings. In battle, they can cover their melee comrades by attacking enemies with glue, fire, or a variety of other detrimental effects via special projectiles and pop greens (special seeds which spawn hostile plant life). A marksman may even choose to end a battle before it starts, sniping an enemy at far range before they know what hit them.

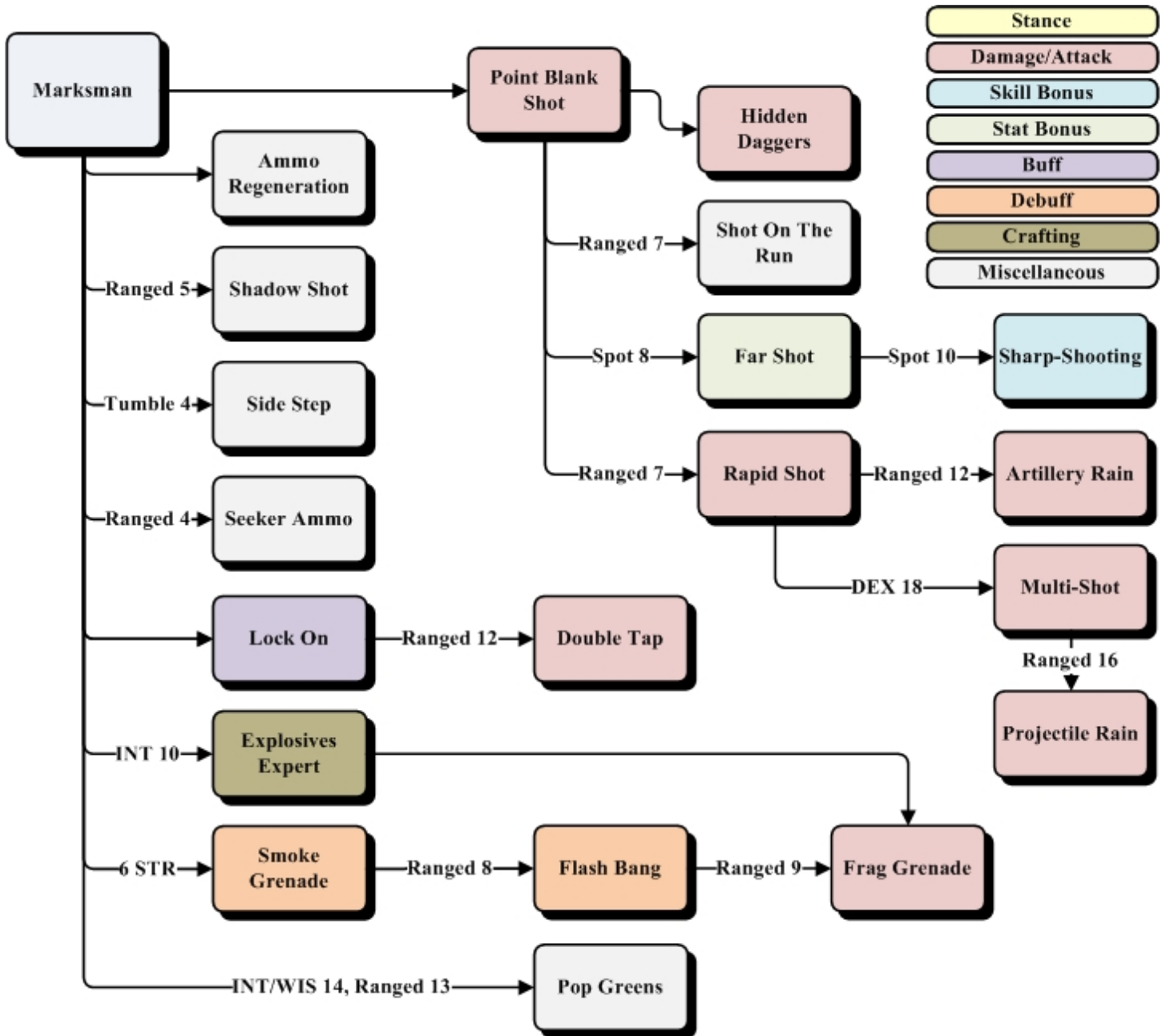
Prerequisites

14 DEX or WIS

Class Features

- **Starts with the following free feats:**
 - Weapon Proficiency: Ranged
 - *Note: There is a strength requirement for some ranged weapons.*
 - Lock On
- **Secondary skills:** Balance, Concentration, Jump, Climb, Bluff, Hide, Listen, Sleight of Hand, Spot, Trapping, and Tumble.

Marksman Feat Tree



Marksman Feats

AMMO REGENERATION [MISC]

Prerequisite: Marksman

Benefit: Each time the marksman fires his weapon, they roll a 1d4. If the result is a 4, the ammo instantly regenerates back into their quiver, clip, or other ammo holding device. This feat has no effect on ranged weapons such as explosives or thrown weapons.

Special: This feat may be purchased once more, improving the odds of instantly regenerating ammo to 50% (rolling a 3 or 4).

ARTILLERY RAIN [DAMAGE]

Prerequisite: Rapid Shot, Ranged Shot 12 Ranks

Benefit: As a full round action, the marksman may make one attack on every creature within 10 feet. For each even character level they possess, this range increases by an additional 10 feet. This may be used once per day per point of DEX modifier they possess.

DOUBLE TAP [DAMAGE]

Prerequisite: Lock On, Ranged Shot 12 Ranks

Benefit: The Lock On now applies to the next two normal attacks the marksman executes.

Normal: The Lock On ability only applies to one normal attack per use.

EXPLOSIVES EXPERT [CRAFTING]

Prerequisite: Marksman

Benefit: The marksman can now craft smoke grenades, flash bangs, and frag grenades using a unique secondary skill called "Explosives". Add Explosives to the secondary skill list with a permanent skill rank of 5. Crafting a smoke grenade requires an explosives roll with a DC of 15, flash bang requires 18, and frag grenades require 22. If the marksman beats the DC roll by more than 10, or has a critical success, the grenade's effect lasts longer or deals additional damage.

Special: You may invest additional points into Explosives Expert. For each additional point purchased, increase your Explosives skill rank by +5.

FAR SHOT [STAT BONUS]

Prerequisite: Point Blank Shot, Spot 8 Ranks

Benefit: When using a projectile weapon increase its range by 25%. Thrown weapons gain a 50% bonus.

FLASH BANG [DEBUFF]

Prerequisite: Smoke Grenade, Ranged Shot 8 Ranks

Benefit: As a full-round action the marksman can now arm and accurately throw a flash bang up to 50ft away causing everyone within 20ft of it to become blinded. They remain blinded for 1d4+1 rounds. They must have a flash bang in their inventory.

FRAG GRENADE [DAMAGE]

Prerequisite: Flash Bang, Explosives Expert, Ranged Shot 9 Ranks

Benefit: As a full-round action the marksman can now arm and accurately throw a grenade up to 50ft away causing everyone within 20ft of it to take 1d6 damage per rank of ranged shot you possess, divided by 3. For example, the grenade of a marksman who has 12 ranks of ranged shot would do 3d6 damage. Each target may roll a reflex save vs a DC of 12 + marksman's level to take half damage. If any target beats the roll by 10 or more, they may pick up and toss the grenade up to 20ft in any direction before it explodes, nullifying the damage completely in the original attack area. The marksman must have a frag grenade in their inventory.

HIDDEN DAGGERS [DAMAGE]

Prerequisite: Point Blank Shot

Benefit: The marksman can now conceal three throwing daggers in their clothing. After being thrown, the marksman will need to retrieve the daggers or purchase new ones. Each time the marksman is attacked in melee combat, they can quickly toss a dagger at their opponent dealing 1d4 damage as a free action. Recovering the daggers from a corpse takes a standard action. The marksman automatically gains proficiency with throwing daggers when this feat is purchased. This ability can be used in conjunction with the Side-Step feat.

Special: This feat can be taken more than once; each time increases the maximum number of concealed daggers by 2 or increases their damage by 1d4.

LOCK ON [BUFF]

Prerequisite: Marksman

Benefit: As a standard action, if the marksman isn't in melee combat, he/she may lock on to a target of choice within weapon range. Their next normal attack receives

a +10 ranged shot bonus against that target if they remain in line of sight. After each round the marksman is locked on and doesn't attack the target, they must roll a concentration check as a swift action vs a DC of 15 to remain locked on.

MULTI-SHOT [DAMAGE]

Prerequisite: DEX 18, Rapid Shot

Benefit: As a standard action, the marksman may fire two projectiles at a single opponent within weapon range. Both projectiles use the same attack roll (with a -4 penalty) to determine success and deal damage normally. For every five points of ranged shot ranks the marksman has above 10, you may add one additional projectile to this attack, to a maximum of four projectiles at a base attack bonus of +20. The target's DR is applied separately for each successful projectile. If the marksman scores a critical hit, only the first projectile fired deals critical damage; all others deal regular damage.

POINT BLANK SHOT [DAMAGE]

Prerequisite: Marksman

Benefit: The marksman gains a +1 bonus to attack and damage rolls with ranged weapons at ranges of up to 30 feet. In addition, they gain +1 to attack and damage rolls per 3 character levels to ranged weapons at ranges of up to 30 feet.

PROJECTILE RAIN [DAMAGE]

Prerequisite: Multi-shot, Ranged Shot 16 Ranks

Benefit: Once per day, as a full-round action, the marksman can fire a projectile weapon at each and every target within range, excluding allies. Each attack uses the marksman's primary attack bonus, and each enemy may only be targeted by a single projectile.

RAPID SHOT [DAMAGE]

Prerequisite: Point Blank Shot, Ranged Shot 7 Ranks

Benefit: The marksman gets one extra attack per round with a ranged weapon. The attack is at your highest base attack bonus, but each attack you make in that round (the extra one and the normal ones) takes a -2 penalty. The marksman must use the full attack action to use this feat.

SEEKER AMMO [MISC]

Prerequisite: Marksman, Ranged Shot 4 Ranks

Benefit: The marksman can fire a projectile once per day at a target within range. The projectile travels to the target, even around corners. Only an unavoidable obstacle or the limit of the projectile's range prevents the projectile's flight. This ability negates cover and

concealment modifiers, but otherwise the attack is rolled normally. Using this ability is a standard action. Shooting the projectile is part of the action.

SHADOW SHOT [MISC]

Prerequisite: Marksman, Ranged Shot 5 Ranks

Benefit: As a full-round action the marksman may fire two projectiles in quick succession, the second hidden in the first projectile's shadow. The target rolls a spot check vs a DC of 20 + the marksman's level. If they fail, they cannot apply their DEX mod or dodge bonuses to their defense roll against the hidden projectile. Treat the first attack normally regardless.

SHARP-SHOOTING [SKILL BONUS]

Prerequisite: Far Shot, Spot 10 Ranks

Benefit: The marksman's targets only receive a +2 bonus to defense due to cover. This has no effect against targets that have no cover or total cover.

Normal: Cover normally gives a +4 bonus to defense.

SHOT ON THE RUN [MISC]

Prerequisite: Point Blank Shot, Ranged Shot 7 Ranks

Benefit: The character may move before and after firing a single ranged shot provided that they don't move more than their speed allows in a single move action.

Special: The marksman may take this feat more than once. If they do, add 10 to their base speed only for purposes of this feat, and gain a +1 bonus to ranged shot, damage rolls and defense during the turn this feat is used.

SMOKE GRENADE [DEBUFF]

Prerequisite: 6 STR, Marksman

Benefit: As a full-round action the marksman can now arm and accurately throw a smoke grenade up to 50ft away causing a 20ft diameter sphere of smoke. Anyone inside the cloud of smoke has 20% concealment and can only move at half their normal rate. This smoke lasts 10 rounds normally but may dissipate faster if it is windy. They must have a smoke grenade in their inventory.

SIDE-STEP [MISC]

Prerequisite: Marksman, Tumble 4 Ranks

Benefit: As a swift action, during an opponent's melee attack, the marksman may perform an instant sideways vault up to 10ft away, avoiding the attack. They can only move to their left or right, not forward or backward. The marksman must roll their tumble vs a DC of 15 to succeed. If they fail the roll, the marksman falls prone at their target location.

Rogue



Rogues are sneaky and silent killers which are essential for any crew. Specializing in stealth, misdirection, traps, and weakening their enemies; rogues can make any goal much easier to reach. Rogues are very good at sneaking around and not getting caught. If they must engage in battle, they always have a few tricks up their sleeve to weaken or kill their enemies before giving them a chance to land a counter attack. Rogues depend heavily on their skills however, and in a fair fight, would be at a large disadvantage. A rogue is a great crew mate because they can not only steal, sabotage, and weaken foes but may also prevent such thing from happening to their own crew. The best defense against rogues is another rogue. Missions to steal a document, silently assassinate an enemy, or poison a ship's water supply would be easily done by a rogue with enough skill. These sneaky tactics can help avoid unnecessary battles and accomplish tasks more quickly.

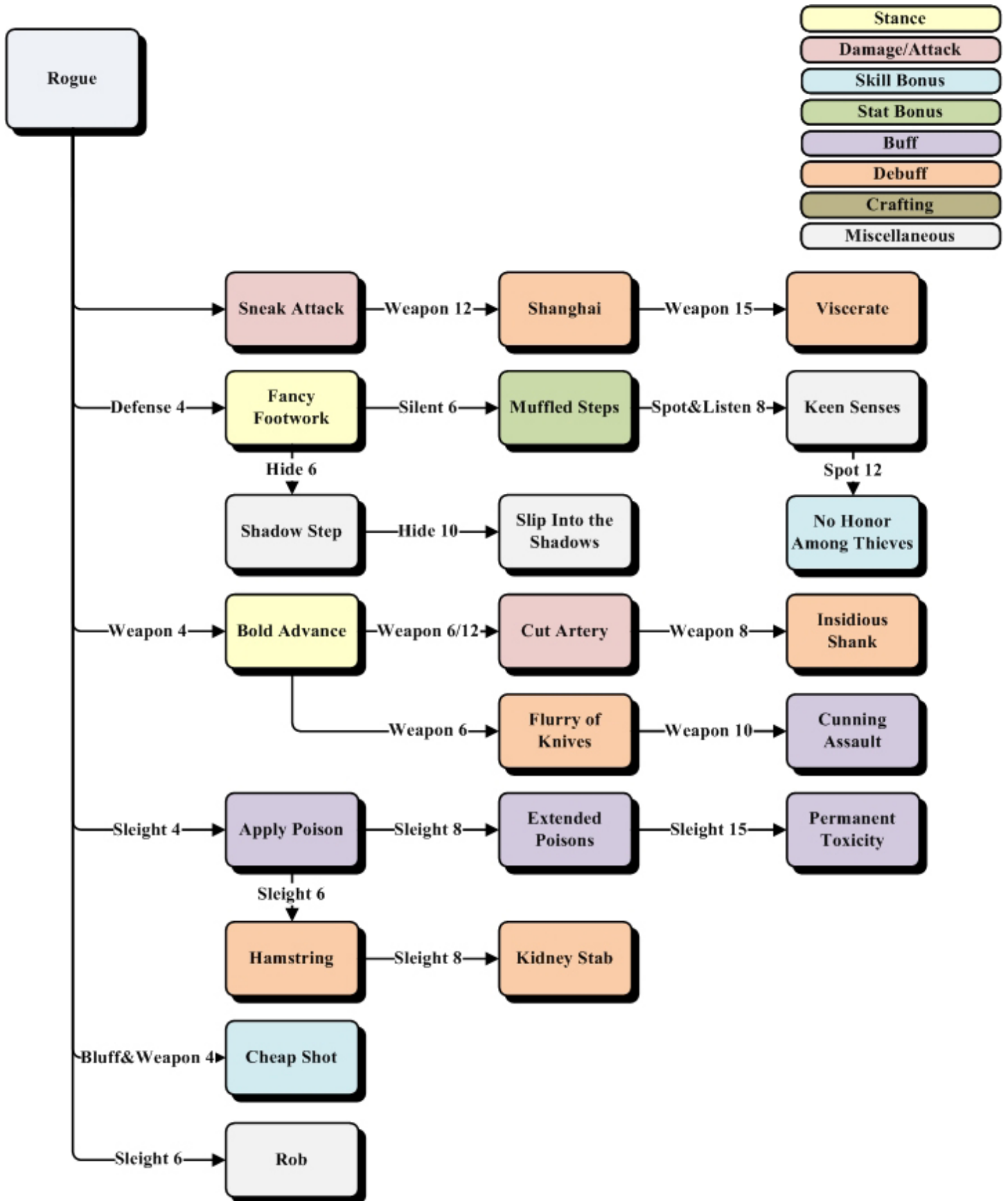
Prerequisites

14 DEX

Class Features

- **Starts with the following free feats:**
 - Weapon Proficiency: Light Melee Weapons
 - Armor Proficiency: Light
 - Sneak Attack
- **Secondary skills:** Balance, Bluff, Climb, Escape Artist, Spot, Listen, Perform, Hide, Move Silently, Sleight of Hand, Search, Trapping, and Tumble

Rogue Feat Tree



Rogue Feats

APPLY POISON [BUFF]

Prerequisite: Rogue, Sleight of Hand 4 Ranks

Benefit: When the rogue applies poison to their weapon, the poison now lasts an extra 1d4 successful attacks. If they have more than one knife, each can have a different poison applied to it separately. Additionally, poison application DCs are reduced by 2.

Normal: Normally when applying a poison to a weapon, the effect only lasts for one successful attack.

BOLD ADVANCE [STANCE]

Prerequisite: Rogue, Weapon Attack 4 Ranks

Benefit: While this stance is active the rogue's attack rolls gain a +1 bonus and another +1 bonus every 5 character levels. In exchange, they suffer a -2 penalty to defensive rolls. Entering and exiting this stance is a standard action. Only one stance can be active at a time.

CHEAP SHOT [SKILL BONUS]

Prerequisite: Rogue, Bluff 4 Ranks, Weapon Attack 4 Ranks

Benefit: Instead of attacking, the rogue may take a standard action to feint an attack, distracting their target. The rogue receive a +5 bonus any attacks made in the same round.

CUNNING ASSAULT [BUFF]

Prerequisite: Flurry of Knives, Weapon Attack 10 Ranks

Benefit: After the rogue successfully executes a Flurry of Knives attack, they will do +2 damage on all their attacks for the next five rounds.

CUT ARTERY [DAMAGE]

Prerequisite: Weapon Attack 6 Ranks

Benefit: As a standard action the rogue may attack normally. If successful, the target begins to bleed (see the status effect section).

Special: When the rogue attains a weapon attack rank of 12 or greater they can take this feat once more changing the bleeding effect to a hemorrhaging effect.

ROB [MISC]

Prerequisite: Rogue, Sleight of Hand 6 Ranks

Benefit: As a standard action the rogue may try to rob their target with violent grab. The rogue rolls their

sleight of hand against the target's defense. The rogue gains a +5 bonus to this roll if the target is unaware of the rogue's presence. If successful, the rogue steals 1d20+target's level x 1000 Beli. If the rogue critically succeeds or beats the target's roll by more than 10, they have a chance of stealing a piece of the target's armor or their weapon. The rogue may only rob a target once per battle.

EXTENDED POISONS [BUFF]

Prerequisite: Apply Poison, Sleight of Hand 8 Ranks.

Benefit: The rogue now rolls a 2d4 to calculate how many successful attacks a poison application lasts.

FANCY FOOTWORK [STANCE]

Prerequisite: Rogue, Defense 4 Ranks

Benefit: While this stance is active the rogue's land movement speed increases by +5 and another +5 every 10 character levels. In exchange they suffer a -2 to attack rolls. Entering and exiting this stance is a standard action. Only one stance can be active at a time.

FLURRY OF KNIVES [DEBUFF]

Prerequisite: Bold Advance, Weapon Attack 6 Ranks

Benefit: Perform a full out attack with your normal weapon attack bonus and apply damage for each attack normally. If any of rogue's attacks miss, their round ends immediately. If all of their attacks hit successfully, reduce the target's DR by 2 for the rest of the battle.

HAMSTRING [DEBUFF]

Prerequisite: Apply Poison, Sleight of Hand 6 Ranks

Benefit: This feat is a full round action. To execute it, first roll a single attack normally. If the rogue's attack is successful, have the opponent roll a reflex save with a DC of 15 + the Rogue's level. If their reflex save fails, their hamstring is cut and they can only move at half their normal speed until treated by a surgeon.

INSIDIOUS SHANK [DEBUFF]

Prerequisite: Cut Artery, Weapon Attack 8 Ranks

Benefit: This is a full round action. Perform a single attack on the target. If the attack is successful, apply damage and have the target roll a will save vs a DC of 15 + the rogue's level. If the target's will save fails, they are enraged for 5 minutes.

KEEN SENSES [MISC]

Prerequisite: Muffled Steps, Spot 8 Ranks, Listen 8 Ranks

Benefit: The rogue can now sense when a target is hiding or moving silently within a 30ft sphere around them, even while sleeping. This makes it impossible for the rogue to be sneak attacked and can help them detect camouflaged targets or enemies which are hidden behind secret passageways.

KIDNEY STAB [DEBUFF]

Prerequisite: Hamstring, Sleight of Hand 8 Ranks

Benefit: The rogue must be flanking their target. This is a full round action. To execute it, first roll a single attack normally. If the attack is successful, have the opponent roll a reflex save with a DC of 15 + the Rogue's level. If their reflex save fails, the rogue stabs them in the kidney, reducing their defense rolls by 3 until treated by a doctor.

MUFFLED STEPS [STAT BONUS]

Prerequisite: Fancy Footwork, Move Silently 6 Ranks

Benefit: The rogue can now move at regular speed while moving silently without any penalties.

NO HONOR AMONG THIEVES [SKILL BONUS]

Prerequisite: Keen Senses, Spot 12 Ranks

Benefit: The rogue gains a +5 bonus when another rogue is attempting to fool them with hide, move silently, sleight of hand, or bluff actions.

PERMANENT TOXICITY [BUFF]

Prerequisite: Extended Poisons, Sleight of Hand 15 Ranks

Benefit: When the rogue applies a poison to their knife it becomes a permanent effect. When they apply a new poison, the old poison's effects are removed. If the rogue has more than one weapon, each can have a different poison applied to it. If the weapon is wielded by someone else, the poison is removed after the first successful attack.

SHADOW STEP [MISC]

Prerequisite: Fancy Footwork, Hide 6 Ranks

Benefit: When defending, the rogue may attempt to slip past their attacker rather than dodging, ending up behind the attacker. The rogue must execute a successful Hide check vs the target's attack roll. If the rogue fails they are hit by the attack. If the rogue succeeds, the attack misses and the rogue is now 5ft behind the attacker. In addition, if the attacker was executing an all-out-attack, the action is immediately cancelled due to the confusion and new positioning.

SHANGHAI [DEBUFF]

Prerequisite: Sneak Attack, Weapon Attack 12 Ranks

Benefit: A successful sneak attack will now knock the target prone after applying damage. They may attempt a fortitude save vs a DC of 22 to remain standing.

SLIP INTO THE SHADOWS [MISC]

Prerequisite: Shadow Step, Hide 10 Ranks

Benefit: While in battle, as a full round action, the rogue may attempt to execute a hide check vs a DC of 20. If successful, their enemies will partially forget about the rogue. Instead of searching for the rogue, they'll turn their attention on a different target which is in close range. To use this ability there must be hiding places and nakama nearby for the enemies to target.

SNEAK ATTACK [DAMAGE]

Prerequisite: Rogue

Benefit: The rogue gains the ability to strike at the vitals when catching their opponent unaware. As a full round action the rogue deals weapon damage + 1d6 per 4 character levels when flanking an enemy. May be used with ranged shots, but only if the target is within 30 feet.

Special: May be taken a second time, raising the bonus damage to 1d6 per 2 levels (max 10d6 at 20th level).

VISCERATE [DEBUFF]

Prerequisite: Shanghai, Weapon Attack 15 Ranks

Benefit: This is an alternate form of sneak attack. If successful, apply half the damage your sneak attack would normally inflict. Additionally, roll 1d6 and deduct the result from the target's dexterity stat until they're treated by a doctor. This ability can only be used successfully once per target per battle.

Specialist



Every Specialist is a unique creation. This is the class that specializes in unique weapons which are custom built by the player controlling them. Specialists rely on advanced and customized weapons or armor which they can use in battle. Using their brains over brawn, specialists constantly keep their enemies guessing about their next move. They keep numerous tricks up their sleeves such as lighting rooms on fire, commanding swarms of insects to attack foes, or throwing bags of money... and explosives. Specialists are usually characters who specialize in non-combat oriented careers. Since they typically lack physical prowess, specialists instead depend on their weapons, tools, and nakama to help and defeat their enemies. Given enough time to strategize and the opportunity to execute a plan, a Specialist could end a battle with a single brilliant attack. However if disarmed or without supplies, a specialist could find themselves in big trouble.

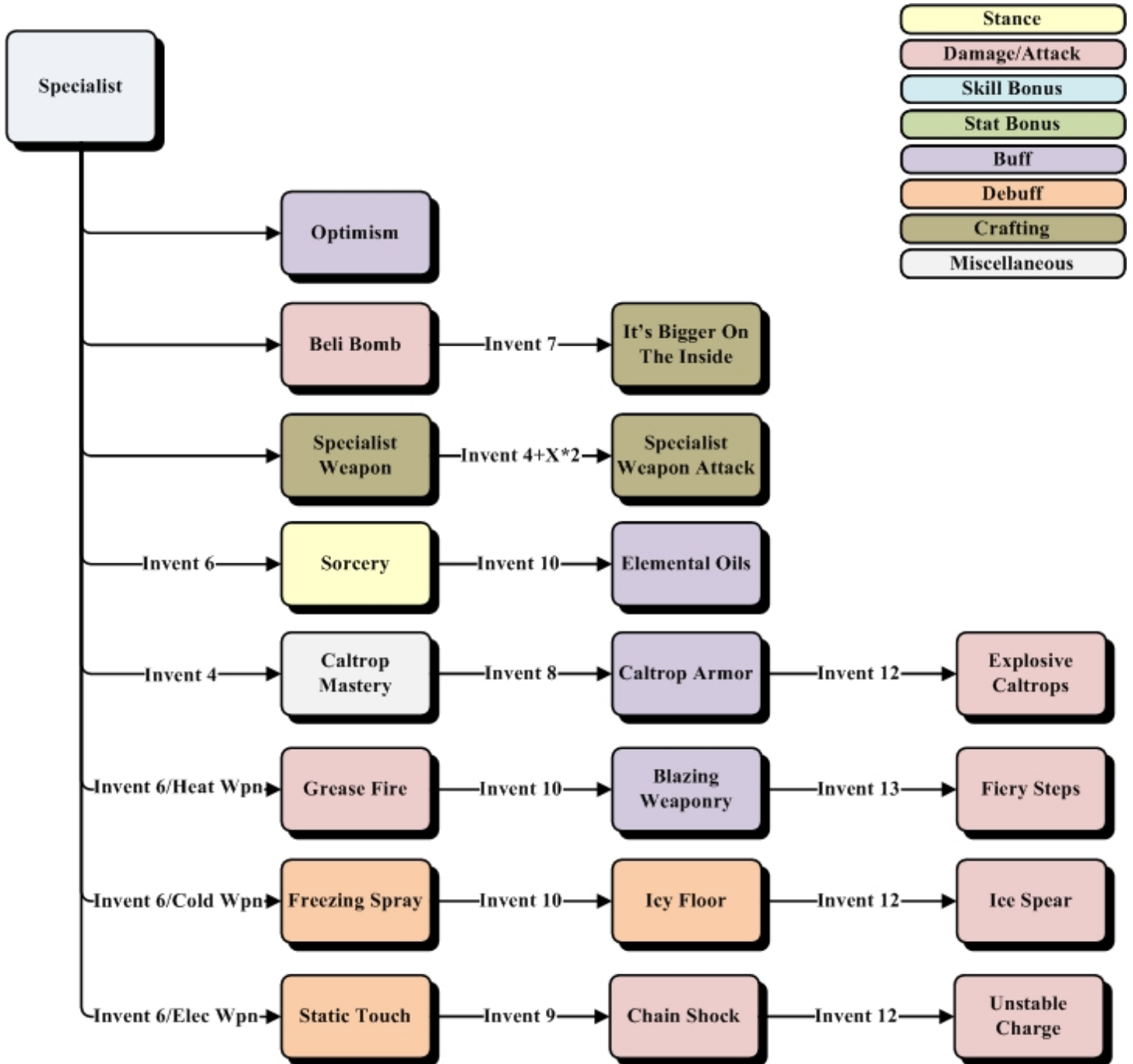
Prerequisites

14 INT or WIS

Class Features

- **Starts with the following free feats:**
 - Craft Specialist Weapon
 - Specialist Weapon Attack
 - Optimism
- **Secondary skills:** Climb, Jump, Hide, Invent, Research, Spot, Tumble, Ride

Specialist Feat Tree



Specialist Feats

BELI BOMB [DAMAGE]

Prerequisite: Specialist

Benefit: As a full round action the specialist sneaks a explosive into a pouch of coins with a large Beli symbol written on it. The specialist then lobs the pouch up to 30ft away where it lands with the satisfying sound of a hundred coins chinking. This bomb explodes either when someone touches it, or at the beginning of the specialist's next turn. The explosion deals 1d6 damage per 2 character levels of the specialist in a 10ft diameter. The specialist must sacrifice 100 Beli per bomb.

BLAZING WEAPONRY [BUFF]

Prerequisite: Grease Fire, Invent 10 Ranks

Benefit: As a standard action you may apply high quality oil to your weapon or your nakama's weapon, increasing its damage by +2 heat damage. This effect lasts until combat ends.

CALTROP ARMOR [BUFF]

Prerequisite: Caltrop Mastery, Invent 8 Ranks.

Benefit: As a standard action the Specialist can apply some sticky adhesive to a hand-full of caltrops and stick them to a nakama's armor. Anyone attacking the nakama with fists or other physical body parts automatically takes 1d6 counter damage. The adhesive wears off after an hour. The caltrops cannot be reused.

CALTROP MASTERY [MISC]

Prerequisite: Specialist, Invent 4 Ranks

Benefit: Caltrops used by the specialist have special properties. First, they cover surfaces better, doubling the number of square ft covered. Second, they are so sharp footwear no longer provides a bonus against them. Lastly, the heal DC needed to cure the movement penalty is increased to 18. However, due to their dangerous nature, the caltrops are not recoverable once used.

CHAIN SHOCK [DAMAGE]

Prerequisite: Static Touch, Invent 9 Ranks

Benefit: Electrical damage attacks made by the specialist can now chain to an additional target within 10ft of the original target. The additional target only takes half the electrical damage the main target suffered.

ELEMENTAL OILS [BUFF]

Prerequisite: Sorcery, Invent 10 Ranks

Benefit: The Specialist's work with quality oils has reached a masterful level. They can now even use high quality oil to repel elemental forces. As a full round action the Specialist may apply this oil to themselves or a nakama. For the next hour they gain +10 resistance to heat and cold damage.

EXPLOSIVE CALTROPS [DAMAGE]

Prerequisite: Specialist, Invent 12 Ranks

Benefit: The specialist now imbues their caltrops with tiny explosive charges. Instead of dealing the normal 1 point of damage, it deals 1d6 per 4 character levels.

FIERY STEPS [DAMAGE]

Prerequisite: Blazing Weaponry, Invent 13 Ranks

Benefit: The specialist executes this attack like a single movement action, however, it costs a full round action. Any 5x5 squares the specialist moves through now has a grease fire effect. The specialist cannot move through a square occupied by an opponent or nakama. See the Grease Fire feat for more information.

FREEZING SPRAY [DEBUFF]

Prerequisite: Specialist, Invent 6 Ranks, Must have a specialist weapon which deals cold damage.

Benefit: The specialist installs a spray nozzle onto their freeze weapon with a range of 10 feet. To use the spray attack normally as a standard action. If you're successful, instead of taking damage, they become slowed and can only use one standard action during each of their next 3 turns.

GREASE FIRE [DAMAGE]

Prerequisite: Specialist, Invent 6 Ranks, Must have a specialist weapon which deals heat damage.

Benefit: As a full round action you spray high quality oil onto three adjacent 5x5ft squares around you, within 20ft, and light it with your weapon causing an inferno. Anyone on those squares takes 2d6 heat damage for every 4 levels of the specialist. They can make a reflex save vs a DC of 18 to take half damage. The fire expires after 3 rounds.

ICE SPEAR [DAMAGE]

Prerequisite: Icy Floor, Invent 12 Ranks

Benefit: The specialist can now fire a large, razor sharp ice spear at their target up to 20ft away. Use your primary attack skill to determine if the attack succeeds. If it does, the target takes 1d6 cold damage for every 3 levels of the specialist.

ICY FLOOR [DEBUFF]

Prerequisite: Freezing Spray, Invent 10 Ranks

Benefit: As a full round action the specialist freezes a 10x10ft surface area. Anyone on this surface must roll a balance check vs a DC of 10 + the specialist's level or fall prone.

IT'S BIGGER ON THE INSIDE [CRAFTING]

Prerequisite: Beli Bomb, Invent 7 Ranks

Benefit: The specialist invents a large, complex, blue satchel using scraps of leather, cloth, and rope. The satchel has numerous straps and pulleys which reduce the weight of any object in the satchel by 50%. The bag itself is infinitely big on the inside, however to carry it the specialist must be able to lift the weight of its contents. Objects more than 3ft in diameter at all angles cannot fit into the satchel's opening. Only the specialist can equip this satchel properly, anyone else using it doesn't receive the weight reduction effect. To pull an object out of the bag is a standard action. Living creatures cannot be put in the satchel.

OPTIMISM [BUFF]

Prerequisite: Specialist

Benefit: Once per battle, as a full round action, you can perform a rousing speech for your nakama. All of your allies within 50 feet gain +1 to attack and +1 to defense rolls. This effect wears off when the battle is over.

SORCERY [STANCE]

Prerequisite: Invent 6 Ranks

Benefit: While in this stance the specialist gains a +2 bonus to heat, cold, and electrical resistance. These bonuses increase by an additional +2 every 5 character levels.

SPECIALIST WEAPON ATTACK [CRAFTING]

Prerequisite: Specialist Weapon, Invent 4 Ranks

Benefit: Add a new special attack to your custom weapon. You can use the following materials or other materials which can be found at a marketplace: oil, batteries, gunpowder, coal, string, wire, glue, perfumes, poisons, acids, glass, copper, steel, chainmail, ink, paper, and rubber. This feat may be purchased multiple times but the Invent Rank requirement goes up by +2 each purchase. Work with your DM to figure out the amount of damage, range, critical threat, and type of damage your new attack performs. If your special weapon is ranged weapon which would logically use ammo, you must have the ammo available to use it. For example, a flamethrower type weapon would require oil or gasoline.

SPECIALIST WEAPON [CRAFTING]

Prerequisite: Specialist

Benefit: Build your own custom weapon using the follow materials: wood, leather, bone, iron, cloth, and dyes. This weapon cannot have any special abilities but it can have its own custom shape and style of attack. Work with your DM to figure out the minimum strength requirements and the damage/range/crit range based on the materials used, shape of the weapon, and attack style.

STATIC TOUCH [DEBUFF]

Prerequisite: Specialist, Invent 6 Ranks, Must have a specialist weapon which deals electrical damage.

Benefit: As a standard action, the specialist can perform a melee touch attack with their weapon, stunning their target for 1d4 rounds. This effect cannot be executed with ammo, the weapon itself must touch the target. This ability can only be used once per battle.

UNSTABLE CHARGE [DAMAGE]

Prerequisite: Chain Shock, Invent 12 Ranks

Benefit: The specialist charges their weapon with an unknown amount of energy. The charge requires a full round action. Their next normal attack deals 1d20 electric damage for every 6 levels of the specialist.

Swordsman



There are many swordsmen in the One Piece world. The most unique feature most swordsmen display is the number of swords they can use at once. While most typical swordsmen use one or two, some have learned ways to use 3, 4, 6, 9, or more. Usually this is due to the fighter having more than 2 hands. However, some use their mouths, feet, hair, or other techniques to incorporate more blades into their attacks. The number of swords doesn't seem to directly scale with ability or strength however. The most powerful swordsman in the world may only use one sword. Swordsmen are vital to any crew for their combat prowess, unique defensive skills, and various support utilities. Swordsmen typically fall into one of two categories, Speed or Power. Both have their advantages and disadvantages.

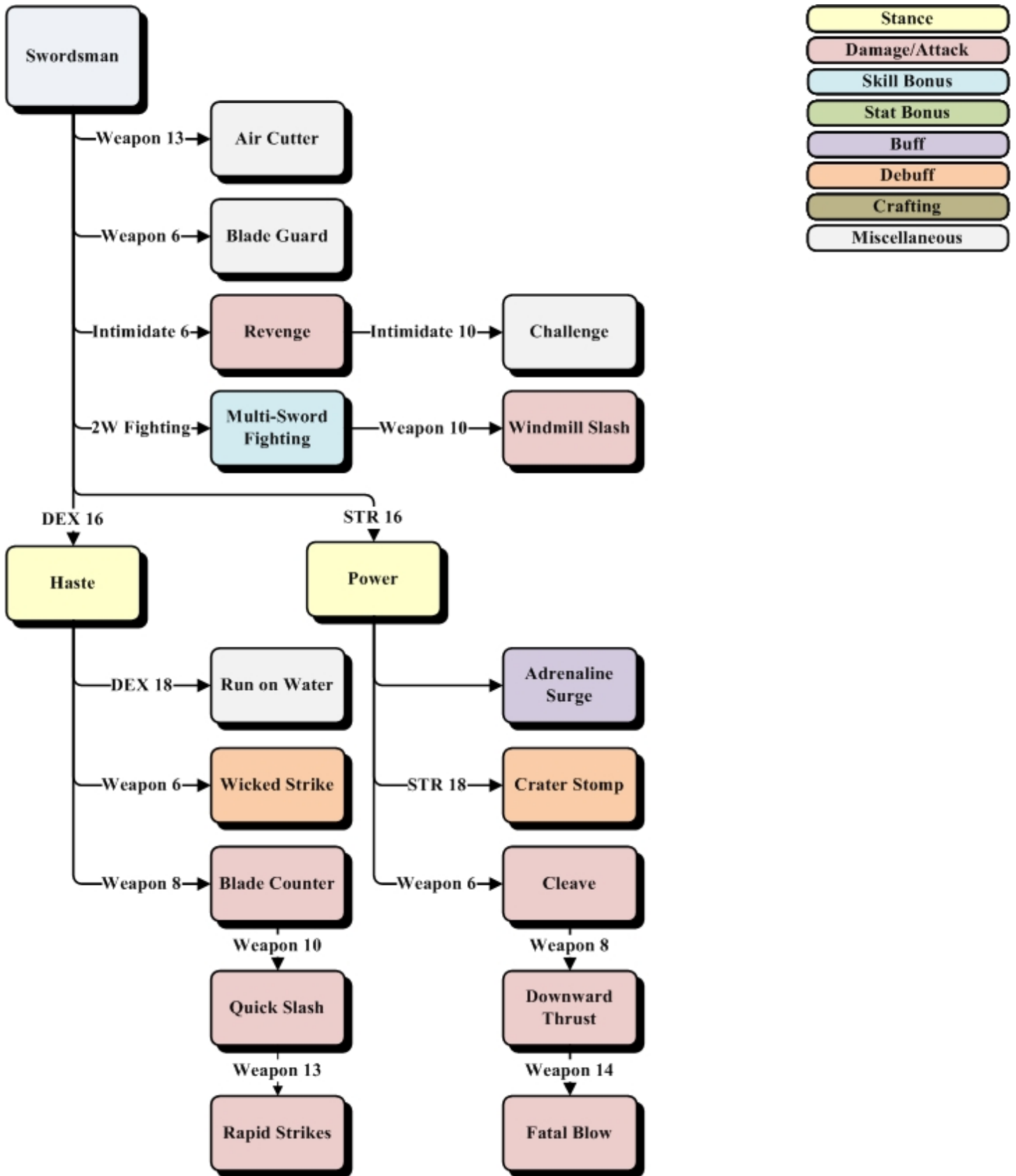
Prerequisites

14 STR or DEX

Class Features

- **Starts with the following free feats:**
 - Weapon Proficiency: Swords
 - Armor Proficiency: Light
 - Blade Guard
- **Secondary skills:** Balance, Concentration, Intimidate, Jump, Hide, Invent, Spot, Trapping, and Tumble

Swordsman Feat Tree



Swordsman Feats

ADRENALINE SURGE [BUFF]

Prerequisite: Power

Benefit: While the swordsman's current HP is less than half their maximum HP, they gain a +2 damage bonus to all melee attacks.

AIR CUTTER [MISC]

Prerequisite: Swordsman, Weapon Attack 13 Ranks

Benefit: The swordsman can now attack enemies from a distance with blades of air. Take a -2 penalty per 5ft of distance between the swordsman and the target then apply damage normally.

BLADE COUNTER [DAMAGE]

Prerequisite: Haste, Weapon Attack 8 Ranks

Benefit: Instead of parrying or rolling defense, a swordsman may choose to instead roll for a counter attack using their primary sword. Treat this as a single normal attack roll. If the attack succeeds, both players are hit simultaneously. If the attack fails, only the swordsman receives damage in the exchange. Blade Counter cannot be used when the opponent is outside the swordsman's attack range or against another blade counter attack.

BLADE GUARD [MISC]

Prerequisite: Swordsman, Weapon Attack 6 Ranks

Benefit: As a standard action the swordsman may ready their blade in a defensive posture. They cannot attack while in this posture but gain a +4 defense bonus and may leave this posture as a free action.

CLEAVE [DAMAGE]

Prerequisite: Power, Weapon Attack 6 Ranks

Benefit: If the swordsman successfully hits their intended target in their Power stance, they get an immediate extra melee attack against another creature within reach. You cannot take a 5-foot step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that hit the previous creature. The same creature cannot be hit more than once with a cleave attack during the swordsman's turn. This continues until the swordsman either misses a target or runs out of targets within reach.

CRATER STOMP [DEBUFF]

Prerequisite: Power, STR 18

Benefit: As a standard action the swordsman gathers all his strength into one of his legs and stomps the ground. This creates a large crater around the swordsman. Anyone within 10ft of the swordsman immediately moves 5ft closer to the swordsman, unless they are already in melee range. They can roll their tumble vs a DC check of 15 + half the swordsman's level. If they fail, they also fall prone.

Special: When the swordsman's strength reaches 22 they can take this feat once more increasing the radius of the crater to 15ft around the swordsman and the move effect increases to 10ft.

DOWNWARD THRUST [DAMAGE]

Prerequisite: Cleave, Weapon Attack 8 Ranks

Benefit: As a standard action the swordman may perform a downward thrust on a target who is knocked down or unconscious. The attack should be treated as an automatic critical hit.

FATAL BLOW [DAMAGE]

Prerequisite: Downward Thrust, Weapon Attack 14 Ranks

Benefit: As a full round action and once per day, the swordsman may slash their opponent with a blast of force from up to 30ft away. If you hit the target, apply your normal weapon damage plus 1d10 damage per half the character level of the swordsman. After this attack has been executed, the swordsman may not perform any actions on their next turn except for movement actions.

HASTE [STANCE]

Prerequisite: Swordsman, DEX 16

Benefit: Entering and exiting this stance is a standard action. While in this stance you gain +10 Land Movement and a +1 dodge bonus per 5 character levels.

POWER [STANCE]

Prerequisite: Swordsman, STR 16

Benefit: Entering and exiting this stance is a standard action. The swordsman gains a +1 damage bonus plus 1 more per 5 character levels. However, the swordsman also takes a -2 defense penalty.

QUICK SLASH [DAMAGE]

Prerequisite: Blade Counter, Weapon Attack 10 Ranks

Benefit: As a standard action the swordsman can attack a target with devastating speed. If the attack hits, it has a 20% chance to stun the target for one round. Roll 1d4 after attempting this feat to determine how many rounds you must wait to use it again.

REVENGE [DAMAGE]

Prerequisite: Swordsman, Intimidate 6 Ranks

Benefit: Any enemy which attacks one of the swordsman's nakama instantly becomes a target for revenge. When a revenge target is attacked by the swordsman's blades, they take a bonus 1d6 damage. Once an attack lands on them from the swordsman, the target is no longer a target for revenge.

RUN ON WATER [MISC]

Prerequisite: Haste, DEX 18

Benefit: While in the Haste stance, the swordsman's steps are so fast they can run across the surface of water. As long as they keep running at full speed, they won't sink. No other actions may be performed while this ability is in effect or the swordsman will sink. Devil Fruit characters may travel across the water's surface without suffering a penalty this way. This effect will last up to (5 + the swordsman's DEX modifier) minutes at which point the swordsman will start to sink. If the swordsman cannot move at their character's full movement speed for any reason (heavy armor, overburdened, tangled, etc) they cannot use this feat.

CHALLENGE [MISC]

Prerequisite: Revenge, Intimidate 10 Ranks

Benefit: As a full round action the swordsman may draw the attention of every opponent currently attacking one of the swordsman's nakama within 30 feet. Each opponent affected may roll a will save vs a DC of 15 + the swordsman's level. If they fail the roll they can only target the swordsman for the next 2 rounds.

WINDMILL SLASH [DAMAGE]

Prerequisite: Multi-sword Fighting, Weapon Attack 10 Ranks

Benefit: The swordsman spins quickly with his blade(s) extended, creating an air vortex which expands upward and outward. The swordsman rolls his primary attack against all targets within 30ft. If successful, each target

takes normal damage from the swordsman's attack. Additionally, all targets can roll a fortitude save vs a DC of 15 + the swordsman's level to resist flying backward. The amount the swordsman won the DC check by multiplied by 5 is the distance the target is thrown. Any target thrown back is now prone.

WICKED STRIKE [DEBUFF]

Prerequisite: Haste, Weapon Attack 6 Ranks

Benefit: The swordsman performs a quick melee strike at their opponent. Their sword appears to cut the target, however, it does no physical damage. The target rolls their willpower save vs a DC of 15+the swordsman's level. If they fail, they become frightened for 2 rounds. When the frightened state wears off, they remain shaken for 1d4 rounds.

RAPID STRIKES [DAMAGE]

Prerequisite: Quick Slash, Weapon Attack 13 Ranks

Benefit: As a full round action, the swordsman performs three full-out attack actions in succession applying and resetting normal attack penalties each time. Any successful hits cause half normal weapon damage, rounded up. This attack may only be used once per battle.

MULTI-SWORD FIGHTING [SKILL BONUS]

Prerequisite: Two-Weapon Fighting

Benefit: The swordsman can now wield as many swords as they want (as long as they have the limbs to hold them). The swordsman must declare one sword as the primary, which they will always attack with at their full main-hand bonus. The swordsman may then attack with two of their remaining swords during each attack action, at the normal offhand bonus. For example, if a Fishman swordsman held 8 swords, he could attack with his main-hand sword at the normal -4 penalty and then attack with two of his remaining swords at a -8 penalty. (The -4/-8 values come from having a single feat point spent into Two-Weapon Fighting.) The swordsman cannot attack with more than 3 swords in a single attack action.

Normal: A character attempting to wield more than two weapons would normally take an additional -4 penalty to the third weapon's attack (-4/-8/-12).

Warrior



Defensive style fighters, warriors are trained their whole lives to fight and survive. Warriors often wear protective heavy armor which shields them from most types of direct damage. Like swordsmen, warriors have their own unique sense of honor when it comes to battle. They enjoy taunting their enemies; it makes it easier if the target comes to them, plus it distracts them from hurting their more fragile nakama. Since they can take a lot of damage, warriors make great allies on the battlefield. They not only serve as a great distraction, but they can also deal a respectable amount of damage in the process. As far as weapons go, warriors have a wide variety of options but typically go for a 1-handed weapon and shield combination for increased defense, or some type of 2-handed weapon for increased range and damage.

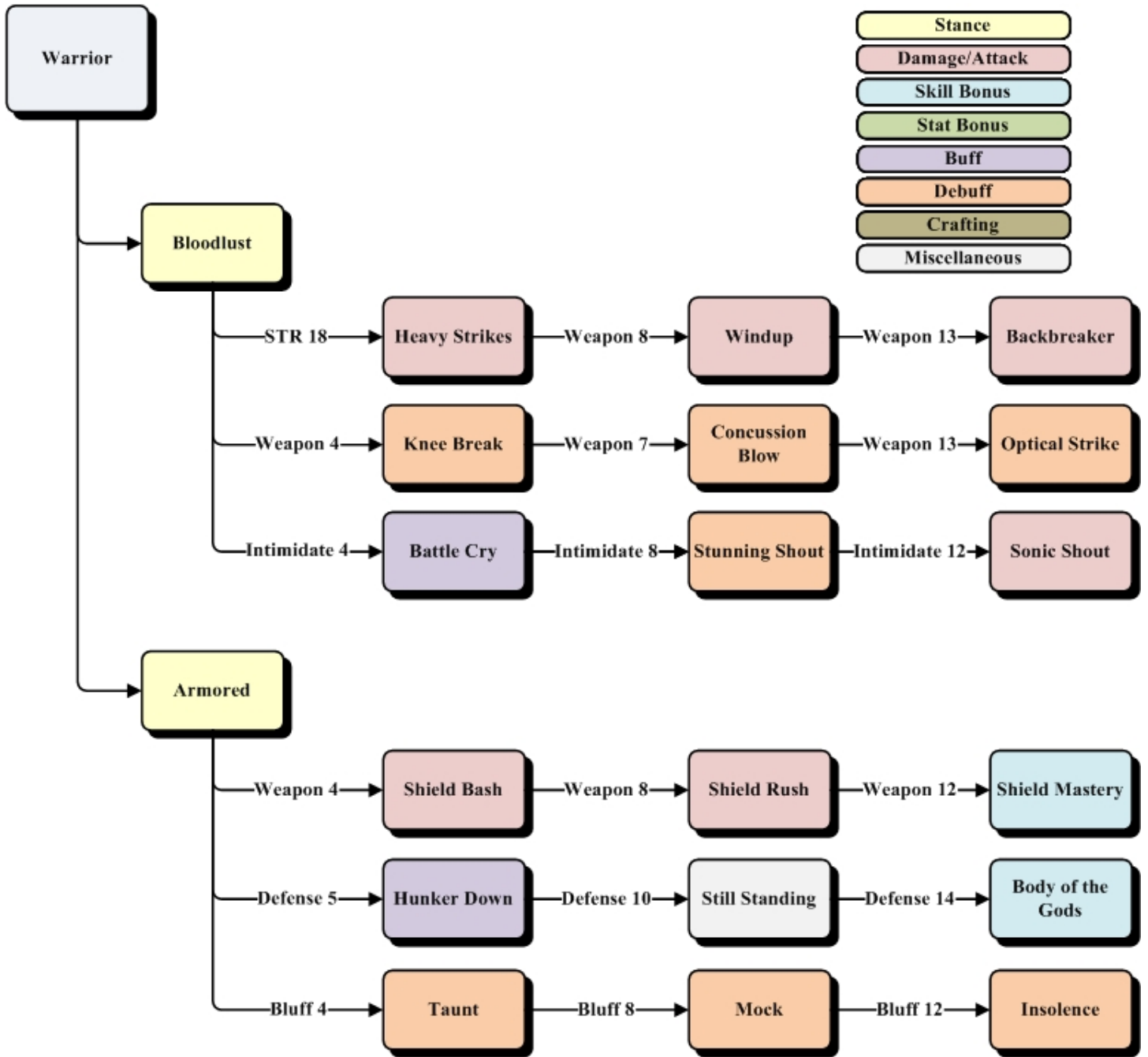
Prerequisites

12 STR and 12 CON

Class Features

- **Starts with the following free feats:**
 - Weapon Proficiency: All Melee Weapons
 - Weapon Proficiency: Shield (Light and Medium)
 - Armor Proficiency (Light and Medium)
- **Secondary skills:** Balance, Bluff, Climb, Intimidate, Jump, Search, Spot, Ride

Warrior Feat Tree



Warrior Feats

ARMORED [STANCE]

Prerequisite: Warrior

Benefit: Must be wearing a shield. While in this stance, the warrior gains a +2 defense plus 2 more per 5 character levels. Attack rolls take a -4 while in this stance.

BLOODLUST [STANCE]

Prerequisite: Warrior

Benefit: While in this stance, the warrior gains a +1 damage bonus plus 1 more per 5 character levels. Defense rolls take a -2 while in this stance.

BATTLE CRY [BUFF]

Prerequisite: Bloodlust, Intimidate 4 Ranks

Benefit: As a full round action, the warrior may bellow a mighty battle cry. The warrior and their nakama gain a +2 STR bonus for the remainder of the battle.

HEAVY STRIKES [DAMAGE]

Prerequisite: Bloodlust, STR 18

Benefit: The warrior can now apply 150% of their strength modifier to one-handed weapon damage rolls. Two-handed weapons now grant a 200% bonus.

Normal: Normally characters apply 100% of their strength modifier to their one-handed weapon damage and 150% if it's a two-handed weapon.

HUNKER DOWN [BUFF]

Prerequisite: Armored, Defense 5 Ranks

Benefit: This ability can only be used once per battle as a standard action and you must be in the Armored stance. You become rooted in place and cannot move or use any attack abilities. You gain a +2 DR bonus which stacks with other DR bonuses; you also gain an additional +1 defense per piece of medium/heavy armor you are wearing. This buff lasts until you move, attack, or it can be cancelled as a free action.

INSOLENCE [DEBUFF]

Prerequisite: Mock, Bluff 12 Ranks

Benefit: Your Taunt ability may now affect multiple enemy targets in a 30ft cone. All of the targets in range roll their will saves separately.

KNEE BREAK [DEBUFF]

Prerequisite: Bloodlust, Weapon Attack 4 Ranks

Benefit: As a full round action you may attempt to crush one of your opponent's knee joint. To execute this, you roll a weapon attack at a -3. If you successfully hit your target, you deal normal weapon damage and the target is considered entangled for the remainder of the battle. If you are smaller than your target, you may improve your weapon attack bonus by +1 per size difference between you and your target.

MOCK [DEBUFF]

Prerequisite: Taunt, Intimidate 8 Ranks

Benefit: The DC of your Taunt ability is increased to 18 + the warrior's level. Additionally, the effect now lasts 5 rounds.

SHIELD BASH [DAMAGE]

Prerequisite: Armored, Weapon Attack 4 Ranks

Benefit: As a standard action using your shield, you bash your opponent as hard as you can. Roll your weapon attack normally (using the shield as your weapon). If successful, you slam into the target dealing normal weapon damage for the shield plus 1d6. The opponent is also knocked prone unless they successfully roll a fortitude save vs a DC of 15. If you are a larger size than your opponent, increase the DC by 2 per size category. If you are smaller than your target you only knock them prone if your strength is higher than theirs and reduce the DC by 2 per size category.

SHIELD MASTERY [SKILL BONUS]

Prerequisite: Shield Rush, Weapon Attack 12 Ranks

Benefit: When striking with a shield, the warrior deals an extra 1d6 damage and gains a +2 weapon attack bonus. Additionally the critical threat range of your shield attacks increase by 2. These bonus effects only apply when you are attacking with your shield and when performing a Shield Bash.

SHIELD RUSH [DAMAGE]

Prerequisite: Shield Bash, Weapon Attack 8 Ranks

Benefit: As a full-round action the warrior may perform a quick rush toward their target. The distance is covered instantly and is equal to twice the warrior's normal land based movement speed. When the warrior collides with the target, they perform a Shield Bash. (see the shield bash feat for how to calculate damage and effects).

SONIC SHOUT [DAMAGE]

Prerequisite: Stunning Shout, Intimidate 12 Ranks

Benefit: The warrior shouts at all of the opponents within melee range dealing 1d6 sonic damage and an additional 1d6 sonic damage per 4 character levels of the warrior maxing out at 6d6 at level 20. The targets may roll a fortitude save vs a DC of 15 + the warrior's level to take half damage.

STILL STANDING [MISC]

Prerequisite: Hunker Down, Defense 10 Ranks

Benefit: The warrior cannot be knocked down or prone by an enemy action. Additionally, if the warrior ever becomes unconscious or dying in battle, they do so standing up in a dazed state. This allows the warrior to ignore normal penalties to unconscious/helpless characters. When combat ends the warrior immediately falls down unconscious/dying normally.

STUNNING ROAR [DEBUFF]

Prerequisite: Battle Cry, Intimidate 8 Ranks

Benefit: As a standard action the warrior may attempt to roar with all their strength, intimidating their enemies. All enemy targets within 30ft can roll a will save vs a DC of 14 + the warrior's level. If they fail, they are stunned for the number of rounds which they lost the DC check by.

TAUNT [DEBUFF]

Prerequisite: Armored, Bluff 4

Benefit: If the warrior is within 50ft of an enemy, they may attempt to taunt them. The target must roll their willpower vs a DC of 15 + the warrior's level to resist the effect. If successful, the target must concentrate all of their attention on the warrior during their next 3 turns. If the target is attacked by a different character, other than the warrior, they may choose to target them instead.

WINDUP [BUFF]

Prerequisite: Heavy Strikes, Weapon Attack 8 Ranks

Benefit: As a standard action the warrior may "windup" with his two-handed weapon, increasing the damage of the warrior's next attack by 1d6 per 4 character levels. If the attack misses or if the warrior starts another non-attack action, windup immediately wears off. The warrior must be attacking with a two handed melee weapon to use this ability.

BACKBREAKER [DAMAGE]

Prerequisite: Windup, Weapon Attack 13 Ranks

Benefit: As a full round action, the warrior slams their two-handed weapon into their target's back dealing massive damage. If the attack is successful, it should be counted as a guaranteed critical hit. Additionally, the target may roll a fortitude save vs a DC of 8 + the warrior's character level to avoid becoming paralyzed (see Status Effect section) for 2 rounds. The warrior must be behind their target and attacking with a two handed melee weapon to use this ability.

CONCUSSION BLOW [DEBUFF]

Prerequisite: Knee Break, Weapon Attack 7 Ranks

Benefit: As a full round action you may attempt to hit your target in the head. To execute this, you roll a weapon attack at a -5. If you successfully hit your target, you deal normal weapon damage and the target is considered confused for the remainder of the battle.

BODY OF THE GODS [SKILL BONUS]

Prerequisite: Still Standing, Defense 14 Ranks

Benefit: The warrior is now immune to the following physical effects: Dazzled, Bleeding, Fatigued, Exhausted, Nauseated, and Sickened. Additionally they gain a +2 bonus to balance, climb, and jump skills.

OPTICAL STRIKE [DEBUFF]

Prerequisite: Concussion Blow, Weapon Attack 13 Ranks

Benefit: As a full round action you may attempt to strike your target in the eyes. To execute this, you roll a weapon attack at a -7. If you successfully hit your target, you deal normal weapon damage and the target is considered blind for the remainder of the battle.

Careers



Careers are what define a character's abilities outside of combat situations. There are many jobs and career paths in the One Piece world, from a skilled surgeon to a merciless bounty hunter. These career skills can be used to help your crew through your adventure and help you earn some extra beli along the way. Every character chooses a career at level 1, along with a class. Once selected, the character has access to the secondary skills listed under the career's description which are combined with list of secondary feats they have already unlocked via their class choice.

Career List

- [Bounty Hunter](#)
- [Chef](#)
- [Doctor](#)
- [Marine](#)
- [Navigator](#)
- [Musician](#)
- [Pirate](#)
- [Scientist](#)
- [Shipwright](#)

Bounty Hunter

Always up for some easy cash, bounty hunters are easy to understand. Typically looking to make a profit, they are always on the hunt for big bounties and opportunities to get their name known across the world. Some bounty hunters have more noble motivations however, such as vigilante justice, but the majority of them are just strong fighters who aren't interested in angering the world government by becoming pirates. They often live as wanderers, going from bounty to bounty to feed themselves and pay for lodging. In times of need they are good hunters due to their natural talents at tracking and killing.

Secondary Skills: Balance, Climb, Sense Motive, Listen, Gather Information, Intimidate, Hide, Jump, Spot, and Trapping.



ACHILLES SHOT [DEBUFF]

Prerequisite: Bounty Hunter

Benefit: As a full round action the bounty hunter strikes at the target's ankle, reducing their movement by half. The attack's damage is calculated normally however instead of rolling defense to avoid the strike, the target rolls their reflex save vs a DC of 15 + the bounty hunter's level. If the target succeeds, the attack fails.

CAMOUFLAGE [SKILL BONUS]

Prerequisite: Bounty Hunter

Benefit: You gain a +3 Hide bonus when on land and outdoors.

COLLECTOR [MISC]

Prerequisite: Fame, Intimidate 8 Ranks

Benefit: Due to your reputation as a skilled bounty hunter your contractor pays you an additional 25% on top of the normal bounty price of the targets you bring in.

DEAD OR ALIVE [SKILL BONUS]

Prerequisite: Fame, Gather Information 11 Ranks

Benefit: The bounty hunter gains a +2 bonus to weapon attack, ranged shot, or unarmed strike when fighting target's with an active bounty. The player must choose which skill they want the bonus for when purchasing this feat.

OVERLOADED TRAPS [MISC]

Prerequisite: Quick Traps, Trapping 15 Ranks

Benefit: The bounty hunter can now attempt to setup traps with double the normal payload. If they do, the setup DC of the trap is increased by +5.

EXECUTIONER [DAMAGE]

Prerequisite: Dead or Alive, Gather Information 15 Ranks

Benefit: If the bounty hunter flanks an opponent who's currently paralyzed, all of their successful attacks are automatic criticals. If they kill the target using this technique, the target is decapitated. Any nakama of the decapitated target who sees this happen must roll a will save vs DC of 15 + bounty hunters level. If they fail, they become frightened for 3 rounds.

FAME [SKILL BONUS]

Prerequisite: Bounty Hunter

Benefit: Your name and appearance become common knowledge. People will recognize you and perhaps try to get revenge. However, so much recognition gives you a +3 bonus to your intimidate rolls.

HIDDEN TRAPS [SKILL BONUS]

Prerequisite: Quick Traps, Trapping 8 Ranks

Benefit: The bounty hunter camouflages their traps making them much harder to spot. The spot DC of anyone trying to find one of the bounty hunter's traps is increased by +3.

HUNTING DOG [MISC]

Prerequisite: Bounty Hunter

Benefit: You find and train a dog to become your faithful companion through your adventures. While the dog isn't very strong it has useful skills, intelligence, and makes the lonely role of a bounty hunter for bearable. See the Dog information in the secondary crewmates section.

HUNTER'S PATIENCE [BUFF]

Prerequisite: Bounty Hunter, Character Level 5

Benefit: As a standard action, once per day, the bounty hunter can focus on his task and ignore distractions like pain or frustration. They gain a +3 bonus to any secondary skill DC check, This effect immediately wears off once the DC check is rolled.

NET GUN [DEBUFF]

Prerequisite: Bounty Hunter, Ranged Shot 8 Ranks

Benefit: You may now shoot nets from your weapon as a standard action using your ranged shot skill. Nets can be purchased at shops and may be reused if the target doesn't break free. Nets do not deal any damage but can severely disable prey, effectively making them paralyzed. Unless unconscious, your target can roll a strength check vs the DC of the net material to escape once an hour. If the net is made of sea-stone and your target is a devil fruit user, they cannot break free on their own. If the target is attacked while in the net, the net has a 50% chance to break open.

Special: Cloth Rope DC18, Leather DC22, Iron Wiring DC25, Steel Wiring DC29, Sea-Stone Wiring DC32.

NON-LETHAL WEAPONS [SKILL BONUS]

Prerequisite: Bounty Hunter

Benefit: A bounty hunter can shift their weapons so they become non-lethal without any of the normal penalties. While in this non-lethal posture, the bounty hunter cannot kill their target. To shift in and out of this posture is a swift action.

Normal: Character takes a -3 penalty to non-lethal attacks due to the concentration needed to prevent fatal harm.

NATURAL FOOTWORK [STAT BONUS]

Prerequisite: The Great Outdoors, Character Level 10+

Benefit: The bounty hunter gains a +5 land and water movement bonus when outdoors.

QUICK TRAPS [SKILL BONUS]

Prerequisite: Bounty Hunter, Trapping 4 Ranks

Benefit: Trapping actions now only take 30 seconds to complete.

Normal: Trap actions take 1 full minute.

SCAN [MISC]

Prerequisite: Gather Information 12 Ranks

Benefit: As a standard action the bounty hunter performs a quick inspection of their target looking for weak points or any critical information. You get a general idea of how healthy they are and some clues into what special abilities they might still be hiding. Roll a spot check for a chance to notice a possible weakness with a DC of 10 + your enemy's level; the other pieces of information don't require the spot check to succeed.

THE GREAT OUTDOORS [DAMAGE]

Prerequisite: The Hunt, Character Level 5+

Benefit: The bounty hunter gains a +1 damage bonus to normal attacks when outdoors.

THE HUNT [SKILL BONUS]

Prerequisite: Bounty Hunter

Benefit: Character gains a +2 spot and listen bonus when searching for a humanoid creatures.

THOROUGH EXAMINATION [MISC]

Prerequisite: Scan, Gather Information 16 Ranks

Benefit: More detailed than a scan, a thorough examination takes a full round to execute. On the following turn you know for certain what your enemies weaknesses and strengths are. You are also aware of exactly how many HP they have left and all of their attack and defensive bonuses. Gathering this information doesn't require any skill rolls.

Chef

Food is important to keep a crew healthy and happy, and no one creates better food than a trained chef. Without proper nutrition, a crew will become sick and weak. Without someone trained on how to stock food for long journeys and how to prepare food to get every ounce of benefit from it, an inexperienced crew could find themselves starving to death within weeks. Chefs on the sea aren't pushovers either, they are as fierce as any pirate and you'd be a fool to challenge them. More than just nutrition, master chefs can make meals that not only fill bellies, but strengthen the body. Cooking food capable of increasing the growth of crewmates, allowing them to train harder and strengthen their minds and bodies faster.



****Important Note!**** - Only one meal effect can be active at a time, per character. If they eat another meal the original meal's effect is nullified. Drink effects stack with meal effects but not with other drinks.

Secondary Skills: Balance, Intimidate, Perform, Cooking, Research, Search, Tumble

99 NEWKAMA RECIPES [CRAFTING]

Prerequisite: Attack Cuisine, Brain Food, Cooking 16 Ranks

Benefit: You can now create meals which increase two different attributes at a +2 bonus at the same time. For example, a meal which increases STR and WIS by +2 would be a valid choice. The effects of the meal last for eight hours.

ATTACK CUISINE [CRAFTING]

Prerequisite: Executive Chef

Benefit: A special cooking technique which makes the food emanate a powerful aura and flavor. Whoever eats this food temporarily gains +2 STR, +2 CON, or +2 DEX for eight hours. You must choose which attribute you wish the food to bolster before crafting it. See the cooking skill for more information.

BARISTA [SKILL BONUS]

Prerequisite: Chef

Benefit: You now have training with not only food but also delicious and fancy drink choices. All of your meals taste better since you can serve the perfect complimenting drink to accompany it. You gain a +1 bonus to all cooking rolls.

BRAIN FOOD [CRAFTING]

Prerequisite: Executive Chef, Cooking 14 Ranks

Benefit: A special cooking technique which makes the food emanate a mysterious aura and flavor. Whoever eats this food temporarily gains +2 INT, +2 WIS, or +2 CHA for eight hours. You must choose which attribute you wish the food to bolster before crafting it. See the cooking skill for more information.

CAFFEINATED SHOTS [CRAFTING]

Prerequisite: Barista, Cooking 8 Ranks

Benefit: You now have access to caffeinated drinks which can have various effects on whoever drinks them. The effects include: +2 STR, +2 INT, cures fatigue, increase initiative by +2, or increase HP by +5. This effect lasts for one hour and when it wears off, the drinker becomes fatigued. If he was already fatigued he becomes exhausted. You must pick which effect you would like your energy shot to produce before crafting it. See the cooking skill for more information.

DISTILLERY [CRAFTING]

Prerequisite: Barista, Cooking 8 Ranks

Benefit: You can now distill your own alcohols from various fruits, vegetables, and grains which you happen to have access to. These beverages grant a +1 bonus to any attribute except INT for eight hours.

COOK [DAMAGE]

Prerequisite: Chef

Benefit: When attacking a non-humanoid creature, the chef may attempt to “Cook” it. To attempt this, roll the primary attack skill of your choice. If successful, then roll your cooking skill. If your resulting cooking roll exceeds the creature’s current HP you fatally wound it and begin cooking it on the spot. The amount of food produced varies on the size of the creature. If it is a poisonous creature, it is immune to this feat.

EXECUTIVE CHEF [SKILL BONUS]

Prerequisite: Sous Chef, Cooking 12 Ranks

Benefit: You gain an additional +2 permanent cooking skill bonus.

FAST FOOD [CRAFTING]

Prerequisite: Executive Chef, Cooking 15 Ranks

Benefit: Preparing food and drinks can now be done in a fraction of the normal time. From 15 minutes to 5 minutes for food, and from 5 minutes to 1 minute for drinks. Additionally, meals and drinks of the same type may now be made simultaneously without any penalty applied.

FOOD ARMOR [BUFF]

Prerequisite: Chef, Cooking 7 Ranks, Armor Proficiency (Medium)

Benefit: Given there is enough food around, you can quickly wrap it around yourself to create a temporary suit of armor. This armor can coat the outside of any actual armor you might already be wearing. The amount of food needed is about 50lb for a normal sized man. While you are wearing food armor you gain +2 DR which stacks with other feats. After two attacks successful attacks against you, your armor will fall apart.

GARDENING [CRAFTING]

Prerequisite: Chef, 12 INT

Benefit: You create a garden on your ship (or home) which slowly but steadily increases your food supplies. Each play session, if you have access to the garden, you gain 10lb of normal food, 5lb of high quality food, and 1lb of coffee beans. Applying a bag of fertilizer to the garden doubles its output for the next play session.

INEDIBLE EDIBLES [CRAFTING]

Prerequisite: Chef, Cooking 4 Ranks

Benefit: You have the ability to cut off edible sections of poisonous or otherwise inedible foodstuffs to be used in emergency situations. Take ¼ of the weight of the poisonous food and convert it to edible foodstuffs.

MEALS ON WHEELS [CRAFTING]

Prerequisite: Sous Chef, Cooking 11 Ranks

Benefit: The chef may now prepare meals while in motion. As long as they have the supplies with them, they can prepare drinks and food without the usual kitchen space and tools. Preparing food and drinks still take the normal amount of time.

SKILLED HANDS [SKILLED HANDS]

Prerequisite: Chef, Cooking 9 Ranks

Benefit: Having to work carefully and skillfully with your hands all day has its benefits. You gain a permanent +2 bonus to all sleight of hand rolls.

SOUS CHEF [SKILL BONUS]

Prerequisite: Chef, Cooking 6 Ranks

Benefit: You gain a +2 permanent cooking skill bonus.

VITAMINS [STAT BONUS]

Prerequisite: Character Level 5, Chef

Benefit: Because of the chef’s perfect diet, they gain a passive +1 bonus to all non-physical resistances.

WASTE NOTHING [CRAFTING]

Prerequisite: Chef, Cooking 10 Ranks

Benefit: You use every single part of the ingredients you cook with, wasting nothing edible. You only use 50% of the normal amount of supplies needed when you cook meals, effectively doubling your food supply.

Doctor

A Doctor's worth should be obvious on a journey that involves high risks and dangerous battles. Doctors come in many shapes and sizes and have many different techniques, but in the end, they tend to the wounded and bring them back to health the best they can. A doctor's services can be an excellent way to earn some extra cash or to make new friends. A doctor's morality is high and they will insist on treating wounded people, even if it's inconvenient for the rest of their crew – excluding enemies of course. They are often against violence when possible and tend not to be strong combatants, however there are always exceptions. Doctor's can have other functions outside of just healing the injured. They can provide powerful drugs, hormones, and stimulants to enhance the crew's battle capabilities. Doctors are only limited by the tools and ingredients they have access to. A skilled doctor with a full medical bay of supplies and advanced technology can perform incredible treatments for the gravest wounds.



Secondary Skills: Balance, Bluff, Diplomacy, Gather Information, Heal, Sense Motive, Research

ADVANCED COMBAT MEDIC [MISC]

Prerequisite: Heal 9 Ranks

Benefit: The Combat Medic feat now heals for 2d8 but has a DC of 16.

ANTIDOTES [CRAFTING]

Prerequisite: Doctor, Heal 5 Ranks

Benefit: The doctor now has access to the Antidote section of the Medicines page. The doctor can now extract samples from patients easily, such as bacteria or viral samples. These samples will be needed to create the antidotes.

BEDSIDE MANNER [SKILL BONUS]

Prerequisite: Doctor, Heal 9 Ranks

Benefit: The doctor has developed an excellent rapport with their patients, increasing their overall social skills. The doctor gains a permanent +1 bonus to diplomacy, gather information, and sense motive checks.

COMBAT MEDIC [MISC]

Prerequisite: Doctor, Heal 6

Benefit: As a full round action the doctor may attempt to heal their nakama using a first aid kit. Roll your heal skill vs a DC of 12 to determine success. If successful, the target's HP is healed for 1d8. Whether you succeed or fail, the first aid kit is used up.

DAILY VITAMINS [STAT BONUS]

Prerequisite: Doctor

Benefit: The doctor and his crew gain a +1 bonus to fortitude and willpower saves. If someone leaves the doctor's crew for more than a week, the effect is nullified.

MEDICAL LICENSE [SKILL BONUS]

Prerequisite: Doctor, Heal 6 Ranks

Benefit: Having worked as an amateur doctor for so long, the doctor now has the skills required to obtain a real medical license. This requires the doctor to visit a government testing center, pay 25,000 to take the test, and then roll a heal check of 15 or higher to succeed. Once the doctor obtains a license, they gain a permanent +3 bonus to all Heal skill checks.

HERBAL MEDICINE [CRAFTING]

Prerequisite: Doctor, Heal 4 Ranks

Benefit: A doctor with knowledge of herbal medicine can create potent medicines almost anywhere using local plant species. These medicines can be applied by anyone as balms or consumed in teas or soups. Treat this as a crafting feat and roll your heal skill to determine if you are successful. See the Herbal Medicine section of the Medicines page for more information.

POTION MASTER [CRAFTING]

Prerequisite: Splash Potions, Heal 12 Ranks

Benefit: The doctor is now able to create potions which have up to two different effects. For example, combining the ingredients required to make a regeneration and restoration potion would yield a single potion which, when consumed, grants both effects simultaneously. Potions of the same type created in this way make them twice as powerful; however it does not increase their duration.

MICROBIOLOGIST [DAMAGE]

Prerequisite: Doctor, Heal 6 Ranks

Benefit: Microbiology is the study of bacteria and other small organisms. This allows the doctor to create cultures which you can then use to infect others via food, injection, or some other form of entry into the body. This disease cannot be transferred through airborne means. Any creature exposed to your disease loses 1d6 health every hour for 1d6 hours. A fortitude save vs a DC of 18 can be rolled to avoid the effect.

MUSCLE THERAPY [BUFF]

Prerequisite: Doctor, Heal 11 Ranks

Benefit: The doctor can massage their nakama's muscles, increasing their physical statistics for a short time. Depending on the muscle group, the therapy can have different effects. Therapy takes half an hour to take effect and then lasts for the rest of the day. Increase the target's STR or DEX by +2 while the therapy is in effect.

SPLASH POTIONS [MISC]

Prerequisite: Antidotes, Herbal Medicine, Heal 7

Benefit: The doctor is now able to throw a potion at his nakama, rather than having them waste time drinking it. To successfully execute this ability the doctor must use their ranged shot skill to accurately throw the potion, up to 30ft, at their nakama. If successful, the potion's over-time effects are considered instant. For example, if a potion heals 10 HP over 10 seconds, it would instead instantly heal the target for 10 HP. However, if the doctor misses their target, the potion is destroyed without any effects. Characters without this feat cannot throw the potions with any effect, they will just be wasted.

RUMBLE BALL [CRAFTING]

Prerequisite: Herbal Medicine, Heal 8 Ranks

Benefit: Rumble balls are small, crunchy, yellowish medicine balls which give zoan-type devil fruit user's better control over their transformations for up to 3 minutes (or 30 rounds). Once consumed, the zoan user gains access to the next four additional stances in their fruit feat list (with the last stance being the exception). Additionally, changing between these stances for the duration of the rumble ball's effects can be done as a swift action instead of a standard action. These transformations would naturally become available with time and training, but rumble balls allow the zoan-type a short cut. If two are taken within 6 hours, the user loses control over their transformations and they begin to transform randomly when attempting a stance change. If a third one is taken within the 6 hours, the zoan user immediately transforms into his final stance. The final stance is uncontrollable and will attack friend and foe alike for an hour. Treat this as a crafting feat and roll your heal skill vs a DC of 15 to determine success. Check the Medicines page for the recipe information.

VIROLOGY [DAMAGE]

Prerequisite: Microbiologist, Heal 10 Ranks

Benefit: As a full round action the doctor may throw a vial of viral fluid within 30ft. Viruses are airborne infections which quickly damage their hosts. The virus can't live long outside of a body/vial and can only travel through the air 5ft before it becomes ineffective. Each victim takes 1d6 damage per round for 2d6 rounds and spreads the virus to anyone within 5ft of them. To avoid contagion, the infected target(s) may roll a fortitude save to vs a DC of 20. Anyone who has been infected and survived is now immune.

Special: You may take this feat more than once. Each time either increases the airborne range of the virus by 5ft or increases the damage by +2 per round.

Marine

The marines keep order in the world against the ever pressing threat of strong and villainous pirates. Marines must be good at receiving and giving orders. Their superior's orders are absolute and to go against them would be extremely foolish unless you wish to be demoted, or worse, imprisoned. Being a marine has many benefits to make up for their strict life style. They have access to almost every outpost in the world and never have to worry about being arrested, unless they go against orders.

****Important Note!**** - If you play a marine but are a part of the pirate crew, you'll need to work out how to role-play appropriately.



Secondary Skills: Bluff, Climb, Diplomacy, Gather Information, Intimidate, Jump, Knowledge (History), Knowledge (Nobility/Royalty), Sense Motive, Sailing, Search, and Trapping.

LAW AND ORDER [SKILL BONUS]

Prerequisite: Petty Officer

Benefit: Marines are in charge of the world's judicial system. You gain a permanent +1 diplomacy and +1 intimidate skill bonus.

MORAL JUSTICE [SKILL BONUS]

Prerequisite: Law and Order, Diplomacy 6 Ranks, Cannot have Absolute Justice, Cannot be Evil

Benefit: Moral Justice is a way of thought which may not strictly follow the marine guidelines. They are friendlier and make strong allies due to their strong sense of justice and integrity. Once per day the marine may gain a +3 bonus to a diplomacy roll.

ABSOLUTE JUSTICE [SKILL BONUS]

Prerequisite: Law and Order, Intimidate 6 Ranks, Cannot have Moral Justice, Cannot be Good

Benefit: Absolute Justice is the act of following the marine laws and guidelines exactly as written. Even their own men fear being imprisoned by them for committing the simplest of crimes. Once per day the marine may gain a +3 bonus to an intimidate roll.

SEAMAN [STAT BONUS]

Prerequisite: Chore Boy, Diplomacy or Intimidate 5 Ranks

Benefit: After sailing for a number of months at sea, performing tasks day and night, you now have a +5 speed bonus to your movement while on a ship or swimming. Additionally, you can never be knocked off balance while on a ship at sea.

CHORE BOY/GIRL [SKILL BONUS]

Prerequisite: Marine

Benefit: As a new recruit to the marine's you have no power or authority. Your main job is to clean floors and do other physical chores. You build character and physical prowess during this training. Your character gains a permanent +1 bonus to fortitude saves.

PETTY OFFICER [STAT BONUS]

Prerequisite: Seaman, Diplomacy or Intimidate 6 Ranks

Benefit: You have worked your body to the limit to reach this rank. You gain a permanent +1 bonus to CON and fortitude saves.

ENSIGN [SKILL BONUS]

Prerequisite: Petty Officer, Diplomacy or Intimidate 7 Ranks

Benefit: You are now a commissioned officer with a formal education. You gain a +2 bonus to sailing and either diplomacy or intimidate.

LIEUTENANT [MISC]

Prerequisite: Ensign, Diplomacy or Intimidate 10 Ranks

Benefit: As a Lieutenant you now have too much work to be done by yourself. You are assigned a Marine Officer to help you complete paperwork, order your subordinates, and fight by your side. See the NPC crew members section for more information.

COMMANDER [STAT BONUS]

Prerequisite: Lieutenant, CHA 18, Diplomacy or Intimidate 12 Ranks

Benefit: As a commander you now have enough authority to run your own ship. Commanders are known for being strong fighters with a lot of experience in battle. As a result you gain a +2 bonus to your defense skill. When you are in command of a ship you gain an additional +1 STR bonus.

VICE ADMIRAL [SKILL BONUS]

Prerequisite: Commander, Diplomacy or Intimidate 14 Ranks, Must have at least one Haki Feat

Benefit: Vice Admirals are extremely strong combatants with many years of experience. They often have unique fighting styles and devil fruit powers. As a vice admiral your Marine Officer automatically gains an additional level making them just one level below you. They also gain an extra feat for that level and when you fight with them, you both gain a +2 skill bonus to the attack skill of your choice.

SPEAR CANNONS [DEBUFF]

Prerequisite: Master of the Seas, Sailing 10 Ranks

Benefit: You and your crew now have access to spear cannons. These unique cannons can fire huge and heavy metal spears at the target ship. They lodge themselves in the target slowing it down by 2 knots per spear. If removed, the spears also leave huge holes in the hull which must be quickly repaired. See the cannons section for more information.

TOUGH AS NAILS [MISC]

Prerequisite: Ensign

Benefit: Once per play session the marine may outright resist any fortitude based effect which is targeting them.

MASTER OF THE SEAS [STAT BONUS]

Prerequisite: Marine, Sailing 8 Ranks

Benefit: With advanced marine training, you are now educated in the fine details of sailing. Any ship you sail on gets an automatic +1 speed bonus and +1 DR bonus.

PIRATE HUNTER [SKILL BONUS]

Prerequisite: Petty Officer, Must have fought at least one pirate crew

Benefit: You have a special hatred for pirates and have learned how to hunt them down more effectively. You gain a +1 bonus to attack and defense rolls when fighting pirate crews.

STANDARD WEAPONRY [SKILL BONUS]

Prerequisite: Ensign, Primary Attack Skill 8 Ranks

Benefit: After training with the same standard marine weapons for so long, the marine has developed an affinity for them. The marine is now proficient with the following weapons and gains a +1 attack bonus when using them: Longsword, Flintlock, Musket, Spear, and Dagger.

HAKI TRAINING [MISC]

Prerequisite: Standard Weaponry

Benefit: While Haki feats normally have very high prerequisites, you may start learning one a bit earlier due to your government education and training. Pick either Kenbunshoku or Busoshoku Haki and lower the skill requirement of the one you chose by 5 Ranks. Haoshoku Haki cannot be affected by this feat.

HAND CANNONS [STANCE]

Prerequisite: Marine, STR 18, Unarmed Strike or Ranged Shot 10 Ranks

Benefit: While in this stance the marine cannot move and must remain planted in one spot. The marine may use their unarmed strike or ranged shot skill to throw cannon balls at the same strength as an actual cannon. They can throw one standard cannon ball as a standard action at the same range and damage as a normal ball would fire from a standard cannon. Alternatively, the marine may fire a special cannon ball as a full round action. The balls must be in or brought within the marine's reach in order for him/her to throw them

Musician

No jolly crew can be complete without a skilled and energetic musician to keep spirits high and a general rhythm moving throughout the ship. Most can play a large number of different instruments including piano, violin, guitar, cello, flute, and more. They set off to sea for a variety of reasons including money, experience, adventure, or for popularity. The sounds a professional musician can produce aren't just nice to listen to, but can also enhance their allies and have devastating effects on enemies.

****Important Note!**** - Only two musician buffs can effect an ally at any given time. If a third buff is attempted, it will overwrite the older of the current two.

Secondary Skills: Diplomacy, Intimidate, Knowledge (Local), Listen, Perform, Move Silently, Sleight of Hand



BATTLE ANTHEM [BUFF]

Prerequisite: Relentless Tune, Perform 10 Ranks

Benefit: As a 1 minute action you perform a heart pounding battle anthem for your crew. This can be played with any instrument. To be successful, the musician must beat a perform DC check of 21. All allies within 50ft gain a +1 bonus to their critical threat range on attack rolls. For example, a character with a 19-20 critical threat now has an 18-20. This effect lasts for 15 minutes.

CANTINA SONG [DEBUFF]

Prerequisite: Musician, Perform 6 Ranks

Benefit: As a standard action you whistle your favorite tavern song, intoxicating all those around you as if they've had a drink or two. Each round the musician must beat a perform DC check of 18 to continue singing. This effect lasts only as long as you continue to whistle each round. Those effected take a -2 penalty to willpower saves and social skill rolls. You can perform other actions while continuing to whistle but take a +2 penalty to the DC check.

DANCING BLADE [DEBUFF]

Prerequisite: Cantina Song, Weapon Attack 8 Ranks

Benefit: As a full round action the musician dances around their target, slicing them from the side with a melee weapon, dealing damage and reducing the target's elemental resistances by 3 until the end of battle. To be successful, the musician must defeat their opponent's defense roll normally with a weapon attack roll to deal normal damage. Then the musician must defeat the same

defense roll with a perform roll to apply the resistance debuff.

DIRECTIONAL SOUND [MISC]

Prerequisite: Musician, Perform 7

Benefit: Choose an offensive musician feat you already have which has a 50ft radius attack. This feat changes that attack's effective range to a 100ft long cone.

DON! [DAMAGE]

Prerequisite: Musician, Perform 5 Ranks

Benefit: As a standard action and using a percussive instrument, the musician sends a strong wave of sound at their target within 50ft causing 1d6 damage per musician's character level divided by three, rounded down. This would make the maximum damage 6d6 at level 20. For this attack to be successful, the musician must roll their perform vs a DC of 15 + half the musician's level. The target can roll their reflex save vs the same perform roll, and if successful, only suffer half damage.

ELEMENTAL CONCERTO [BUFF]

Prerequisite: Relentless Tune, Perform 6 Ranks

Benefit: This ability takes 1 minutes to complete and may be played with any stringed instrument. Anyone who hears this concerto immediately starts to feel comfortable and warm. They gain +3 to their elemental resistances for the next 15 minutes. To determine success, the musician must roll their perform against a DC of 18.

ENTRANCING TUNE [DEBUFF]

Prerequisite: Perform 4 Ranks

Benefit: The musician performs this feat with a wind instrument as a standard action. To successfully complete the tune, the musician rolls their perform vs a DC check of 20. If successful at performing the tune, the target will become charmed for 1d4 rounds. The target may roll their will save vs a DC of 15 + the musician's level to try and negate this effect on the turn it is applied.

HORRIFYING VERSE [DEBUFF]

Prerequisite: Lullaby, Intimidate 8 Ranks

Benefit: As a standard action and using the power of a stringed instrument, the musician may intimidate all targets, including allies, within 50ft. To be successful, the musician must roll their perform vs a DC of 21. Each target must make a will save roll versus a DC of 15 + the musician's level to resist the effect. If the target fails the roll, they become frightened for the 1d4 rounds.

LULLABY [DEBUFF]

Prerequisite: Musician

Benefit: As a full round action and using any instrument other than percussion, the musician can cause all targets within 30ft, including allies, to fall asleep. To be successful, the musician must roll their perform vs a DC check of 15 + the level of the highest level character within range. All targets get a chance to negate the effect with a will save roll against a DC of 15 + the musician's level. If their roll fails, the target falls asleep for 1d4 rounds.

PERCUSSION OF ROCK [BUFF]

Prerequisite: Relentless Tune, Perform 8 Ranks

Benefit: This song can only be played with a percussive instrument and takes 1 minute to complete. The musician must roll a perform check vs a DC of 21 to be successful. After hearing this percussive tune, the musician and his/her allies will be inspired for the next 15 minutes to defend themselves better than usual. All allies gain a +2 bonus to defensive rolls for 10 minutes.

FESTIVAL NIGHT [DEBUFF]

Prerequisite: Musician, Perform 10 Ranks

Benefit: Using any instrument, the musician becomes a one-man concert, causing all enemies within 50ft to begin partying. Enemies can attempt to resist the effect by rolling a willpower save vs a DC of 15 + the

musician's level. If they fail, they become non-aggressive, start dancing, and have fun. They ignore commands by their superiors and unless attacked, they will continue to party until the musician stops playing. All targets within range must roll a new DC check each turn the musician continues.

RELENTLESS TUNE [BUFF]

Prerequisite: Perform 5 Ranks

Benefit: As a 1 minute action the musician may attempt to play this tune on any instrument. The musician must successfully roll their perform against a DC of 20. If successful, all allies within 50ft gain a +2 damage bonus to their unarmed, weapon, and ranged attacks for 15 minutes.

SHAN [DAMAGE]

Prerequisite: Musician, Perform 6 Ranks

Benefit: As a standard action and using a stringed instrument, the musician sends a high energy sound wave at an enemy within 50ft, slashing them. The damage caused is equal to half the musician's normal weapon damage, but the attack is rolled using the musician's perform skill instead of their attack skill.

THUNDEROUS OVERTURE [DAMAGE]

Prerequisite: DON!, Perform 8 Ranks

Benefit: As a full round action and using any instrument, the musician sends an instantaneous 30ft long cone-shaped burst of sound exploding in front of them. The musician must roll a perform check vs a DC of 22 to successfully perform this attack. If successful, it deals 5d6 points of sonic damage to all targets within range. It also deafens them for 2d6 rounds. All targets may attempt a fortitude save vs a DC of 18 + the musician's level to avoid the deafening and to only take half damage.

VEXING VERSES [DEBUFF]

Prerequisite: Lullaby, Perform 11 Ranks

Benefit: As a full round action the musician may use their voice to vex their foes. The musician must roll their perform vs a DC check of 23 to be successful. All targets within 50ft lose 1d6 HP every round for the next 1d6 rounds. Each target may attempt a fortitude save vs a DC of 15 + the musician's level to resist the effect.

Navigator

Navigators are rare to find, and good ones are even rarer. Navigators must be intelligent but also have good instincts and confidence in their decisions. No ship can sail successfully, especially on the Grand Line, without a skilled navigator making sure they are on course. When a navigator gets enough experience, they can even tell the future weather patterns of the day just by a quick glance at the sky. Complex currents, strange weather, maps, compasses, and other navigational charts are all essential to a navigator's success. Navigators definitely have the most responsibility while the ship is traveling, and must be confident in their skills and able to command the crew.



Secondary Skills: Diplomacy, Gather Information, Knowledge (Nature), Listen, Sense Motive, Navigation, Sailing, Spot, and Trapping.

ASTRONAVIGATION [SKILL BONUS]

Prerequisite: Navigator, Navigation 6 Ranks

Benefit: Having knowledge of how the sun rises and sets, and some knowledge of how astral bodies move around the sky help you to navigate the seas. You receive a +2 navigation bonus.

SHIFTING WINDS [MISC]

Prerequisite: Wind Reader, Navigation 10 Ranks

Benefit: The navigator can now predict when a rainstorm will enter or leave their area. The navigator rolls a d20 to determine how many minutes are left until the winds shift. Once shifted, a rainstorm will enter the area if it's not raining, or will leave if it is already raining.

CARTOGRAPHY [CRAFTING]

Prerequisite: Navigator, Navigation 8 Ranks

Benefit: You now have enough experience with navigation to begin charting your own maps. These maps are somewhat crude but you mark the best course, landmarks, and various notes which can help the person using the map. Anyone using these maps gain a +3 navigation bonus if they follow the indicated course. Each map takes 16 hours to chart and covers a 10 by 10 mile area.

CURRENT MASTER [SKILL BONUS]

Prerequisite: Ocean Currents, Navigation 12 Ranks

Benefit: With advanced knowledge of currents, you can now not only read them, but predict their paths and any changes that might take place when the tides change. Any ship carrying you is immune to any dangers posed by rogue ocean currents and you may reduce your ocean-based travel time by an additional 10%.

DEAD RECKONING [SKILL BONUS]

Prerequisite: Pilotage, Navigation 8 Ranks

Benefit: Dead reckoning is the process of calculating one's current position by using a previously determined position and advancing that position based upon estimated speed, time, and course. The result is a crude map with points marked and connected by a course line. You gain a +5 navigation bonus when navigating to any previous location which you have logged during the present course. Keeping a log is not automatic.

LIGHTNING BOLT [DAMAGE]

Prerequisite: Weather Patterns

Benefit: As a full round action you may attempt a ranged shot roll and redirect a lightning bolt towards your opponent up to 100ft away dealing 1d6 damage per character level divided by two, rounded down. For example, a level 9 Specialist would deal 4d6 lightning damage. Roll 1d4 after the ranged shot roll to determine how many rounds you must wait until this feat may be attempted again.

LOG POSE [MISC]

Prerequisite: Navigator

Benefit: In the Grand Line, the only form of direction you can possibly follow is your log pose. You have a full understanding of how log poses work and as long as you hold it; your ship cannot fall off course. The exception of this is if your ship gets caught in a rogue current or otherwise taken out of your control. For more information on log poses, check the Log Pose page in the item section of this document.

Normal: Without this feat, anyone using a log pose must constantly watch it to make sure the ship doesn't alter its course. In the Grand Line, you can never keep a straight heading for very long.

MAP READING [SKILL BONUS]

Prerequisite: Navigator

Benefit: You can now read and understand navigational maps. When following a map's guidance you gain an additional +2 navigation bonus on top of whatever bonus the map's directions may provide you. Your current position must be on the map somewhere, which you can determine by spotting a landmark on the map.

OCEAN CURRENTS [SKILL BONUS]

Prerequisite: Navigator

Benefit: Having knowledge of ocean currents help you plot courses which take less time and avoid unnecessary danger. Reduce the estimated travel time of your courses by 10%. This effect is only applied for ocean-based travel.

ORIENTEERING MAPS [CRAFTING]

Prerequisite: Topographic Maps, Navigation 18 Ranks

Benefit: Orienteering maps are extremely precise and detailed. They not only display exact scale, topography, and landmarks, but also display a color based difficulty on different routes and areas. This grants anyone reading your maps an additional +2 navigation bonus, bringing the total to +7.

PILOTAGE [SKILL BONUS]

Prerequisite: Map Reading, Navigation 6 Ranks

Benefit: Using fixed visual references on the ground or sea, you can guide yourself to a destination even without a map. You receive a +2 bonus to navigation when you are within spotting range of key landmarks such as rivers, mountains, lakes, beaches, buoys, cities, roads, or other identifying marking. This bonus is added on top of any map reading bonuses.

SKY NAVIGATION [SKILL BONUS]

Prerequisite: Wind Reader

Benefit: You are now able to navigate just as well in the air as you are on the surface of water. You use air currents to navigate your ship to your desired location. Your ship must be airborne or on a sky island to take advantage of this feat.

Normal: Without this feat you would normally lose all of your navigation bonuses while in the air.

TOPOGRAPHIC MAPS [CRAFTING]

Prerequisite: Cartography, Navigation 14 Ranks

Benefit: You can now accurately draw the topography of the land on your maps, granting anyone reading them an additional +2 navigation bonus.

UNDERWATER NAVIGATION [SKILL BONUS]

Prerequisite: Current Master

Benefit: You are now able to navigate just as well underwater as you are on the surface. You use systems of currents to navigate your ship to your desired location. Your ship must be a submarine or properly coated to survive the water pressure of course.

WEATHER PATTERNS [MISC]

Prerequisite: Navigator

Benefit: You're able to tell when a storm is approaching by simply taking a glance at the sky. In the Grand Line, a calm day can turn into a violent, deadly hurricane within minutes. With this feat you and your crew cannot be caught by surprise by storms or other danger weather, giving you 5 rounds to prepare for the bad weather.

WIND READER [BUFF]

Prerequisite: Weather Patterns, Navigation 7 Ranks

Benefit: While you are awake and on board, any ship you are navigating for gains a +2 Top Speed bonus if it has sails.

Pirate



Pirates are the current age's adventurers. The ultimate dream of any true pirate is to reach the Grand Line, travel all the way through it, and one day find One Piece which is located at the very end. However, some pirates are in it only for the reputation, riches, and power. Pirate crews are generally very close-knit groups of friends, many of which join the crew along the way through the Grand Line. Just pirates alone would never make it through such a journey so they must find all kinds of people to join them and make a fully diverse crew. The pirate's main job is to keep the crew on the correct path towards One Piece, both literally and mentally. Pirates are generally strong combatants and are good leaders.

****Important Note!**** - *If you play a pirate but are a part of a marine crew, you'll need to work out how to role-play appropriately.*

Secondary Skills: Appraise, Balance, Bluff, Climb, Diplomacy, Gather Information, Intimidate, Jump, Sense Motive, Sailing, Search, Spot, and Trapping.

PEACE MAIN PIRATE [STAT BONUS]

Prerequisite: Pirate, Good/Neutral, cannot be a Morganeer Pirate

Benefit: The pirate gains a permanent +3 diplomacy bonus and suffers a -3 penalty to intimidate. Peace Main pirates must follow their instincts which normally lead them into both adventure and trouble. If they are told an area is forbidden, it's pretty much a guarantee that's where they'll go next.

MORGANEER PIRATE [STAT BONUS]

Prerequisite: Pirate, Intimidate 4 Ranks, Evil/Neutral, cannot be a Peace Main Pirate

Benefit: The pirate gains a permanent +3 intimidate bonus but suffers a -3 penalty to diplomacy. Morganeer pirates cannot resist the chance of obtaining power and money. If the opportunity to take advantage of people presents itself, they'll find it almost impossible to resist.

EXTRA BOOTY [MISC]

Prerequisite: Pirate, Search 6 Ranks

Benefit: When the pirate or the crew with him opens a chest or other significant item container, the pirate may roll a 1d4. If the result is a 4, the chest will contain an extra and powerful/useful item. Containers such as barrels, lunchboxes, refrigerators, cans, etc are not

significant enough to trigger this effect. Bodies and broad room searches do not count either.

Special: This feat may be taken once more, allowing the pirate to roll a 3 or 4 to trigger the effect.

EXECUTIONER'S DELIGHT [MISC]

Prerequisite: Morganeer Pirate, Intimidate 8 Ranks

Benefit: When you land the killing blow on an opponent you feel a surge of adrenaline and joy. You instantly regenerate 1d6 HP + an additional 1d6 HP every 5 character levels. This effect does not stack with any other feats which grant HP regeneration when attacking.

WELL OILED MACHINE [SKILL BONUS]

Prerequisite: Peace Main Pirate, CHA 16

Benefit: The pirate's crew works together flawlessly when attacking. When the crew is executing a "combined attack" they no longer suffer a -2 penalty to their attack rolls. See the Advanced Combat section for more information on combined attacks.

YOHOHOHOHO [MISC]

Prerequisite: Pirate, Willpower Save 8 Ranks

Benefit: Once per play session the pirate may outright resist any willpower based effect which is targeting them.

SWASHBUCKLER [SKILL BONUS]

Prerequisite: Pirate, Defense 8 Ranks

Benefit: The pirate acquires proficiency with light shields. The pirate gains a +2 defense bonus when wielding a light shield.

VIKING [SKILL BONUS]

Prerequisite: Pirate, Weapon Attack 10 Ranks

Benefit: The pirate gains a +2 damage bonus when wielding hammers, axes, and medium shields. The damage bonus only applies to the aforementioned weapon types. Wielding a sword and medium shield would not give the sword a +2 damage bonus, but would give a shield bash a +2 damage bonus.

UNSTOPPABLE LOYALTY [STANCE]

Prerequisite: Peace Main Pirate, Pirate Alliance

Benefit: As a standard action the pirate may switch into this stance. As long as a member of the pirate's crew is alive and in imminent danger, the pirate is virtually immortal. The pirate's HP cannot lower below 1 HP and any status effects are removed at the beginning of their turn. This stance can only be activated once per play session and can only be maintained for up to 10 rounds. The stance cannot be exited until all 10 rounds are up. When the stance finally runs out, the pirate will fall unconscious for a full day. The pirate cannot be cured of unconsciousness during this time. If the battle ends before the stance runs out, the pirate may exit the stance and avoid the unconscious effect.

UNENDING SLAUGHTER [STANCE]

Prerequisite: Morganeer Pirate, Enslavement

Benefit: As a standard action the pirate may switch into this stance. As long as an enemy remains standing the pirate is virtually immortal. The pirate's HP cannot lower below 1 HP and any status effects are removed at the beginning of their turn. The pirate may only perform offensive actions while in this stance. Only if an opponent is out of range can the pirate waste time on a movement action. This stance can only be activated once per play session and can only be maintained for up to 10 rounds. The stance cannot be exited until all 10 rounds are up. When the stance finally runs out, the pirate will fall unconscious for a full day. The pirate cannot be cured of unconsciousness during this time. If the battle ends before the stance runs out, the pirate may exit the stance and avoid the unconscious effect.

HURRICANE [DAMAGE]

Prerequisite: Pirate, Any Attack Skill 12+ Ranks

Benefit: This feat may be activated once per day as a full round action. All attacks during the next 5 rounds are dealt in a broad cone reaching up to 25 ft away. For example, a punch could strike multiple targets in front of the pirate up to 25ft away. Long range attacks, such as with a rifle, lose much of their range but attack in a cone using this feat. This feat does not discriminate between friend and foe. Each target has the opportunity to roll their defense normally.

ENSLAVEMENT [MISC]

Prerequisite: Executioner's Delight, Intimidate 12 Ranks

Benefit: As a standard action the pirate may attempt to enslave a target during combat. The target may roll their willpower save vs a DC of 15 + the pirate's character level. If the target fails the check, they switch sides and begin fighting their former allies for 1d6 rounds. The pirate may only enslave a single target at a time.

PIRATE ALLIANCE [MISC]

Prerequisite: Well Oiled Machine, Diplomacy 12 Ranks

Benefit: Once per play session you may call upon an ally peace main pirate to come to your aid via Den Den Mushi. Three pirates will arrive 3 rounds after using this full round action and assist you however possible. The pirates will be equal level to the peace main pirate and have average attack and support capabilities. The pirates will leave after the current battle or event is over.

SEA LEGS [SKILL BONUS]

Prerequisite: Pirate, Balance 4 Ranks

Benefit: A pirate is never thrown off balance when aboard a ship. Even when fighting during a thunderstorm, they don't take any penalty to balance, jump, tumble, climb, or attack rolls.

Scientist

Scientists are rare to find on a ship these days, but it's not unheard of. Scientists are all about experiments and creating new and interesting technologies. With vast amounts of intelligence, they observe and study the world around them. Scientists are great at enhancing weapon capabilities, adding new features to ships and creating usually new and exciting items. The reason scientists are rare to find at sea is that they need a lab in which to work. With delicate experiments, it would be impossible to perform them on rough seas. Sea water is also a constant problem due to the rust and damage it can cause to mechanical instruments. To have a scientist onboard means to customize the ship to suit their needs, however the trouble may well be worth it. Scientists may be able to solve otherwise impossible problems for the crew or the residents of foreign islands.

Secondary Skills: Appraise, Bluff, Gather Information, Invent, Knowledge (Any 2), Research, and Trapping.



CHEMICAL GRENADE [DAMAGE]

Prerequisite: Scientist

Benefit: As a full-round action the scientist may lob a chemical grenade up to 50ft with an effect radius of 10ft. The grenade deals 1d6 corrosive damage plus an additional 1d6 per 4 character levels of the scientist, rounded down.

CREATE POWERED SUIT [CRAFTING]

Prerequisite: Scientist, Invent 8 Ranks

Benefit: The scientist now has the skills to create their very own power suits which can only be operated by them. The suits can be made of any material as long as the scientist knows how to use it and has access to the machines necessary to process the materials. The suit may contain a variety of powers similar to cyborg implant abilities. Work with your DM to determine the amount of materials needed, time required, difficulty of the invent DC roll, and the final result of your crafting attempt. Note that the suits can improve the scientist's DC, but will eventually fall apart if they take too much damage.

CYBORG REPAIRMAN [MISC]

Prerequisite: Scientist, Invent 6 Ranks

Benefit: As a full-round action, you may now heal cyborgs using your invent skill. Roll your invent skill vs a DC of 17. If successful, you heal the cyborg for 1d6 points of HP.

CYBORG SURGERY [MISC]

Prerequisite: Cyborg Repairman, Invent 10 Ranks

Benefit: You may now perform surgery on all races using cyborg implants to help sustain their life. This feat may only be used on a target that is dying (HP below 0), and who is not currently classified as a cyborg or dead. Each implant requires a successful invent skill roll vs a DC of 20. Each implant will instantly heal 10 points of HP. If a target has three or more implants, their race will change to a cyborg. If the invent roll fails, the target takes 5 damage.

DEVIL FRUIT RESEARCH [MISC]

Prerequisite: Scientist, INT 16, must have seen a devil fruit before in-person.

Benefit: You now have enough knowledge to try and predict the outcome of eating any given devil fruit, even if it's not listed in any books. This process isn't guaranteed to work, but it's much better than just randomly eating the fruit and hoping for the best. You have a 50% chance to gain enough knowledge to tell roughly what the fruit's abilities are. However, you also have a 50% chance of being completely wrong. The DM should perform this roll secretly and provide the necessary details. This feat cannot be used to identify any devil fruits obtained during character creation.

Special: You may take this feat two more times. Each time increases your success rate by an additional 20%.

DISCERN DEVIL FRUIT [MISC]

Prerequisite: Devil Fruit Research, Research 5 Ranks

Benefit: You can now easily identify if someone is using a devil fruit ability. While a normal person may see an ability as a trick, natural/cyborg ability, or supernatural phenomenon, you can spot a fruit's powers like its second nature. You gain a +5 to spot checks when trying to determine whether someone is using a fruit's ability. If successful, you also have a 25% chance of figuring out the nature of the devil fruit based on the ability you spotted. This special spot action may be used once per combat turn.

GRAND LINE PHENOMENON [MISC]

Prerequisite: Scientist, Research 8 Ranks

Benefit: When faced with an unknown phenomenon, the scientist may roll their research skill vs a DC of 20. If successful, the scientist will immediately gain knowledge of the phenomenon and how to avoid/survive it. If the scientist fails the roll, they gain false knowledge and may, inadvertently, lead their crew into danger.

IMPOSE PARADOX [DEBUFF]

Prerequisite: Scientist, INT 18

Benefit: As a standard action, the scientist imposes a paradoxical situation upon anyone within 20ft. Creatures within range, including the scientist, must roll their INT (INT Mod + D20) vs a DC of 12. If unsuccessful, the creature becomes confused for 3 rounds.

KAIROSEKI MASTERY [CRAFTING]

Prerequisite: Scientist, Invent 12 Ranks

Benefit: You have mastered the crafting of sea-stone items and weaponry. As long as you have access to raw sea stone and some basic tools/machinery, you can craft almost anything out of the unique and malleable stone. Nets, jewelry, handcuffs, ship plating, armor, weapons, the possibilities are endless. You use roughly twice the weight of the end product in sea stone during the crafting process. Items created from sea-stone have the same base stats as similar steel-items, however they will weaken devil fruit users on contact with their skin.

MECHANICAL EFFICIENCY [CRAFTING]

Prerequisite: Scientist, Invent 8 Ranks

Benefit: The scientist may now roll their invent skill to try and improve the efficiency of a ship's engine system. If successful, the engine will use roughly 50% less fuel than normal. Roll the invent skill vs a DC of 20 to see if the experiment is a success.

MINION [MISC]

Prerequisite: Scientist, INT 16

Benefit: Scientists are typically weak melee fighters and therefore create minions to fight for them instead. These minions are of the scientist's own design but are often robot, cyborg, or zombie-like. Once this feat is purchased you can pay 1d6 multiplied by 10k in beli to create your minion. You may choose the class of your minion out of the following choices: Warrior, Rogue, Swordsman, or Brawler. You must provide them a weapon if you wish for them to use one. See the Minion section for more information. Each time you create a minion, the previous minion immediately decomposes.

Special: Each time you create a minion roll d20. If you get a 20, the minion should be treated as if it has a devil fruit ability. The devil fruit should be assigned randomly via the DM.

POWERED SUIT MASTERY [MISC]

Prerequisite: Create Powered Suit, Invent 10 Ranks

Benefit: The scientist's powered suit gains one additional cyborg implant, +1 DR, +1 defense, and +5 land movement speed.

RESEARCH ASSISTANT [SKILL BONUS]

Prerequisite: Scientist, Research 7 Ranks

Benefit: The scientist can now assist others with their research, regardless of the subject. Whoever they are assisting gains a +5 research bonus on their research skill rolls.

WORKING ALONE [SKILL BONUS]

Prerequisite: Scientist

Benefit: When working alone in a room, the scientist gains a +2 skill bonus to their invent skill rolls. If anyone enters the room the scientist must wait at least an hour before this bonus can apply again.

Shipwright

Shipwrights are in charge of making sure the ship stays in one piece. Without a shipwright, crews may be able to patch holes and glue things back together but the ship can never be truly repaired without a skilled shipwright there to supervise. A ship without a shipwright to take care of it will degrade over time and eventually fall apart. Other than repairing the ship, shipwrights can also add new features to the ship, build new ones, repair other ships and structures for profit, and provide detailed information about enemy ships and their possible weaknesses. Like characters, ships too have their own personalities and room to grow. Buying a new ship when your current one breaks down is an option, but the more familiar the ship is with the crew, the better it will perform. Shipwrights make this possible since they can keep the ship happy and maintained.



Secondary Skills: Appraise, Balance, Climb, Jump, Sleight of Hand, Invent, Engineering, Sailing, Tumble

ARTILLERY TRAINING [STAT BONUS]

Prerequisite: Naval Engineering

Benefit: Having knowledge of weapons and trajectory, you are now able to create powerful and accurate cannons for your ship. Add a +2 bonus to the attack and damage of your ship's cannons. See the Shipbuilding section for more details about cannons.

BEAM! [CRAFTING]

Prerequisite: Artillery Training, Engineering 12 Ranks

Benefit: Beams are extremely powerful weapons which can be mounted on ships. Unlike cannons, beams fire instantly in a straight line causing massive physical and heat damage. One solid hit from a beam would destroy most ships. When you fire a beam it consumes a lot of fuel, but the sacrifice is well worth it. This is a crafting skill so make sure you have supplies and roll your engineering to determine the quality of beam you create.

CHICKEN VOYAGE [CRAFTING]

Prerequisite: Paddlewheels

Benefit: Chicken Voyage is a high speed, high cost maneuver which can essentially work as a ship's dodge mechanism. When this mechanism is activated it will propel the ship backwards 100ft in a single turn, even if you current have forward momentum. This is an emergency action to avoid cannon fire or possibly beam

attacks which would otherwise destroy your ship completely. See the Shipbuilding section for more details on the DC of the engineering roll.

COATING [CRAFTING]

Prerequisite: Shipwright, Engineering 16 Ranks

Benefit: There are two types of coating which have huge benefits in the One Piece world. First is sea-stone, which can be used to coat the underside of a ship to avoid sea kings. This allows a ship to pass through the calm belt without worry, which is normally a death trap. The second is a special gelatin coating which can be inflated with air, forming a bubble around the ship. This bubble is completely resistant to water pressure, allowing a ship to literally sail under the surface on sea currents instead of wind. This gelatin coating is the only way to for a normal ship to sail to Fishman Island which is miles under the surface. See the Shipbuilding section for more details on the DC of the engineering rolls.

COUP DE BURST [CRAFTING]

Prerequisite: Paddlewheels, Beam!

Benefit: A coup de burst or "Burst Blow" is the action of shooting highly pressurized air out the back of the ship in order to propel it forward with amazing speed. To build this feature, you will need to add a nozzle to the back of the ship where your engine and direct the air

through. This maneuver can also be used to launch the ship into the air, making it fly for a short time. You will need a strong ship to withstand the resulting fall though. See the Shipbuilding section for more details on the DC of the engineering roll.

LUXURY ROOMS [CRAFTING]

Prerequisite: Naval Engineering, Engineering 10 Ranks
Benefit: You can now build custom rooms which provide secondary skill bonuses to those working inside them. These rooms include: library, workroom, bathhouse, crow's nest (enclosed), pool, bar, aquarium, game room, garden, dojo, sick bay, auditorium, jail, and dining room. See the Shipbuilding section for more information on the DC of each room.

NAVAL ENGINEERING [CRAFTING]

Prerequisite: Seamless Repairs, Engineering 8 Ranks
Benefit: You are now able to build ships from scratch. Depending on the engineering roll, the ship's quality can vary greatly. A natural 1 on an engineering roll should be treated as a complete failure and a natural 20 would be a perfect build with extra features. Standard ships move using sails and have only the basic types of rooms including: kitchen, sleeping quarters, crow's nest, and storage. See the Shipbuilding section for more details.

OFFENSIVE DISMANTLING [DAMAGE]

Prerequisite: Ship Breaking, Engineering 8 Ranks
Benefit: When aboard an enemy's vessel, you can begin dismantling it with great haste. Each part of the ship takes five minutes to completely strip apart, ten minutes for large ships. If you're not stopped, you can sink their ship before they even know what happened. This process can be loud though, so it's hard to do without being detected. Each creature aboard the ship can roll a listen check against a DC of 15 to detect you working. You may roll an engineering check after successfully dismantling a section of the ship to find out what supplies you have stolen.

PADDLE WHEELS [CRAFTING]

Prerequisite: Naval Engineering, Engineering 10 Ranks
Benefit: With new knowledge of engine systems, you can now build ships with powerful paddle wheels. These allow your ship to move when there is no wind, and greatly accelerate it when wind is present. You can also control the ship's speed very accurately when using

paddle wheels alone. See the shipbuilding section for more about paddle wheels.

ROPE ACTION [DAMAGE]

Prerequisite: Shipwright, 14 DEX
Benefit: This feat allows you to use any rope you have available and create an attack using it. You can attack directly using the rope or attach your weapon to it first, slamming it into your enemy with increased range. The range in which you can successfully manipulate the rope is 20ft + 5ft multiplied by your STR modifier. So with a strength stat of 16, you could manipulate your rope up to 35ft away. The damage of the rope is 1d6 + STR mod. To successfully hit an enemy, you use the ranged shot skill, even if a melee weapon is attached.

SEAMLESS REPAIRS [CRAFTING]

Prerequisite: Shipwright, Engineering 6 Ranks
Benefit: You can often repair damage so well that damaged areas often look brand new when you're through with them. This is probably the most important job for a shipwright while on a long journey. As a 10-minute action, roll engineering to determine success. Divide your resulting roll by 5 and that is the number of HP you repair the ship by.

SHIP BREAKING [CRAFTING]

Prerequisite: Shipwright, Engineering 7 Ranks
Benefit: Ship breaking is the act of dismantling ships. Dismantling gives you access to parts and materials which you can use to build a new ships or other items. Depending on the engineering roll and the ship you are breaking down, the quality and amount of materials you can find vary.

SOLDIER DOCK SYSTEM [CRAFTING]

Prerequisite: Paddlewheels, Engineering 16 Ranks
Benefit: A soldier dock system allows your ship to transform into various "channels" or modes. For example, a ship may appear to be sail powered but with the flip of a switch, it can transform to use paddlewheels which were previously hidden in the ship's hull. It may also open bays or hatches which allow smaller ships to exit the main ship. For example, a single person speed boat might exit through the back of the ship. Each channel you add needs to be numbered: Channel Zero, Channel One, etc. Multiple channels can be active at once, but only if they don't interfere with each other or otherwise overload the engine.

Prestige Classes



Prestige classes are advanced classes that supplement the normal base classes and careers. You may only choose one prestige class per character once you attain the required prerequisites. Each prestige class has its own unique powers and requirements. Once the character has chosen one by purchasing the first feat in the prestige class' list, they cannot purchase feats from any other prestige class. When you choose a prestige class, as long as you meet the requirements you may immediately claim the class on your character sheet. It doesn't cost anything to choose your prestige class, however it will cost a feat point to purchase any feats under that class's description.

Purchasing prestige class feats is a bit different than purchasing normal feats. You must purchase them in order and you can only purchase one per character level-up. So if you gain 2 feat points during your level up, you would only be able to spend one on a prestige feat until you level up again. The prestige feats are numbered from 1 to 5. You must buy them in order, starting with 1. If you have a prestige class in mind which isn't in the below list, be sure to let your DM know early so they can help create a custom one for you.

Career List

- [Assassin](#)
- [Berserker](#)
- [Brigand](#)
- [Fencer](#)
- [Fiend](#)
- [Aquatic Karate Master](#)
- [Guardian](#)
- [Gunslinger](#)
- [Okama Kenpo Master](#)
- [Pyromancer](#)
- [Rukoshiki Master](#)
- [Sky Knight](#)
- [Sniper](#)
- [Storm Lord](#)

Aquatic Karate Master

Summary: Aquatic Karate are martial arts practiced by skilled members of the Fishman and Merfolk races. While deadly enough on land, Aquatic Karate techniques are truly devastating when used under water. Customized to work with a Fishman's strength and the Merfolk's speed, along with their enhanced underwater mobility and adaptations, these techniques can transform an average Fishman Island inhabitant into a deadly force to be reckoned with.

Prerequisites

Character Level 10, Fishmen or Merfolk Race, 18 STR, Unarmed Strike or Ranged Shot 10 Ranks, No Devil-Fruit Abilities, Greater Flurry of Blows

Prestige Feats

1. WATER SHOT [DAMAGE]

Benefit: Hurls a simple droplet of water at the target as a standard action. The shot can fly up to 100 ft and deals 2d6 water damage. You must have access to a water source to use this ability. This attack uses your unarmed strike skill even though it's a ranged attack, the target can roll defense normally. If underwater the damage is increased to 3d6.

2. HUNDRED TILE TRUE PUNCH [DEBUFF]

Benefit: A full-round, hard punch that can send an opponent flying. When used at close range this special unarmed strike attack deals an extra 1d6 damage and causes your target to be knocked back 20 ft. They can roll a fortitude save with a DC vs 10 + the master's character level to prevent being knocked down. You can also use this attack up to 15ft away from your target, but no damage is applied. Only the knockback or knockdown effects are applied.

3. SHARKSKIN PALM BLOCK [MISC]

Benefit: A simple palm block with enough force behind it to slap away a sword swing. As a standard action you may use this ability once during one of your opponent's turns. Instead of rolling defense, roll your unarmed strike at a +5 bonus against their attack. If you win, you don't take any damage. The standard action is then subtracted from your next turn.

4. SEA CURRENT LIFTER [MISC]

Benefit: Takes 3 full rounds (18 seconds) to execute. This ability is an underwater technique which heaves a strong sea current upward, where it erupts from the ocean surface as a towering stream of water. Think of it as a giant water cannon shooting up from the sea, arcing towards your target. The current is so large and powerful it can even lift a small ship and move it over 100ft away. Damage to enemies can vary greatly. This ability can only be used once per day.

5. MIGHTY RELIANT PIERCING [DAMAGE]

Benefit: This technique shoots a powerful shock wave that pierces through the target's body. This ability is much like Water Shot, however it's much more powerful and it can be thrown up to 1000 ft. It takes a full round action to compress the water in your hands and release it toward your opponent at high speed. You roll your unarmed strike against the opponent's reflex save to determine if it hits. This attack deals 5d6 water damage at 1000 ft. For every 200 ft closer you are, it does an addition 1d6 water damage, up to 10d6. If underwater you can add an additional 2d6 damage to the total.



Assassin

Summary: Assassins are the masters of stealth and instant kills. They stalk their mark, silently waiting for the chance to strike and then pounce killing them in a single, soundless blow. The life of an assassin is an endless test of patience; however it can wield massive power. A single assassin could put an end to a 20-year war with a single stab of their knife. While murder is never a good action to take, many assassins have good intentions. Others however, are just in it for the thrill of the hunt and escape.

Prerequisites

Character Level 10, Evil/Neutral Alignment, 18 DEX, Hide 10 Ranks, Move Silently 10 Ranks, Stealthy, Move Like Lightning

Prestige Feats

1. SHADOW STALKER [SKILL BONUS]

Benefit: Permanent +5 bonus to Hide and Move Silently checks.

2. DEADLY FOCUS [BUFF]

Benefit: As a standard action you can focus on a target, watching for weaknesses. For the next 10 turns (1 minute) you get a +2 bonus to attack and damage rolls versus that target.

3. PERFECT ASSASSIN [SKILL BONUS]

Benefit: The assassin gains a +5 Hide and Move Silently bonus against their Deadly Focus target in addition to their Shadow Stalker bonuses.

4. ASSASSINATE [DAMAGE]

Benefit: If you execute a melee attack or sneak attack (rogue feat) on a target which is completely unaware of your presence, double the damage you would normally deal. They must not be on alert at all for this ability to take effect.

5. GREAT ESCAPE [MISC]

Benefit: Once per play session, as a full round action, you can attempt to escape from any situation where there is a hiding place. Roll your hide skill with a +5 bonus against every hostile target that is aware of your presence. If you succeed against all of their spot checks, they completely forget about your existence, even if you were in the middle of a battle. If you come out of hiding they will treat you as a new target.



Berserker

Summary: Berserkers are fueled by rage and occasionally madness. They rush into battle with little to protect themselves and annihilate their foes without mercy. They shrug off flesh wounds as if they can't even feel them, and continue to slaughter as many enemies as they can before their body gives out. While some berserkers seem perfectly normal in everyday life, every berserker loses control when a battle breaks out and they could even end up hurting their nakama if they stray too close.

Prerequisites

Character Level 10, Neutral/Evil Alignment, 18 STR, Weapon Attack 10 Ranks, 2-Handed Melee Weapons Only, Cannot Wear Medium or Heavy Armor, Greater Rage, Improved Bull Rush

Prestige Feats

1. MUTILATE [DAMAGE]

Benefit: As a full round action the berserker may attempt to mutilate their target. The berserker does a single weapon attack roll at their maximum bonus with a -5 penalty. If the berserker hits their target, the target takes normal damage and they start bleeding (see Status Effect section). Additionally, for the next 3 rounds, the target cannot perform full-round actions.

2. MADNESS [STAT BONUS]

Benefit: You gain +1 to your weapon's critical range. For example if your weapon has a critical range of 19-20, it is now 18-20.

3. AGGRESSIVE DEFENSE [SKILL BONUS]

Benefit: If you're wearing all light armor you gain a +3 dodge/attack bonus. If you are wearing all cloth or no armor at all, you gain a +6 dodge/attack bonus.

4. VISIONS OF MADNESS [MISC]

Benefit: Whenever you land a killing blow on an opponent, you have a 33% chance to instantly recover 2d6 health. If the blow was a critical, roll 4d6 to calculate the heal amount.

5. JUGGERNAUT [BUFF]

Benefit: This buff may be used once per day as a free action. For the next three rounds, all of your main-hand attack actions are guaranteed to hit your implied target, whether they are normal attacks or abilities which use your weapon attack skill. This effect overwrites anything your opponent might use to defend themselves including the Immortal Guardian feat. This feat will only guarantee that you hit your target, you must still be in normal weapon range to initiate the attack action. You may still roll your attack dice to determine critical and other special triggered effects. If the opponent's nakama attempts to intercept the attack in some way, you throw them up to 30ft in any direction out of the way as a free action. While this buff is applied, the berserker's movement speed is halved.



Brigand

Summary: Brigands are thieves who use teamwork and manpower in order to accomplish their goals. They often form gangs to either take control of a small area or pull off bigger heists than they could ever accomplish alone. While most Brigands are concerned with money and treasures, there are the rare few who have political or moral reasons to steal. Stealing from a wealthy monarch and sharing the loot with the poor townsfolk, for example.

Prerequisites

Character Level 10, CHA 18, Sleight of Hand 10 Ranks, Hide 5 Ranks, Move Silently 5 Ranks, Persuasive, Improved Disarm

Prestige Feats

1. THUG LIFE [MISC]

Benefit: You may recruit a thug from a local bar. These thugs are fairly useless in battle at first but they can improve with your help. Thugs work for beli, if you don't pay them properly they will leave your command or possibly commit mutiny. Check the thug table for more information.

2. SMUGGLE CREW [BUFF]

Benefit: While you and your allies aren't in combat, you may assist them in moving silently and hiding. This grants them each a +5 move silently and hide bonus. Allies must remain within 20ft of the brigand for this buff to take effect.

3. GANG VIOLENCE [DAMAGE]

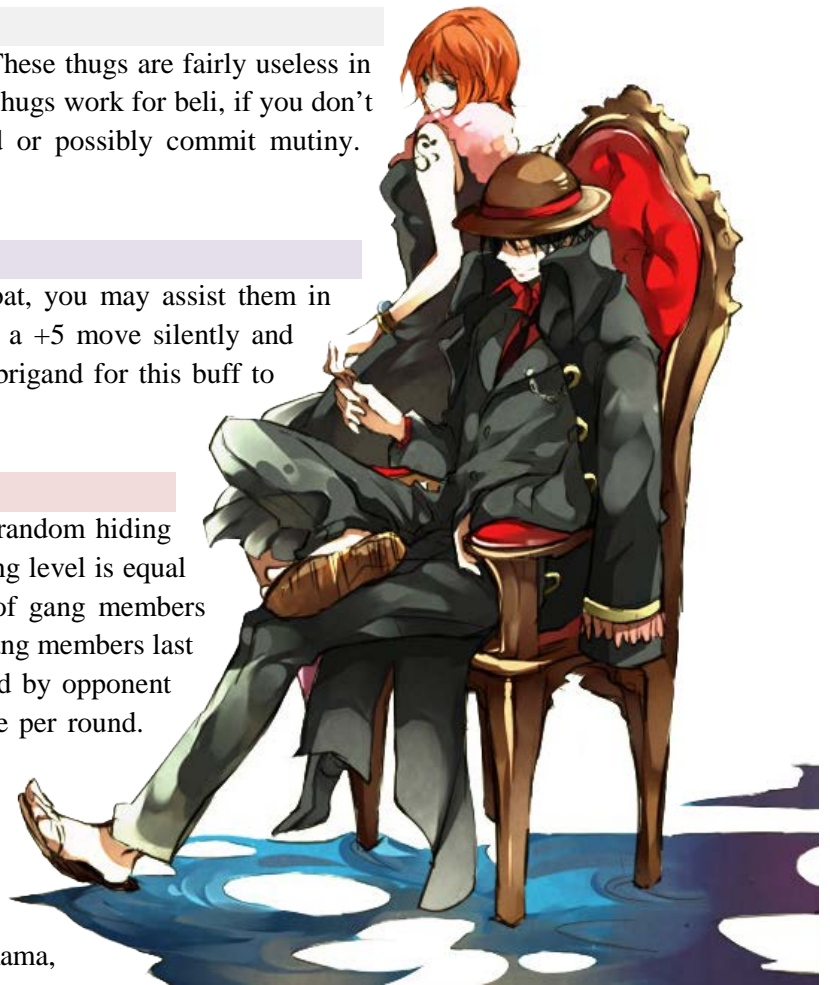
Benefit: A number of gang members appear from random hiding places and attack your opponents. The brigand's gang level is equal to the brigand's level divided by 4. The number of gang members who appear are equal to the brigand's gang level. Gang members last for three rounds and cannot be damaged or affected by opponent attacks or abilities. They can move and attack once per round. Their attack stat is equal to the brigand's at a -5 penalty and deal 1d6 damage per gang level.

4. PARTNER IN CRIME [STAT BONUS]

Benefit: While you are adjacent to or in the same square as one of your thugs, gang members, or a nakama, you gain a +2 damage bonus.

5. THIEVES GUILD [MISC]

Benefit: You are now the founder of your own guild of thieves. You'll need to come up with a name for your guild and a hideout. As long as you have a hideout (building or ship) which your guild members can use freely, you'll always have a steady source of income. Every week your guild will send you 1d4 x 100,000 beli for protection. You'll also have a reliable fence to sell your stolen goods to. If the guild is ever attacked, it'll be your responsibility to defend them. If the hideout is destroyed this feat becomes inactive for a month while the hideout is repaired and new thieves are hired.



Fencer

Summary: Fencing style consists of fast cutting techniques coupled with fancy and precise footwork. Fencers are all about one on one duels, constantly pushing their opponents backward. If the fencer misses with an attack, they use that mistake to their advantage and turn it into a second chance to strike. At the end of their training, a fencer can cut their opponent so fast the attack is invisible to the naked eye.

Prerequisites

Character Level 10, 18 DEX, Weapon Attack 10 Ranks, Rapier/Foil/Sabre/Epee Weapon Proficiency, Cannot Wear Heavy Armor, Improved Feint, Uncanny Dodge

1. ADVANCE [MISC]

Benefit: This tactic is a full round action which moves you a distance equal to twice your land movement speed toward your opponent. During this, your opponent is forced backwards with a fierce set of stabs and slashes. If your opponent refuses to move backwards, or can't, you may attack them with the equivalent of two full-out attacks. Each attack roll takes a -5 to weapon attack and damage due to the fast rate at which you must perform them.

2. SQUIRE [MISC]

Benefit: The fencer inspires a young squire to try fencing and aid him/her in battle. The squire is no match for the fencer's skill, but can add great combat support to any crew. See the Crew Member section for more information.

3. REMISE [DAMAGE]

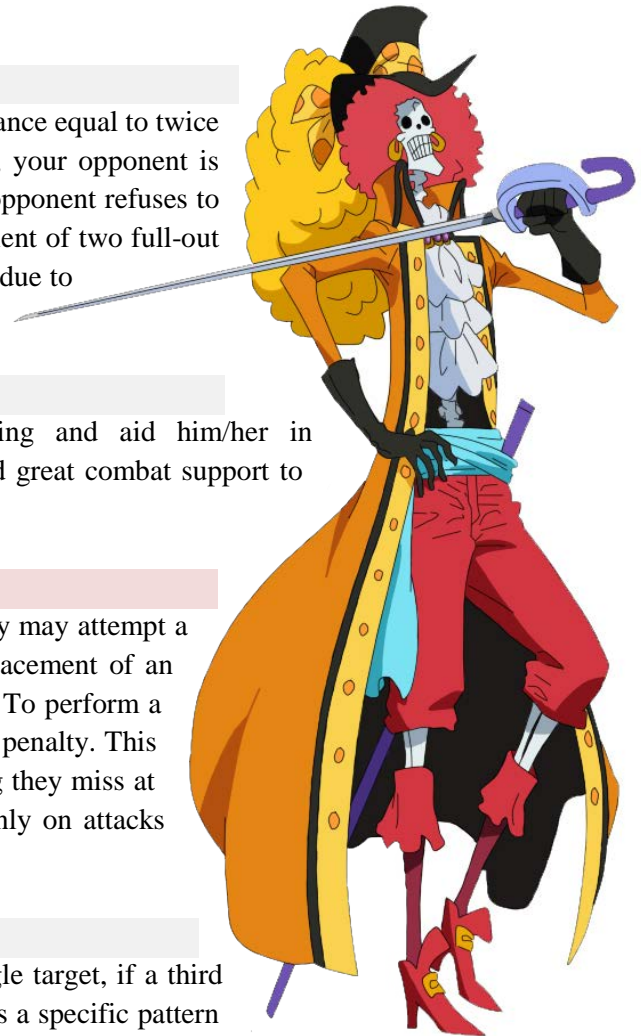
Benefit: Once per round, if the fencer misses with an attack, they may attempt a remise as a swift action. A remise is an immediate, direct replacement of an attack that missed or was parried, without withdrawing the arm. To perform a remise, roll your weapon attack at your full skill bonus with a -3 penalty. This essentially gives the fencer an extra attack every round assuming they miss at least once. This effect doesn't work on counter-type attacks, only on attacks you perform during your turn.

4. BLACK CARD [MISC]

Benefit: As a swift action while dueling one on one with a single target, if a third party begins to intervene you may black card them. This card has a specific pattern on it which hypnotizes the target and causes them to ignore your duel until its completion. The target may attempt to resist the black card's effect by rolling a will save vs a DC of 12 + the fencer's character level. If the black card target is blinded or if one of your allies joins your side of the duel, the effect is nullified.

5. DELAYED SLASH [DAMAGE]

Benefit: A technique in which the user slashes an opponent at such a fast pace that it appears that they didn't attack at all (in fact, to the casual observer it would look like the user simply walked past the victim). This attack is a full round action in which you casually walk toward and then past your target, not even looking back. During your opponent's next turn they may perform their actions normally but then they take 10d6 damage when their turn ends. You must be within your base movement distance to your target to execute this attack. If they are closer you move past them the excess distance. The target may perform a fortitude save vs a DC of 15 + the fencer's level to take half damage. Delayed Slash can only be used once per battle.



Fiend

Summary: Fiends are godless and depend on the strength of their own bodies to prevail. They are neutral or evil characters who fight for the pleasure of it. Their main goal in life is to fight and become the strongest in the world. It's a bloody path to follow but fiends wouldn't have it any other way.

Prerequisites

Character Level 10, Evil/Neutral Alignment, 18 STR, Intimidate 10 Ranks, Greater Rage, Power Attack,

Prestige Feats

1. BLOODBATH [DAMAGE]

Benefit: As a full round action, roll your weapon attack normally against each opponent within melee range, if you succeed in hitting them, they take damage normally and start to hemorrhage (see Status Effects section).

2. WARMONGER [DEBUFF]

Benefit: Each character within 30ft, including allies, must roll a will save vs the fiend's intimidate roll. If they fail the roll, they become enraged (see Status Effects section) for 3 rounds.

3. DRAIN MIGHT [BUFF]

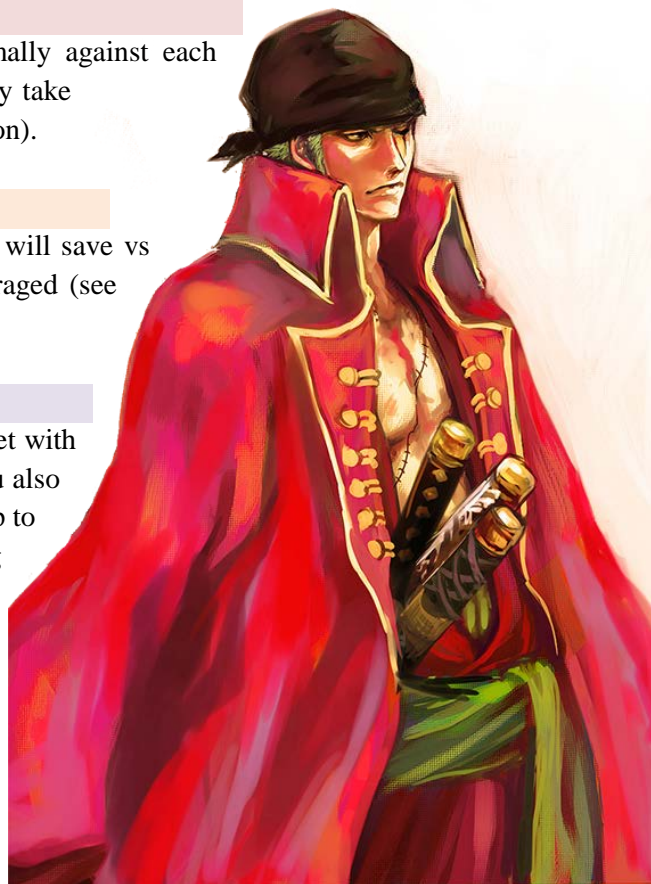
Benefit: As a standard action you may attempt to strike your target with a weapon attack at a -5 penalty. In addition to dealing damage you also steal 2 STR from your opponent for one hour. This effect stacks up to three times, increasing your total strength by +6 and decreasing your target(s) STR by -6. If the target dies, your bonus remains for the full duration.

4. VAMPIRIC STRIKE [DAMAGE]

Benefit: As a full round action you may roll your weapon attack at a -5 against a target who is already bleeding or hemorrhaging. If you successfully hit them, apply your weapon damage normally. Heal yourself for half of the damage dealt to the target, rounded down.

5. SHINIGAMI [DEBUFF]

Benefit: As a full round action you may mark a target for death with a ranged touch attack. After 5 rounds, the fiend rolls intimidate against the opponent's fortitude save. The fiend receives a +2 bonus to this intimidate roll if the target is bleeding, and a +4 bonus if they are hemorrhaging. If the fiend wins, the target's HP falls to zero. If the opponent wins, the doom effect is removed. If the fiend is knocked unconscious or indisposed in any way before the doom effect expires, the effect is removed from the target immediately. Doom status cannot be removed by normal means.



Guardian

Summary: Guardians are defensive characters who are arguably the most resilient fighters in the One Piece world. They wear heavy armor, and are almost impossible to kill even when hit with what would normally be a fatal attack. A Guardian's motivation is to protect. Whether its nakama, objects, or an idea, they fight with everything they have to protect whatever is important to them until their last breathe.

Prerequisites

Character Level 10, Good Alignment, CON 18, Defense 10 Ranks, Fortitude Save 10 Ranks, Must Wear Heavy Armor, Blooded, Iron Skin, Elemental Resistance

IRON WILL [SKILL BONUS]

Benefit: You focus on your goals and nothing can distract you. With this new level of concentration you gain a permanent +5 bonus to all fortitude and willpower save rolls.

IMMORTALITY [MISC]

Benefit: Whenever you are wounded to the point of having zero or less HP, you have a 100% chance to spontaneously recover to 1 current HP. To clarify, this doesn't increase your current health by 1; it automatically sets it to 1 regardless of how far negative you currently are. This ability can only be used once per day and is done so passively as a free action.

HEAVY ARMOR MASTERY [SKILL BONUS]

Benefit: Having worn heavy armor all your life you have learned how to clean, repair, and treat it well. You also know every edge, bump, and surface on the armor which you can take advantage of in battle. You gain +1 defense bonus for every piece of heavy armor you're wearing.

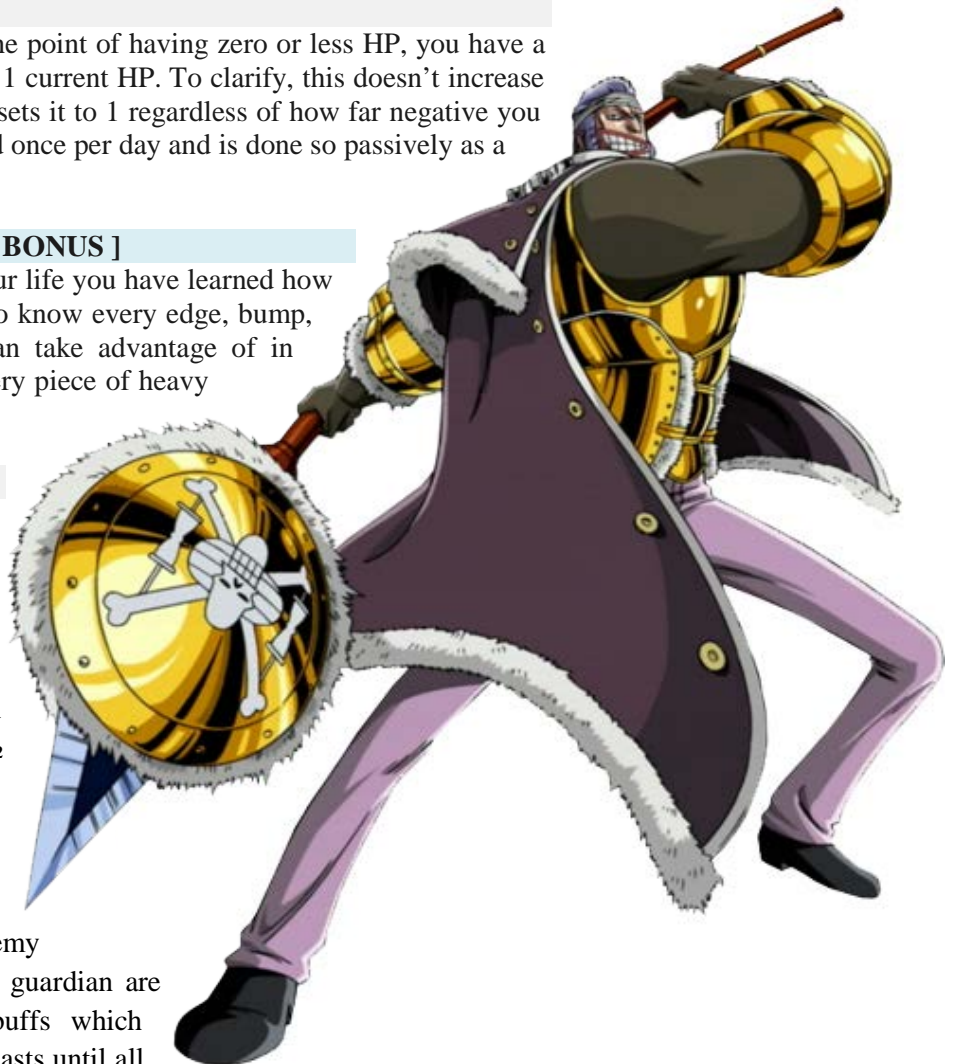
LAST MAN STANDING [MISC]

Benefit: You never fall unconscious or enter a dying/helpless state. You remain standing and continue to fight until your current HP reaches negative $\frac{1}{2}$ your total HP.

Normal: Characters fall unconscious and are helpless between 0 and negative $\frac{1}{2}$ their total HP.

IMMORTAL GUARDIAN [BUFF]

Benefit: This buff may be used once per day as a swift action. The next three enemy attacks which would normally injure the guardian are ignored completely; including any debuffs which would accompany the damage. This buff lasts until all three charges are used up or until the battle ends.



Gunslinger

Summary: Gunslingers are the cowboys/outlaws of the One Piece universe. They often dual wield pistols and rely on lightning fast reaction skills and true aim to take down their opponents. Unlike snipers, gunslingers are comfortable rushing into a battle, guns blazing. Between their fast reflexes, trained leg muscles, and the ability to block attacks with bullets, they have a wide range of ways to defend themselves while still dealing considerable damage.

Prerequisites

Character Level 10, DEX 18, Reflex Save 10 Ranks, Ranged Shot 10 Ranks, 1-Handed Ranged Weapons Only, Two-Weapon Fighting, Lightning Reflexes, Run, Mobility

Prestige Feats

1. QUICK DRAW [MISC]

Benefit: Drawing and holstering your ranged weapon(s) is now a swift action instead of a move action. When you draw your ranged weapon you may also fire a single shot with a ranged shot penalty of -3 at a target in line of sight. If you are drawing two weapons (dual wielding) then each weapon gets a single shot, though the second takes an additional -3 penalty).

2. EAGLE EYE [MISC]

Benefit: Your eyes are so keen you can see projectiles, even high speed bullets, coming towards you or your allies. As a standard action during your opponent's turn you may roll your reflex save against a DC of 15+2 for every 100ft/sec the projectile is flying to destroy it before it can reach its target. The standard actions you use in this way are subtracted from your next turn. As a reference, standard bows loose arrows at around 100-200ft/s, Pistols fire at around 500ft/s, and high powered rifles can fire up to 2000ft/s.

3. ACCELERATED [STAT BONUS]

Benefit: You have trained your legs to the limit of their ability. Your standard land movement speed increases by 10ft and you gain an additional +3 bonus to your reflex save skill.

4. COUNTER REFLEXES [DAMAGE]

Benefit: Whenever you perform a successful reflex save, you may fire your weapon at the attacking opponent as a free action. Performing a reflex save to avoid a rock slide or other natural event doesn't count for this effect. You may only use this counter attack once per round.

5. BULLET TIME [BUFF]

Benefit: Once per day, as a free action, you may enter a Bullet Time mode. This effect lasts for a full minute in which all of your senses go into overdrive. You see the world as if it is moving more slowly, however in reality this isn't the case. During this time you cannot move any faster than usual, however your perceptions of the battlefield greatly increase. You gain a +5 bonus to Spot, Listen, Ranged Shot, Defense, Reflex Save, Sleight of Hand, and Tumble checks. You also gain an additional standard action each turn; however this additional action cannot be used as a third movement action. This ability can only be used during combat and if you are blinded, it nullifies the effect. The strain on your body to perform this ability causes you to become fatigued once the buff expires.



Okama Kenpo Master

Summary: Literally meaning "Crossdresser Fist Way", Okama Kenpo is a style that uses mainly kicks and punches but in new, more interesting ways. For example, a kick may incorporate the dexterity of a ballerina. Some people may think this style is rather strange but it has its unique strengths. To learn Okama Kenpo you must, of course, be an Okama. An Okama isn't a race or class, it's simply a lifestyle choice. For the record, female characters can also be Okama.

Prerequisites

Character Level 10, 18 DEX, Unarmed Strike 10 Ranks, Must be an Okama (or at least open-minded), Lunge, Uncanny Dodge, Improved Trip

Prestige Feats

1. SWAN ARABESQUE [DAMAGE]

Benefit: You can perform a powerful high kick usually aimed at your opponent's head. This unarmed strike is a standard action and deals 2d6 damage. You also have a 50% chance to stun your target for one round. The target has a chance to resist the stun effect by rolling their fortitude save vs a DC of 8 + the master's character level.

2. WAXING FIST [DAMAGE]

Benefit: As a full round action you stab your hands rapidly at your opponent with superhuman strength. You roll your unarmed strike against your opponent's defense, if you hit, it deals 2d6 damage. As long as you continue to hit your opponent successfully, you may continue to roll these stab attacks as free actions dealing 2d6 damage each time. The maximum number of consecutive strikes is 5. Once you miss, your round is over immediately.

3. AWAKENING OF THE MAIDEN [DEBUFF]

Benefit: This is a complex full-round action which involves feinting punches, a short grapple, a waltz dance, a body toss, spins, and finally throwing a dress on your opponent. This attack doesn't deal any damage but your opponent must roll a willpower save vs a DC of 12 + the master's character level to resist the hypnotizing effect of the attack and becoming an okama. If they fail the roll, they immediately become friendly with you and are care-free/happy. This effect lasts up to a week but may be cancelled out if the target is attacked or suffers a traumatic experience.

4. ROLLING SPA [MISC]

Benefit: As a standard action you may perform a rapid roll that allows you to escape from projectile attacks at high-speed. You execute this attack when an enemy launches their ranged attack at you; the standard action is then subtracted from your next turn. You don't suffer any damage of the dodged ranged attacks. You may roll up to distance of your land movement speed.

5. DEATH WINK [DAMAGE]

Benefit: As a standard action you can create a blast of air pressure merely by winking. You can use this as a powerful close combat attack using unarmed strike or as a long range attack using ranged shot. Used at close range (0-10ft) this attack deals 5d6 sonic damage, if used at long range (15-30ft) it deals 3d6 sonic damage.



Pyromancer

Summary: Pyromancers are specialists who are obsessed with fire and destruction. All they want is to watch the world burn. They use customized oils, alcohols, and other flammable substances to create powerful flames which burn much hotter and brighter than typical flames. Pyromancers are typically more troubled characters. Arsonists often have vices which involve flames such as smoking, playing with lighters, or even burning themselves.

Prerequisites

Character Level 10, Neutral/Evil, Invent 10 Ranks, Must be using a weapon with heat damage, Ethanol Fuel, Talented, Skill Focus, Combat Expertise

Prestige Feats

1. ARSONIST [DAMAGE]

Benefit: All of the pyromancer's normal weapon attacks deal an additional +1 heat damage per 5 character levels.

2. BURN SCARS [STAT BONUS]

Benefit: Having worked with fire extensively for so long it no longer affects you as it once did. You gain a +10 elemental resistance to heat based attacks.

3. FIRE BOMB [DAMAGE]

Benefit: You can now craft special fire bombs with your invent skill with a DC of 22 using high quality oil. These bombs deal 4d6 heat damage in a 10x10 area. They then deal an additional 2d6 heat damage to anyone who ends their turn still within the area. Anyone in the area can roll a reflex save with a DC of 10 + the pyromancer's character level to take half initial damage and immediately leave the area. The area burns for 2 minutes. Using this ability while on your own ship is a bad idea...

4. HEALING FLAMES [SKILL BONUS]

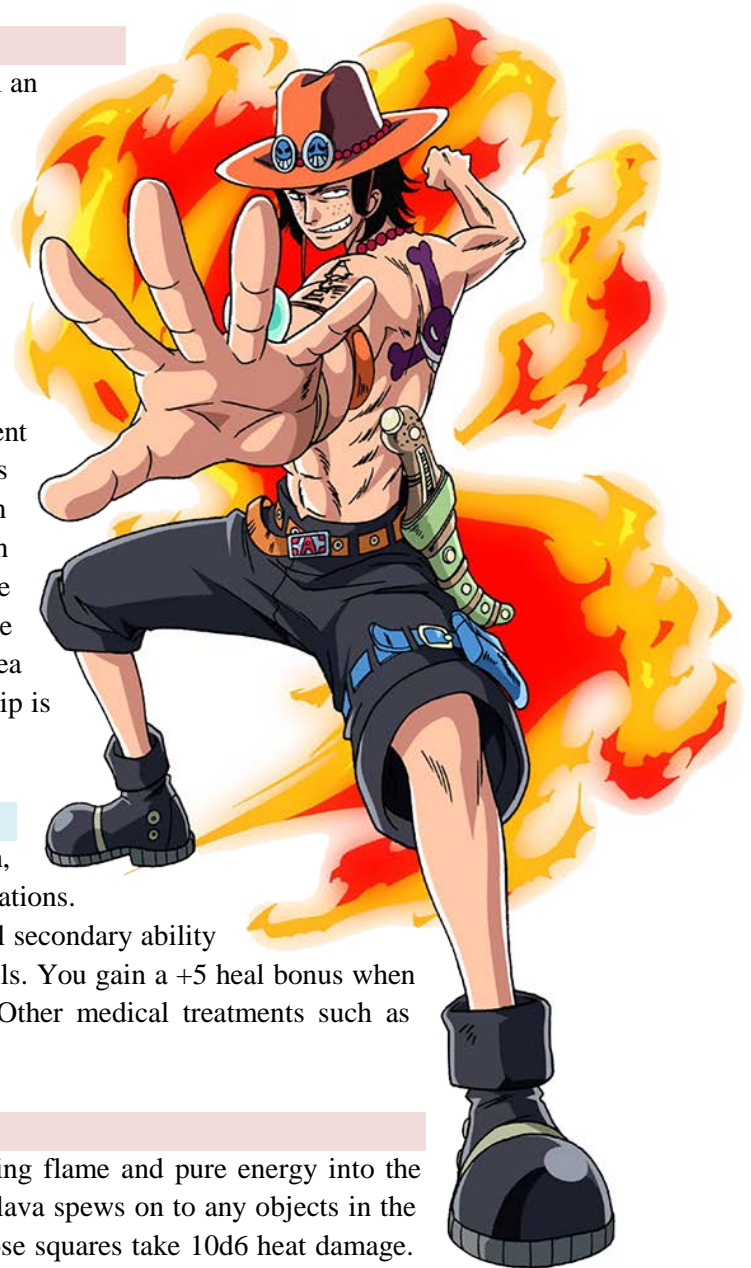
Benefit: Working with fire isn't only useful for destruction, but the knowledge can also be applied to help in medical situations.

If you don't already have it, you now have access to the heal secondary ability with the same rank as your other non-favored secondary skills. You gain a +5 heal bonus when attempting to cauterize wounds or treating burn injuries. Other medical treatments such as curing poisons do not receive this bonus.

5. HELLFIRE [DAMAGE]

Benefit: You point your weapon toward the ground, injecting flame and pure energy into the earth. Five random 5x5ft squares adjacent to you erupt and lava spews on to any objects in the immediate area and then quickly cools. Any creatures in those squares take 10d6 heat damage.

They can attempt a reflex save with a DC of 12 + the pyromancer's character level to take half damage and backup to another square. The turn after being hit the lava cools to stone and has a 25% chance to disable one of the target's limbs. This ability only works when you're at ground level and the floor is dirt/stone/wood or some other solid, non-metallic material. You cannot use this ability on hollow surfaces such as ships or the second floor of a building.



Rokushiki Master

Summary: Rokushiki is the martial art used by world government agents and high level marines. Learning these techniques can take an entire life time, so most users choose a single ability to make their trademark attack. Rokushiki mainly focuses on either making the human body tougher or faster to execute normally inhuman feats.

Prerequisites

Character Level 10, 18 DEX, Unarmed Strike 10 Ranks, At least four of the following feats: (Geppo, Kami-E, Rankyaku, Shigan, Soru, Takkai)

Prestige Feats

1. KAMI-E BUSHIN [MISC]

Benefit: The Rokushiki Master can now attack and move while in their Kami-E stance. Additionally, it increases their land movement speed by 10 while in the stance.

2. OREN SHIGAN [DAMAGE]

Benefit: As a full round action the Rokushiki Master can roll a 1d6+1 and perform that number of Shigan attacks on a single target within melee range. If at least 3 attacks land on the target, they begin to hemorrhage instead of bleeding.

3. INFINITE GEPPU [MISC]

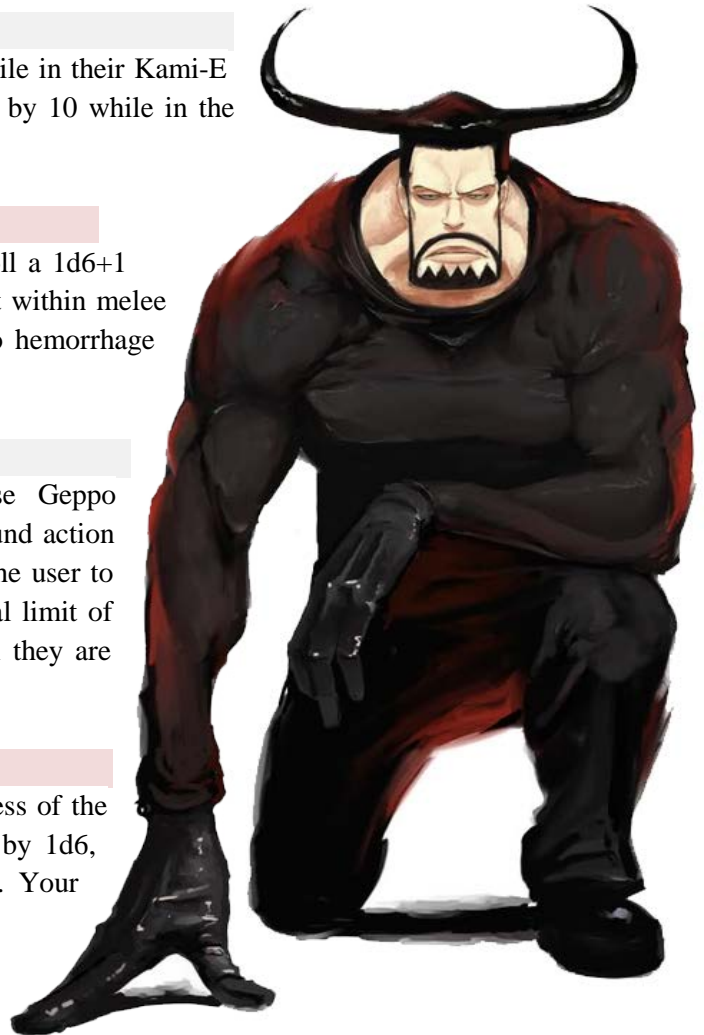
Benefit: Once purchased the Rokushiki Master can use Geppo indefinitely. Additionally, they can perform a special full round action called a Geppo Combo. Performing a geppo combo allows the user to use geppo three times in a single round instead of the normal limit of two. If the user rolls a natural 1 on their geppo's jump roll they are forced to land.

4. RODAN RANKYAKU [DAMAGE]

Benefit: Purchasing this feat greatly increases the effectiveness of the rankyaku feat. Boost the damage of your rankyaku attacks by 1d6, range by 20 feet, and the width of the projectiles by 10ft. Your rankyaku blades are now strong enough to slice through steel.

5. ROKUOGAN [DAMAGE]

Benefit: The user places both his/her fists right in front of the target and launches a devastating shock wave which causes massive internal injuries. To perform this technique requires a full round action and the target must be within melee range. It deals 10d6 sonic damage and the target has a 50% chance of being paralyzed for one turn. The target can attempt a fortitude save vs a DC of 17 + the master's character level to take half damage and avoid the paralyzing effect. After performing this technique, the user cannot attack on their next turn. They can perform movement and non-attack actions normally.



Sky Knight

Summary: Sky Knights are special warriors of the sky tribes. They are often paired up with some type of flying animal/partner and are seen patrolling the skies, protecting their kingdom from invaders. They're generally good natured and prefer to harm rather than kill when possible. They take advantage of their experience in aerial warfare and combat dials to overpower their foes.

Prerequisites

Character Level 10, Sky Tribesman, 18 CON, Jump 10 Ranks, Weapon Attack 10 Ranks, Must Wear Heavy Armor, Iron Skin, Improved Sunder, Lunge

1. AERIAL DIVE [DAMAGE]

Benefit: If the sky knight is at least 20 ft directly above his target, he/she may execute a melee aerial dive attack. This attack is a full round action and if it hits, it's considered an automatic critical. Whether it hits or not, the target is knocked prone until the start of their next turn. If the target of the attack is successfully assisted by an ally, they avoid the prone status. The sky knight doesn't take any fall damage while performing an aerial dive, unless they are interrupted mid-dive.

2. DIAL RESISTANCE [BUFF]

Benefit: Any damage taken from Dial sources is cut in half before applying the sky knight's DC and resistances.

3. GLIDER [MISC]

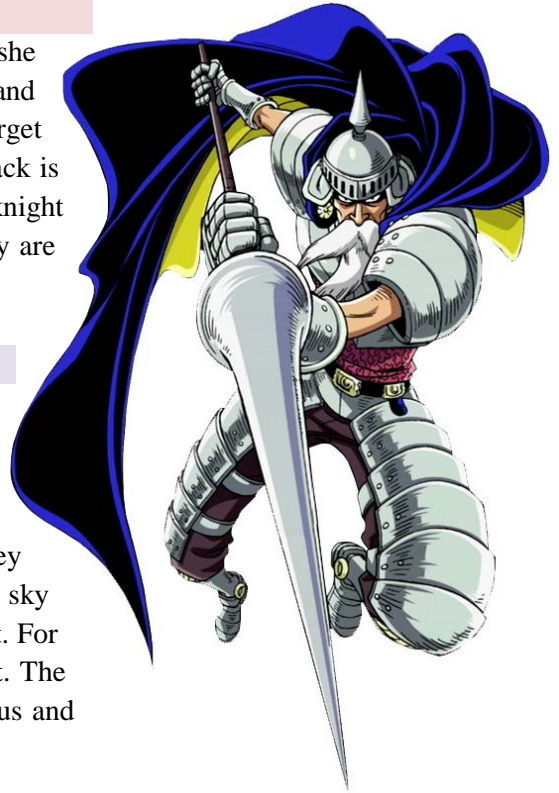
Benefit: The sky knight can now glide slightly when free-falling. They cannot fly, but they can slightly control their descent. This allows the sky knight to use their aerial dive even if they aren't directly above their target. For every 10ft the sky knight falls, they may move in one direction up to 5ft. The sky knight can no longer take any falling damage while they are conscious and their limbs are free.

4. HEAVENLY WARRIOR [SKILL BONUS]

Benefit: When fighting on a Sky Island, the White Sea, or the White White Sea, the sky knight gains a +2 bonus to defense and all attack skills. Note: The White Sea and the White White Sea are above the clouds.

5. GOD'S WRATH [BUFF]

Benefit: This ability is a full round action and doesn't apply until the beginning of the sky knight's next round. Once per day, for 30 seconds (5 combat rounds), the sky knight becomes godlike. He/she cannot be damaged during this duration and all of their attacks get a +3 accuracy and damage bonus. When executed, this ability also strips the sky knight of any harmful status effects including doom.



Sniper

Summary: A Sniper is the assassin of ranged combat. They like to hide far from danger and put all of their efforts into a single, deadly shot which will take down their target without knowing what hit them. Snipers are very vulnerable when in close quarters combat, but from a distance they are the most deadly killers in the world.

Prerequisites

Character Level 10, 18 DEX or WIS, Ranged Shot 10 Ranks, Hide 10 Ranks, Combat Preparation, Judge Opponent, Stealthy

Prestige Feats

1. SILENCER [SKILL BONUS]

Benefit: You now only suffer a -5 penalty when attempting to snipe. (check the hide skill for more information about sniping).

2. OUTLYING SHOT [STAT BONUS]

Benefit: This feat increases the range of projectile weapon you use by +25% and throwing weapon distance by 50%. If you already have the Far Shot feat then the bonuses become +50% and +100% respectively.

3. HEADSHOT [DAMAGE]

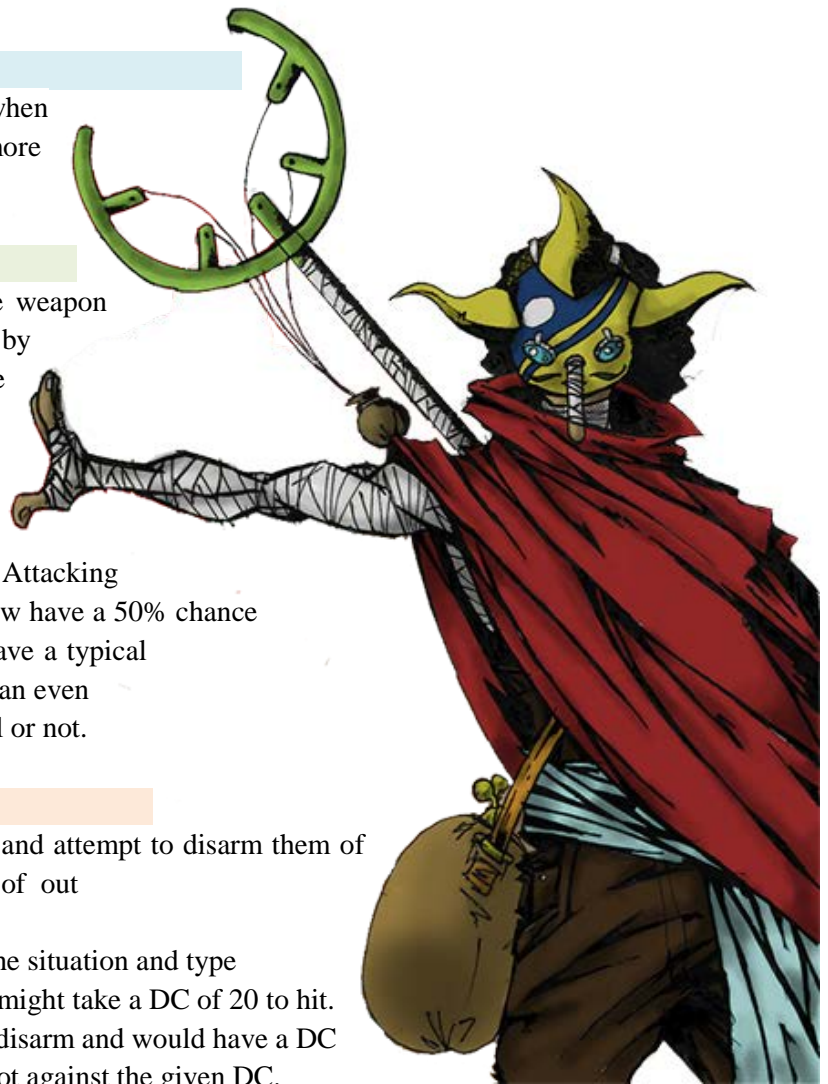
Benefit: You now have the Lock On ability from the Marksman feat list if you didn't already have it. Attacking your target while using your Lock On ability will now have a 50% chance to critical. You no longer have a critical range or have a typical critical hit roll, just flip for heads with a coin or roll an even number on a die to determine if the attack is a critical or not.

4. DISARMING SHOT [DEBUFF]

Benefit: You aim at your target's weapon or armor and attempt to disarm them of that item. The projectile could knock the sword of out someone's hand or destroy the latch which holds up a breastplate. The DC of this ability depends on the situation and type of item you are trying to disarm. A one-handed club might take a DC of 20 to hit. Two-handed weapons, however, are much harder to disarm and would have a DC around 30. Consult your DM and roll your ranged shot against the given DC.

5. SNIPER SHOT [DAMAGE]

Benefit: Once per day as a full action you may perform a shot which is inhumanly accurate and devastating to the target. You must already be locked on to the target. The shot travels twice as far as your normal maximum range and deals triple the normal damage of a normal headshot. If you are firing from a far distance (1000ft+) you take a -10 to your ranged shot to account for the wind, air pressure, and other variances which you can't measure.



Storm Lord

Summary: A Storm Lord is someone who has mastered the sciences of electricity and clouds. They can cultivate clouds just like they would a plant, raising them into strong thunder clouds which they can deploy at will to cause devastating attacks. But being a Storm Lord has its good side too, such as bringing rain to a drought stricken island or providing wind for a stranded sailor.

Prerequisites

Character Level 10, 18 INT, Invent 10 Ranks, Must be using a weapon with electric damage, Whirlwind Attack

Prestige Feats

1. TEMPEST [DAMAGE]

Benefit: All of the storm lord's normal weapon attacks deal an additional +1d3 electrical damage per 5 character levels.

2. WEATHER BALLS [CRAFT]

Benefit: You can now plant and grow your own thunder clouds using special weather balls. Planting a ball successfully takes an invent roll with a DC of 20 and requires good sunlight, a 5x5 patch of dirt, and water. It takes a full day of game time for them to reach maturity. Once popped, the ball will quickly expand growing into a large thunder cloud. Each cloud covers a 30x30ft area and moves with the wind, if any is present. Popping one cloud will cause it to rain and the wind will pick up significantly at ground level.

3. THUNDERBOLT [DAMAGE]

Benefit: As a full round action the Specialist may summon a thunderbolt from a tempest or weather ball cloud. The Storm Lord may strike anyone within 30ft of the storm. The target cannot dodge this attack but may attempt a fortitude save vs a DC of 22 to take half damage; it deals 2d20 electrical damage.

4. BODY OF A THUNDER GOD [STAT BONUS]

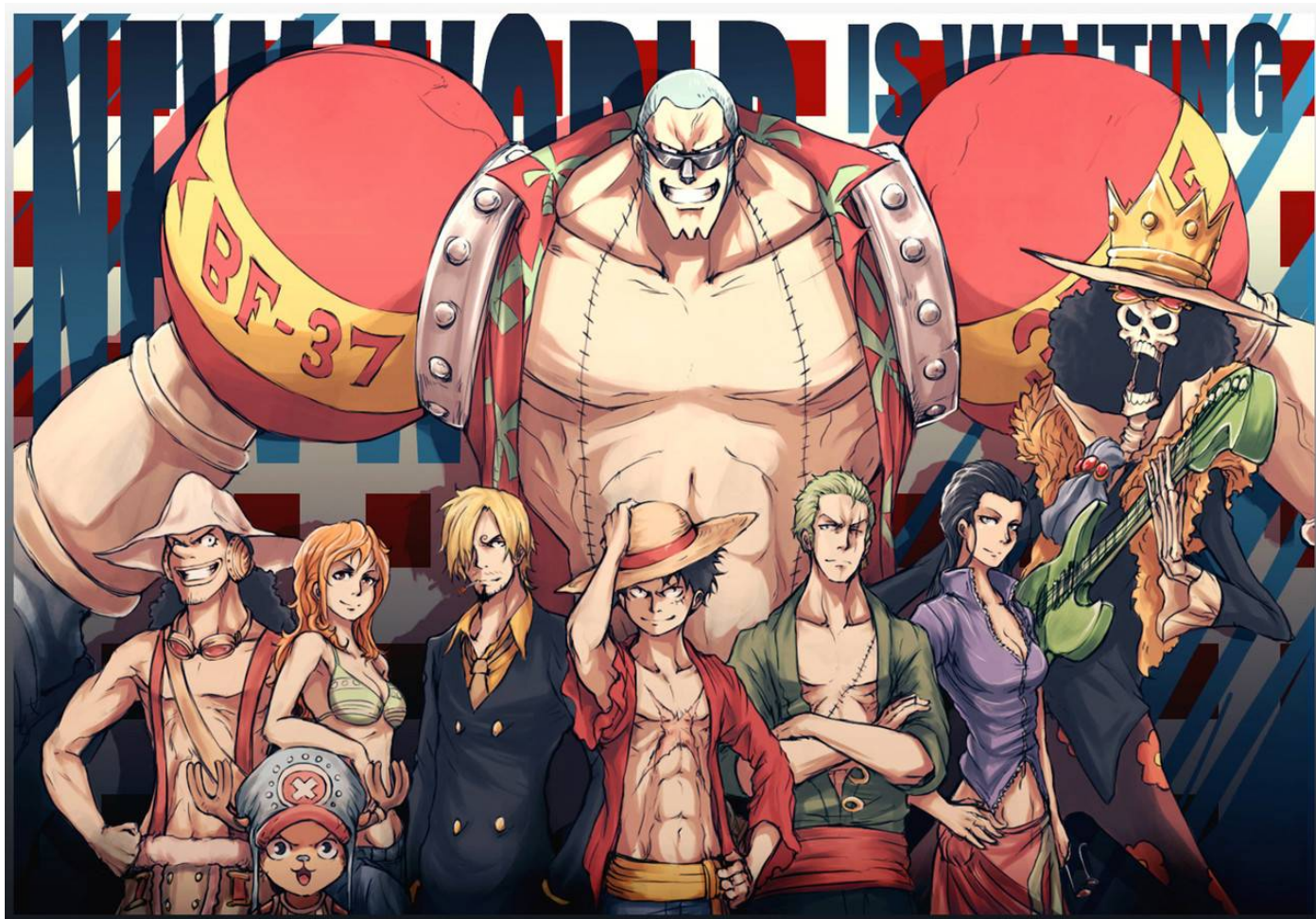
Benefit: You now have +10 electrical resistance and a +5 navigation bonus due to your advanced knowledge of weather patterns.

5. THUNDERSTORM [DAMAGE]

Benefit: As a 2-round action, the Storm Lord may create a thunderstorm above them using 3 weather balls, regardless of the current weather. The thunderstorm covers a 100x100 foot area, centered on the Storm Lord. Each round, roll 1d8 to determine the number of random targets the thunderstorm will strike within its diameter. The random targets can be any characters except the Storm Lord or those standing within the same 5x5 square area as them. This attack cannot strike the same target more than once per round. Each struck target takes 2d20 lightning damage. This storm lasts for 5 rounds and cannot be cancelled.



Prestige Careers



Prestige careers are advanced careers that supplement the normal base careers. The choice of investing points into a prestige career is up to the player. Unlike prestige classes, prestige career feats will be far less combat oriented and will focus more on crafting, healing, and skill based events. While prestige classes are intended to be unlocked around level 10, prestige careers are designed to be available at character level 15. This should give players plenty of time to decide whether or not they want to invest in their career's advanced abilities. Additionally, a player must be in or have previously visited the New World in order to purchase Prestige Career feats.

Purchasing prestige career feat is a bit different than purchasing normal feats. The prestige feats are numbered from 1 to 5. You must purchase them in order and you can only purchase one per character level-up. So if you gain 2 feat points during your level up, you would only be able to invest one in your prestige career until you level up again. If you have a prestige career in mind which isn't in the below list, be sure to let your DM know early so they can help create a custom one for you.

Career List

- [Admiral](#)
- [Butcher](#)
- [Headhunter](#)
- [Maestro](#)
- [Mechanic](#)
- [Meteorologist](#)
- [Surgeon](#)
- [Tinkerer](#)
- [Yonko](#)

Admiral

Summary: Admirals are the most powerful government agents in the world. Their strength allows them to handle any situation, including sailing in the New World. When admirals visit an island, its inhabitants flee before them and no one but the strongest pirates in the world dare stand against them. The admiral's most feared weapon is the Buster Call which, with one den den mushi call, can destroy an entire island and reduce it to rubble.

Prerequisites

Character Level 15, 20 STR or 20 CON, Vice Admiral, Tough as Nails, Master of the Seas, Moral Justice or Absolute Justice

Prestige Feats

1. SIGNING BONUS [MISC]

Benefit: When a marine is promoted to the rank of admiral they are offered a Devil Fruit. Since the government hires the best scientists in the world, they are able to determine the fruit's unique powers. The DM should randomly select three devil fruits and allow the admiral to select one of the three. The admiral can then do whatever they want with the devil fruit including eating it, giving it to someone else, or selling it.

2. GOVERNMENT TRAINING [SKILL BONUS]

Benefit: The admiral gains a permanent +2 bonus to fortitude save, bluff, gather information, knowledge (history), knowledge (nobility and royalty), navigation, sailing, and sense motive.

3. DEATH SENTENCE [DEBUFF]

Benefit: Once per day the admiral may verbally declare a death sentence on a target with half or less of their total HP remaining. If the target is struck by the marine with a melee attack during the next three rounds they will immediately drop to -1 HP. This ability will not work on targets of equal or greater character level than the admiral.

4. GRANDMASTER OF THE SEAS [STAT BONUS]

Benefit: The speed bonus from Master of the Seas feat becomes +3 speed bonus and +3 DR bonus. Additionally, all of the cannons on the admiral's ship gain a +3 damage bonus.

5. BUSTER CALL [DAMAGE]

Benefit: A Buster Call is an order only admirals have the authority to use. Five vice admirals will lead their ships to the target area and bombard it with cannons until nothing is left. The admiral orders a Buster Call on a 5x5 mile square area. After the call is made, the bombardment will start 15 minutes later. Anyone still in the area takes 2d20 damage each minute they remain in the area. Structures and vegetation in the area also sustain heavy damage.



Butcher

Summary: A butcher is both a master of food and combat. They can absorb the abilities of their foes through eating their flesh. Additionally, a butcher's body is perfectly nourished, granting bonuses to their constitution and improving their immune systems. The most impressive ability a butcher possesses is their ability to instantly burn calories to perform inhuman feats of strength and regeneration.

Prerequisites

Character Level 15, 20 STR or WIS, Cooking 18 Ranks, Attack Cuisine, Distillery, Brain Food

Prestige Feats

1. FLESH MEMORY [MISC]

Benefit: The butcher may cook and eat the flesh of a non-humanoid source to randomly acquire 1d4 of their feats. For example, eating the flesh of a dragon might grant the butcher the ability to spit fire or grow hard scales. These feats last for 8 hours and cannot be removed or replaced until the time expires (with the exception of the Gluttony feat's side effects). No one but the butcher may gain feats in this way.

2. PRESERVATIVES [CRAFTING]

Benefit: The duration of any food or drink the butcher creates will now last twice as long. The Flesh Memory feat duration is not affected.

3. HEALTHY METABOLISM [STAT BONUS]

Benefit: The butcher gains a +2 bonus to their CON attribute. Additionally, any poison effects which the butcher suffers will wear off in half the normal time.

4. CLEAVER FEVER [DAMAGE]

Benefit: As a full round action, the butcher may attempt to cleave all of the targets within range of their melee weapon. The butcher rolls their attack normally against all of the targets. Each target that loses the roll takes normal weapon damage and starts to hemorrhage. This attack does not differentiate between friend and foe.

5. GLUTTONY [BUFF]

Benefit: Once per play session the butcher may ingest an extra 100lb of food and, consequently, gain 100lb of weight. While in combat, the butcher may immediately burn these extra calories as a free action for one of the following effects: heal half their total HP, be cured of all disease or poison effects, gain +4 STR, DEX and CON for the remainder of the battle, or move up to 200ft in a straight line. If the 100lb of burned calories are from using the Flesh Memory feat, the random feats gained from the meat are removed.



Headhunter

Summary: Headhunters are elite bounty hunters who hunt for pleasure rather than money. They are ruthless killers who stop at nothing to hunt down and kill their targets. They are masters of trap setting, making it almost impossible for their targets to escape. With their cloaking abilities, most of the headhunter's targets never see them coming until their head is already decapitated and flying through the air.

Prerequisites

Character Level 15, 20 STR or 20 DEX, Trapping 18 Ranks, Executioner, Camouflage, Natural Footwork

Prestige Feats

1. SIXTH SENSE [MISC]

Benefit: The headhunter now has the inexplicable ability to track down their target no matter where they are hiding in the world. The headhunter experiences this as a gut feeling or hunch. The target of this ability can only be someone whom the headhunter intends to kill.

2. TRAP MASTERY [SKILL BONUS]

Benefit: The headhunter gains a permanent +5 bonus to their Trapping skill checks.

3. INFRARED VISION [STAT BONUS]

Benefit: The headhunter can now see heat. They can easily find any warm blooded creature hiding in darkness. The headhunter no longer takes any penalty to actions against living creatures at night or in poor visibility. Smoke, fog, and other vision impairing abilities no longer affect the headhunter. If the headhunter's eyes are damaged, his infrared vision is also impaired.

4. HUNTER'S CLOAK [BUFF]

Benefit: Once per hour, as a standard action, the headhunter can become completely invisible for 12 seconds. The headhunter still makes noise and can affect the world normally if, for example, they step in a puddle. If the headhunter performs or is the successful target of any offensive action, the cloak is removed immediately afterward. A target attempting to avoid an invisible offensive action takes a -5 penalty to their avoidance/defense roll. An indirect offensive action, such as cutting a rope, does not count towards removing the cloak.

5. FORCE OF HABIT [DAMAGE]

Benefit: When performing a normal attack, the headhunter now has a chance to decapitate their target, if the target's current HP is less than half their total HP. Regardless of the headhunter's critical range, if the headhunter rolls a natural 20 on an attack roll, they decapitate the target. A decapitation does not require a success check; the target immediately dies and cannot be revived. The only way a target can avoid being decapitated is to roll a natural 20 on their defense roll against the decapitation attack. Any nakama of the decapitated target who sees this happen must roll a will save vs DC of 15 + headhunter's level. If they fail, they become frightened for 3 rounds.



Maestro

Summary: A maestro is a master of sound and music. They no longer require instruments; they use nature or the orchestra of battle to perform their masterpieces. Their songs and rhythms are richer and have longer lasting effects on those who hear them. And if that wasn't enough, they can even combine their favorite songs, mixing them into a new masterpiece.

Prerequisites

Character Level 15, 20 DEX or CHA, Perform 18 Ranks, Battle Anthem, Thunderous Overture, Vexing Verses

Prestige Feats

1. NATURAL RHYTHMS [MISC]

Benefit: The maestro no longer requires instruments to perform their musical feats. Additionally, all of their beneficial songs can now be completed as a standard action.

Normal: The majority of the feats a musician can perform require them to have an instrument equipped. Their beneficial songs normally take a full minute to complete.

2. DIRGE [DEBUFF]

Benefit: The maestro's offensive songs are now harder to resist. All DC checks against the maestro's offensive songs now gain a +3 to their difficulty.

3. BETTER LYRICS [BUFF]

Benefit: The maestro's beneficial songs now last twice as long on all of those affected by them, up to 30 minutes.

Normal: Musician song effects only last 15 minutes.

4. MIX MASTER [BUFF]

Benefit: The maestro can combine any two beneficial songs into a single feat. The two songs must be chosen at the time this feat is taken and cannot be changed. The perform check for this new song has a DC check of 25.

5. REQUIEM [DEBUFF]

Benefit: As a full round action, the maestro turns the sounds of battle into a masterpiece of death and destruction. To start a requiem, the maestro must successfully roll their perform against a DC check of 30. The maestro cannot move or perform any actions while performing the requiem and must continue to perform it for at least 5 full turns. All targets within 300ft of the maestro, excluding their nakama, suffer severe penalties including: -5 DR, STR, DEX, WIS, and all secondary skill rolls. Additionally, all duration-based beneficial effects on the affected targets immediately expire. The requiem can be maintained up to 20 turns. If the maestro is knocked prone, paralyzed, or otherwise unable to stand or move their arms at any point, the requiem ends. To clarify, the maestro is not the source of the requiem, so he cannot be found by the sounds of this ability.



Mechanic

Summary: A mechanic is a shipbuilder who has moved beyond the means of conventional engineering and has moved into new and more complex systems. Mechanics can build submarines, tanks, cyborgs, and even giant mechanical suits of armor.

Prerequisites

Character Level 15, 20 WIS or STR, Engineering 18 Ranks, Luxury Rooms, Offensive Dismantling, Soldier Dock System

Prestige Feats

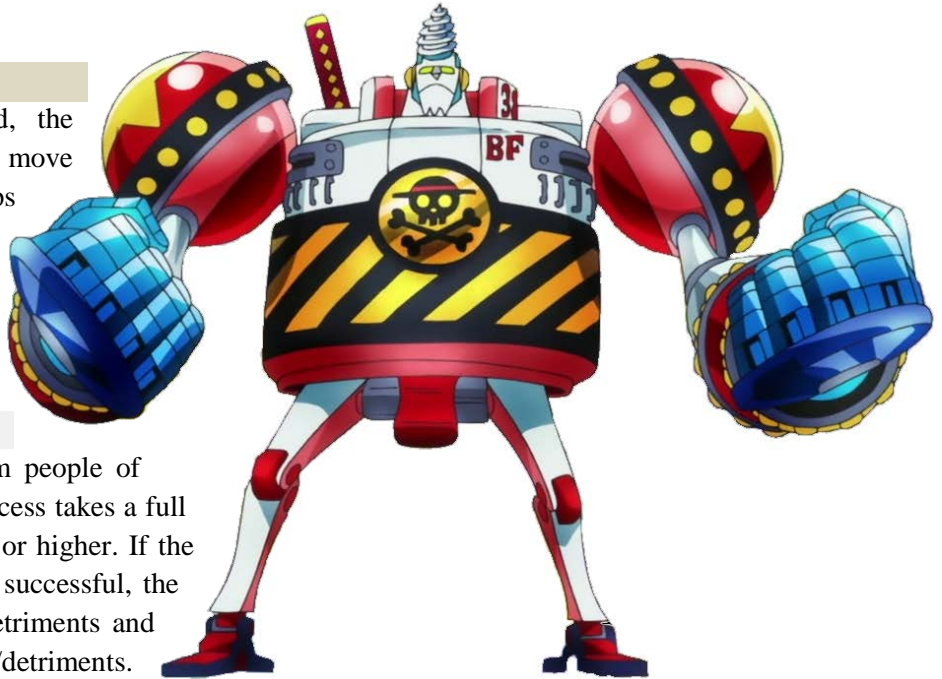
1. SUBMARINES [CRAFTING]

Benefit: No longer depending on wind, the mechanic can now build ships which move completely underwater. These metal ships must be built strong to withstand extreme water pressure, but allow crews to avoid most other ships on the sea. See the shipbuilding section for more information.

2. CYBORGIFICATION [MISC]

Benefit: The mechanic can now transform people of any non-cyborg race into cyborgs. This process takes a full day and requires an engineering roll of 30 or higher. If the operation fails, the target falls to 1 HP. If successful, the target loses their current race's bonuses/detriments and instead gains the cyborg race bonuses/detriments.

Additionally, they may retroactively gain all of the cyborg implants they would have for their current character level.



3. TANK YOU VERY MUCH [CRAFTING]

Benefit: The mechanic can now craft tanks as well as ships. Tanks come in two sizes, large and small. They have the same resource requirements and stats as the submarines of the same size. The only differences between tanks and submarines are that tanks can only travel on land, have cannons instead of torpedoes, and the maximum occupancy is only 3(small) and 5(large).

4. GREASE MONKEY [SKILL BONUS]

Benefit: The mechanic gains a permanent +5 bonus to all engineering rolls.

5. MECH SUIT [BUFF]

Benefit: As a first time requirement to use this feat, a mechanic must first build a mech suit. The mech suit requires the same materials as a small submarine and can have two cannons installed. Additionally, the mech suit can have up to three offensive cyborg implant abilities, and can acquire them without worrying about their prerequisites. The engineering roll to build the suit is a DC of 35. A failure means half of the materials are wasted.

Once built, the mechanic may enter the suit once per play session. The suit has a limited amount of fuel which will refill automatically between each use. However, the maximum operation time is 15 minutes. While in the suit, the mechanic has a DR bonus and a melee damage bonus of +5. They can still use their normal melee weapons and skills while in the suit, as well as the suit's built in cannons and cyborg implant abilities. Additionally, the cyborg implants can be activated in half the normal time. For example, a full round cyborg implant would only be a standard action for the suit to perform. The land speed of the suit is the same as the mechanics', however the suit cannot move underwater.

Meteorologist

Summary: A meteorologist is an expert on the atmospheric conditions around the world. They can predict extended forecasts, alerting them to the weather over the next few days. Additionally, many meteorologists take an interest beyond the planet they live on and begin to study astronomical objects such as meteors. In any case, a meteorologist is always prepared to take on the elements and is a great asset to any crew sailing through tough seas.

Prerequisites

Character Level 15, 20 WIS or INT, Navigation 18 Ranks, Shifting Winds, Log Pose, Sky Navigation, Current Master

Prestige Feats

1. EXTENDED FORECAST [MISC]

Benefit: The meteorologist now has a complete understanding of the atmosphere in any area they are exposed to. This allows them to predict the weather and use it to their advantage. As a full round action the meteorologist may “change” the weather of their environment to anything that suits their needs. However, the change must be logical. For example, on a tropical island it wouldn’t be possible to predict a blizzard. However, a hurricane-like rain storm, heavy fog, or a heat wave would be possible. Once the forecast is made, it takes an additional 5 minutes for the weather to change accordingly. Natural disasters like earthquakes, meteors, and volcanoes are not predictable with this feat.

2. METEOR [DAMAGE]

Benefit: As a full round action, the meteorologist predicts the fall of a massive meteor at the target location. The meteor doesn’t arrive until the end of the meteorologist’s next turn, but the meteorologist is free to perform other actions during their next turn. Anyone within 30ft of the impact takes $Xd6$ heat damage where X is the meteorologist’s character level divided by 2.

3. CYCLONE [DEBUFF]

Benefit: As a standard action, the meteorologist predicts a miniature cyclone to trap the target opponent. The target is not trapped until their turn starts and may attempt a reflex save vs a DC of 15 + the meteorologist’s character level to escape. If trapped in the cyclone, the target cannot take any actions, even speech. They may only re-attempt the reflex save as a full-round action to escape. If attacked, they break free of the cyclone. The cyclone lasts for $1d4+1$ rounds.

4. DRESS IN LAYERS [STAT BONUS]

Benefit: The meteorologist is now prepared for any weather and dresses appropriately in all of their gear at all times so they can change it easily. Rain coat, parka, shorts, rubber boots, and more are worn at all times. This grants a +5 bonus to heat and cold resistance but the meteorologist suffers a -1 to their DEX. This does not affect the meteorologist’s ability to wear armor.

5. METEOR SHOWER [DAMAGE]

Benefit: The meteorologist can now predict multiple meteors in the target area. Before using Meteor, the meteorologist may roll a $1d6$. The resulting number is how many meteors will fall in the target area. After the initial meteor, an additional one will fall at the end of the meteorologist’s next turn, and every turn after, until the number is reached.



Surgeon

Summary: Surgeons are the most skilled doctors in the world. Not only can they heal patients more quickly than amateur doctors, they can perform miracles with their skilled hands. A complete understanding of humanoid anatomy allows them to not only transplant organs, they can aim and strike at their opponent's organs, disabling them. The feat surgeon's are most known for is their ability to revive the dead, done not through magic, but through science and the understanding of how the body functions.

Prerequisites

Character Level 15, 20 WIS or INT, Heal 18 Ranks, Advanced Combat Medic, Medical License, Potion Master, Virology

Prestige Feats

1. SURGERY [MISC]

Benefit: The surgeon's Advanced Combat Medic feat is now rolled with 3d10 instead of 2d8 and has a DC of 25. Additionally, the surgeon no longer needs first aid kits. Instead, they use a surgeon's kit which, once purchased, never has to be replaced as long as it's cleaned after each use.

2. TRANSPLANT [MISC]

Benefit: The surgeon can now transplant any organ in the body aside from the brain. Heart, Liver, Kidneys, Eyes, Fingers, almost anything is possible. This action must be done in a sterile area, and the replacement organ must be kept healthy (such as on ice or in a living host). The heal DC of the action varies based on the organ; the DM determines this on a scale between 20 and 40. Once complete, the host gains a bonus based on the previous host and the organ. The previous host and new host of the organ must be within one size category of each other. If the surgery fails, the new organ is lost.

3. SURGEON'S FOCUS [SKILL BONUS]

Benefit: The surgeon gains a permanent +2 DEX bonus due to their steady and skilled hands. They also gain a +3 concentration bonus for being able to work under heavy stress and pressure.

4. ANATOMY 101 [MISC]

Benefit: The rules for critical hits change for the surgeon. First, the surgeon's critical range increases by 2. For example, if a weapon has a 19-20 critical range, it will now be 17-20. When the surgeon rolls an attack in their critical range they complete the following steps:

1. The surgeon picks a non-lethal body part of the target to aim for. Examples: Hand, Foot, Eye, Ear, Tongue, Achilles Tendon, etc.
2. The surgeon rolls their critical check against the target's defense to see if the critical is a success, as normal.
3. If successful, the surgeon deals normal weapon damage and the target will begin to hemorrhage. If the surgeon's critical check beat the target's defense by 3 or more, the body part the surgeon was aiming for becomes disabled.

5. REVIVE [MISC]

Benefit: As a 1-minute action, the surgeon may attempt to revive a dead target. A target who has suffered vorpal damage (such as decapitation or disembowelment) cannot be revived. This action can only be taken within the first 15 minutes after the target has died and can only be attempted five times total. The heal DC for this action is 35 and increases by +1 for each failed attempt on the target. If successful, the target's HP is set to -1.



Tinkerer

Summary: A tinkerer is a scientist who has evolved beyond conventional thinking. Tinkerers push the boundaries on what is safe or practical to invent, and instead take any risks necessary to realize their dream machines. Whether it's creating teleport pads, automated medical stations, or personal shield devices, a tinkerer is unmatched in terms of battlefield support.

Prerequisites

Character Level 15, 20 INT or DEX, Invent 18 Ranks, Devil Fruit Research, Minion, Kairoseki Mastery, Mechanical Efficiency

Prestige Feats

1. OVERCLOCKED WEAPONRY [CRAFT]

Benefit: The tinkerer may attempt to overclock a weapon using their invent skill. First, the tinkerer decides which type of damage they want to overclock the weapon with (heat, cold, electric, corrosion, or sonic). Next, the tinkerer rolls their invent skill and subtracts 22 from the result. Divide the remainder by 3, rounding down, and that is the amount of bonus damage applied to the weapon. Each weapon can be overclocked once. Ammo cannot be overclocked.

2. WORMHOLE GENERATOR [CRAFT]

Benefit: Using some scrap metal, the tinkerer creates a pair of teleport pads. To craft them, the tinkerer must roll their invent skill. Two pads are created with a maximum link distance of the tinkerer's skill roll multiplied by 5ft. The pads are lightweight, small, and linked to each other. They expand once placed on a surface, large enough to cover a 5x5ft area. The pads only activate if both are placed within link distance of each other. Any creature who passes over a pad will be teleported to the other pad's location, without loss of momentum. The pads burn out after the battle is over.

3. REBREATHERS [CRAFT]

Benefit: Using 1lb of sea-stone, the tinkerer can now create underwater breathing devices. A devil-fruit user using a rebreather will feel nauseous and lose their abilities, due to the sea-stone, but will not drown if underwater.

4. AUTOMATED MEDICAL STATION [CRAFT]

Benefit: Using some scrap metal, the tinkerer creates an automated medical station, which can heal nearby creatures once deployed. To craft the station, the tinkerer must roll their invent skill and divide the result by 5, rounded down. The result is the number of rounds the station will remain active before burning out. It is lightweight and roughly the size of a suitcase. Once deployed, the station will expand outward with mechanical hands, searching for targets within the 10x10ft area to heal. Each creature within range recovers 10% of their HP at the start of their turn.

5. ENERGY SHIELDS [CRAFT]

Benefit: Using some scrap metal, the tinkerer creates an energy shield which protects whoever is carrying it from harm. To craft the shield, the tinkerer rolls their invent skill and multiplies the result by 1d4. This is the amount of damage the shield will absorb before it burns out. It is lightweight and can be attached to clothing or placed in a pocket. The shield will absorb all types of damage, but does not take the host creature's DC into consideration when absorbing damage. For example, if the host is hit for 30 physical damage, the shield will absorb all 30 points before the creature's DC is applied.



Yonko

Summary: A Yonko is a pirate who has become a dominant figure in the New World. They claim hold over at least one island and usually tens, if not hundreds. A pirate cannot become a Yonko without first journeying to the New World and then removing or replacing an existing open Yonko position. There can only be four Yonko at any given time. Once in place, a Yonko gains the benefits of being a ruler including taxes, intelligence networks, and a huge navy of followers.

Prerequisites

Character Level 15, 20 STR or CHA, Diplomacy or Intimidate 18 Ranks, Extra Booty, Hurricane, Enslavement or Pirate Alliance, 4 Yonko Limit – If you take this prestige career and there are four Yonko in existence, you will not gain the new feat abilities until you defeat a current Yonko and take their place.

Prestige Feats

1. PEACE OFFERING [MISC]

Benefit: When a new Yonko is established, the people of the island present a peace offering in the hopes that the Yonko will favor, protect, and generally treat them well. In this case, the people present a random Devil Fruit.

2. TAXES [MISC]

Benefit: The Yonko now controls the taxes of each island they rule over. Each week the Yonko's treasury will increase by the total island's population multiplied by 10,000 (average weekly income) then multiplied by 0.05 (5% tax rate) and finally divided by two (half goes back to the people). So an island with a population of 5,000 would provide 1,250,000 Beli per week in taxes that the Yonko can spend freely. If the Yonko lowers taxes, the island's population will grow faster and the weekly income will slowly increase. If the Yonko increases taxes, the population will slowly lower and the average weekly income will diminish over time.

3. INTELLIGENCE NETWORK [MISC]

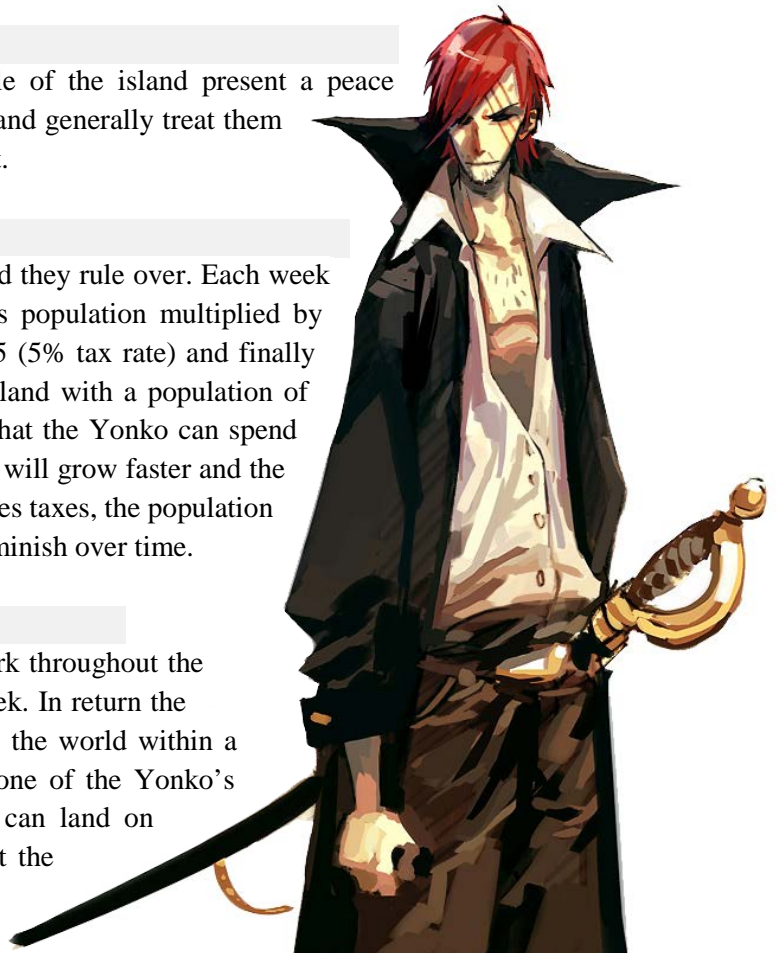
Benefit: The Yonko now controls an intelligence network throughout the world. Maintaining the network costs 500,000 Beli a week. In return the Yonko will be aware of any major events happening in the world within a day of the event taking place. Any ships approaching one of the Yonko's islands will be spotted and reported long before they can land on shore. Lastly, spies planted in the government will alert the Yonko to any plots which may threaten them.

4. MAKESHIFT NAVY [MISC]

Benefit: At a onetime cost of 1,000,000 Beli, the Yonko can setup a small navy on a single island they control using the local population. The navy consists of three medium ships and full, but weak, pirate crews to control them. These navies will defend the islands automatically and may be called on by the Yonko at any time to come and assist them. Additionally, any rare or valuable items they plunder will be provided to the Yonko during the next tax collection.

5. ULTIMATE INSPIRATION [MISC]

Benefit: The Yonko is now known all around the world as one of the strongest pirates in existence. Their influence is so great that they become heroes to some, inspiring them to become pirates. Each week when collecting taxes, a new pirate will enter the New World and offer to serve under the Yonko's rule. This pirate will be level 15 and have a 50% chance of being a random devil fruit user. The DM will create and control this pirate but the Yonko can order them to do anything.



General Feats



General feats are open to any class and career. They help your character unlock new features such as new armor classes, elemental resistances, or unique abilities such as the Rage buff. They can also help you to restructure your character in new ways like choosing new skills to enhance or replacing ones you never use.

ABILITY FOCUS [MISC]

Benefit: Pick a feat the character already knows how to use which requires the opponent to roll a saving throw to avoid. The difficulty (DC) of your attack goes up by +2, making it more difficult for the opponent to overcome.

Special: This feat may be taken more than once, but cannot affect the same feat more than once.

ALERTNESS [SKILL BONUS]

Benefit: You get a +2 bonus on Sense Motive skill checks. If you have 10 or more ranks, the bonus increases to +4.

ANCIENT BLOODLINE [MISC]

Prerequisite: Must be chosen at first level

Benefit: Choose a race other than your current one; you count as that race for feats and prestige paths.

ARMOR PROFICIENCY [MISC]

Benefit: When you first take this feat you gain access to light armor. You may take this feat two additional times granting you access to medium then heavy armor respectively.

Special: Instead of a category you may specify a specific armor type within a category you already have access to in order to gain a +1 defense bonus. For example, Armor Proficiency: Studded Leather would give the character a +1 defense bonus for each piece of studded leather they are wearing.

ATHLETIC [SKILL BONUS]

Benefit: You get a +2 bonus on Climb, Jump, and Balance skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

BLOODED [STAT BONUS]

Benefit: Add +2 HP to your total HP each time you level-up. If you are taking this feat after level one, recalculate your HP from level 1 with this bonus.

Special: This may be taken once more adding an additional +2 HP per level.

COMBAT PREPARATION [SKILL BONUS]

Benefit: You get a +4 bonus on concentration checks made to continue preparations for abilities which take more than one round to execute.

COMBAT EXPERTISE [MISC]

Prerequisite: INT 13

Benefit: When you use the attack action or the full attack action in melee, you can take a penalty of as much as -5 on your attack roll and add the same number (+5 or less) as a dodge bonus to your Defense rolls. This number may not exceed your relevant attack skill ranks. The changes to attack rolls and Defense rolls last until your next action. A relevant attack skill is the skill you are using to attack that round.

Normal: A character without the Combat Expertise feat can fight defensively while using the attack or full attack action to take a -4 penalty on attack rolls and gain a +2 dodge bonus to Defense Rolls.

Special: You may take this feat multiple times. Each time add +5 to the max penalty and bonus you garner from this feat.

CRIPPLING STRIKE [DAMAGE]

Prerequisite: Hide 13 Ranks, Move Silently 13 Ranks, Sneak Attack

Benefit: An opponent damaged by one of your sneak attacks also takes 2 points of STR damage. The points lost will return at the rate of 1 point per day. This feat may be taken multiple times, the effect stacks.

CRITICAL FOCUS [SKILL BONUS]

Prerequisites: Main Attack Skill 9 Ranks

Benefit: You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

DEVIL FRUIT USER [MISC]

Prerequisite: If you are level one, you must spend one feat point from character creation to eat a devil fruit. Otherwise, you gain this feat for free via role-playing and finding a fruit during your adventures.

Benefit: Depends greatly on the type of fruit. The player controlling the character should work with the DM to construct a custom feat list for their specific abilities. Characters may purchase one feat from their fruit's list when they first eat it for free. There are three ways of attaining devil fruit feats from then on. First, the character can spend their normal feat points. Second, the character will earn one devil fruit feat for free every two character levels after its first eaten. Lastly, a character might spontaneously earn a new fruit ability in dire situations. This third case would be controlled purely by the DM, as a way of rewarding players. The maximum number of fruit feats a character can obtain is half their character level.

Side Effects: The character that ate the devil fruit can no longer swim and has a water movement rate of zero. They also sink regardless of what they are wearing. While sinking in the water, the character cannot move and should be considered paralyzed. If rescued, the character takes 10 rounds (one minute) to recover before they can move again. The character may also gain other unique advantages/disadvantages based on the nature of the fruit eaten.

DIAL MASTERY [SKILL BONUS]

Prerequisite: Must be a Sky Tribesman

Benefit: Grants the character two secondary skills: Knowledge (Dials) and Invent (Dials). Additionally, the character gains a +3 invent bonus when imbedding dials into items such as weapons or armor.

DODGE [MISC]

Prerequisite: DEX 13

Benefit: During your action, you designate an opponent and receive a +1 dodge bonus to Defense rolls per 4 character levels against attacks from that opponent. You can select a new opponent on any action. A condition that makes you lose your Dexterity bonus to Defense rolls (if any) also makes you lose dodge bonuses.

Special: You may take this feat multiple times to gain the ability to designate one additional target per acquisition.

ELEMENTAL RESISTANCE [STAT BONUS]

Prerequisite: Any two save skills 10 Ranks

Benefit: The character gains elemental resistance equal to their character level + 5.

ETHANOL FUEL [STAT BONUS]

Prerequisite: Iron Liver

Benefit: The character can now consume liquor as a means to regenerate HP. For each full bottle they drink, they instantly regenerate 1 HP.

FLURRY OF BLOWS [DAMAGE]

Prerequisite: Unarmed Strike 5 Ranks

Benefit: Make one extra attack in a round at your highest base attack bonus. Roll all of your other attacks normally like a full out attack action but at a -3 penalty. For example, if you have 11 Ranks in Weapon Attack and use Flurry of Blows, you would attack for +11/+8/+3/-2.

GREATER FLURRY OF BLOWS [DAMAGE]

Prerequisite: Flurry of Blows, Unarmed Strike 10 Ranks

Benefit: You gain a second bonus attack to your flurry of blows attack, all attacks that round still suffer a -3 penalty.

GREATER RAGE [BUFF]

Prerequisite: Rage, Fortitude Save 7 Ranks

Benefit: Your bonuses to STR and CON in rage increase to +6, and your bonus to will saves increases to +3. Your defense roll penalty remains at -2.

GREATER WHIRLING FRENZY [BUFF]

Prerequisite: Whirling Frenzy, Reflex Save 7 Ranks

Benefit: Your bonuses to strength and dexterity in a frenzy increase to +6 and your bonus to defense rolls and reflex saves is increased to +3, your attack penalty is still -2.

GLUTTONOUS HEALING [STAT BONUS]

Prerequisite: Infinite Stomach

Benefit: The character can now consume huge amounts of food to heal their HP. Every 10lb of food will instantly regenerate the character 1HP.

HEROIC ATTRIBUTE [STAT BONUS]

Requirement: Character Level 5+

Benefit: You gain +2 to the primary attribute of your choice. This feat cannot be taken more than once for the same statistic or more than once per level.

IMPROVED BULL RUSH [MISC]

Prerequisites: STR or CON 13, Power Attack.

Benefit: When you perform a bull rush your target no longer gets a free attack during the first step. You also gain a +4 bonus on the opposed Strength check you make to push back the defender.

Special: You may take this feat multiple times to increase the bonus to Bull Rushing by an additional +4

IMPROVED DISARM [MISC]

Prerequisites: INT or DEX 13

Benefit: When you perform a disarm your target no longer gets a free attack during the first step nor can they attempt to disarm you. You also gain a +4 bonus on the opposed attack roll you make to disarm your opponent.

Special: You may take this feat multiple times, gaining an additional +2 to the opposed attack roll.

IMPROVED FEINT [MISC]

Prerequisites: INT or DEX 13

Benefit: You can make a Bluff check to feint in combat as a move action.

Normal: Feinting in combat is a standard action.

IMPROVED FLURRY OF BLOWS [DAMAGE]

Prerequisite: Flurry of Blows

Benefit: Your penalty to all attacks in a round in which you use Flurry of Blows is reduced to -2.

Special: You may take this two more times, when you unarmed strike reaches Ranks 9 and 11. Reduce the penalty by 1 for each additional application of this feat.

IMPROVED GRAPPLE [MISC]

Prerequisites: DEX or STR 13, Unarmed Strike 4+ Ranks.

Benefit: When you perform a grapple attempt, your target no longer gets a free attack during the first step. You also gain a +4 bonus on all grapple checks.

Special: You may take this feat multiple times to gain an additional +2 to your grapple checks.

IMPROVED OVERRUN [MISC]

Prerequisites: DEX or STR 13, Power Attack.

Benefit: When you attempt to overrun an opponent, the target may not choose to avoid you. You also gain a +4 bonus on your Strength check to knock down your opponent.

Special: You may take this feat multiple times, you gain an additional +2 to your overrun attempts.

IMPROVED RAGE [BUFF]

Prerequisite: Rage, Fortitude Save 8 Ranks

Benefit: You may rage 2 more times per day.

Special: You may take this feat more than once, but only once per level. Its effects stack.

IMPROVED SPEED [STAT BONUS]

Prerequisite: Run, Con 12+

Benefit: Increase your base land speed by 5ft

Special: You may take this feat multiple times increasing your speed by +5 each time; however it requires +2 additional Con each additional purchase.

IMPROVED SUNDER [MISC]

Prerequisites: STR or DEX 13, Power Attack

Benefit: When you strike at an object held or carried by an opponent, you do not provoke a free attack from your target. You also gain a +4 bonus on any attack roll made to attack an object held or carried by another character.

IMPROVED TRIP [MISC]

Prerequisites: INT or DEX 13

Benefit: You do not provoke a free attack when you attempt to trip an opponent while you are unarmed. You also gain a +4 bonus on your Strength check to trip your opponent. If you trip an opponent in melee combat, you immediately get a melee attack against that opponent as if you hadn't used your attack for the trip attempt.

IMPROVED UNCANNY DODGE [MISC]

Prerequisite: Uncanny Dodge, Reflex Save 10 Ranks

Benefit: You can no longer be flanked. This denies an opponent sneak attack unless that opponent is at least four levels higher than you.

IMPROVED WHIRLING FRENZY [BUFF]

Prerequisite: Whirling Frenzy, Reflex Save 8 Ranks

Benefit: You may frenzy 2 more times per day.

Special: You may take this feat more than once, but only once per level. Its effects stack.

INCREDIBLE DEFENSE [MISC]

Prerequisites: Intelligence 17+, Dexterity 17+

Benefit: Once per day, you may use this feat to negate the damage of one attack action used against you. Effects other than damage still occur.

INFINITE STOMACH [MISC]

Benefit: The character can now consume huge amounts of food with little to no change in appearance. They could eat 200lb of food and still look/feel normal.

INSIGHT DEFENSE [SKILL BONUS]

Prerequisite: Will Save 7 Ranks

Benefit: You may add your WIS modifier to your

defense rolls as well as your DEX modifier.

INTELLIGENT DEFENSE [SKILL BONUS]

Benefit: You may add your INT modifier to your defense rolls as well as your DEX modifier.

IRON LIVER [MISC]

Benefit: The character can now consume liquor and never get passed the feeling of being buzzed. The character could essentially drink out an entire bar and walk home without even stumbling.

IRON SKIN [STAT BONUS]

Prerequisite: Fortitude Save 5 Ranks

Benefit: Gain +1 DR against physical attacks.

JUDGE OPPONENT [MISC]

Prerequisite: Sense Motive 6+ Ranks

Benefit: The character can judge his or her opponent's approximate Attack Bonuses and weapon Skill Rank from the foe's attitude and posture even without actually seeing him or her fight. Additionally, the character can accurately estimate the opponent's remaining Hit Points. For both of these advantages, the GM may decide to provide descriptive indications such as your enemy is much better than you with a sword, but if you connect a few times with your energy blast, it will drop him, rather than saying the enemy's relevant attack skill ranks are +10, with a specialty in Weapon Attack, and he has 60 Hit Points remaining.

KNOCK-DOWN [MISC]

Prerequisites: One attack skill 5+ ranks, Improved Trip, STR 15.

Benefit: Whenever you deal 10 or more points of damage to your opponent in melee, you may make a trip attack as a free action against the same target.

LIGHTNING REFLEXES [SKILL BONUS]

Benefit: You get a +2 bonus on all Reflex saving throws plus an additional +1 per 5 character levels.

MOVE LIKE LIGHTNING [MISC]

Prerequisites: DEX 18, Dodge, Main Attack Skill 10 Ranks

Benefit: If you take two movement actions in a turn, you gain 50% concealment for 1 round.

LUNGE [MISC]

Prerequisites: Main Attack Skill 6 Ranks

Benefit: You can increase the reach of your melee attacks by 5 feet until the end of your turn by taking a -2 penalty to your defense until your next turn. You must decide to use this ability before any attacks are made.

MASTER CRAFTSMAN [SKILL BONUS]

Prerequisites: 5+ crafting feats purchased in your career path

Benefit: You receive a +2 bonus on your career based crafting attempts.

MEAN MACHINE [MISC]

Prerequisites: Cyborg Race

Benefit: The cyborg may install one new cyborg implant.

MIGHTY RAGE [BUFF]

Prerequisite: Greater Rage, Fortitude Save 12 Ranks

Benefit: Your bonuses to STR and CON in rage increase to +8, and your bonus to will saves increases to +4. Your defense penalty remains at -2.

MIGHTY WHIRLING FRENZY [BUFF]

Prerequisite: Greater Whirling Frenzy, Reflex Save 12 Ranks

Benefit: Your bonuses to STR and DEX in frenzy increase to +8, and your bonus to defense rolls and reflex saves increases to +4. Your attack penalty remains at -2.

MOBILITY [SKILL BONUS]

Prerequisites: DEX 13

Benefit: You get a +4 dodge bonus to Defense rolls against surprise and flanking attacks. Dodge bonuses stack with each other, unlike most types of bonuses.

OVERBEARING ATTACK [MISC]

Prerequisites: DEX 17+, CHA 17+

Benefits: Once per day per point of dexterity modifier, you may make an attack roll when attacked in melee by a weapon, unarmed strike or natural attack. If your attack succeeds, the attack against you misses whether it would have hit or not. If your attack succeeds by 10 or greater, the next attack you make against your opponent catches them flatfooted. This attack deals damage as normal.

OVERWHELMING DEFENSES [MISC]

Prerequisites: STR 17+, CON 17+

Benefit: Once per day you may make a bull rush attempt against a creature that just hit you with an unarmed or melee attack and hit. Double the distance moved.

PENETRATING STRIKE [DAMAGE]

Prerequisites: Weapon Attack 12 Ranks

Benefit: When your attack roll defeats your target's defense roll by 5 or more, your attacks ignore up to 5 points of their damage reduction (DR).

POWER ATTACK [DAMAGE]

Prerequisite: STR 13

Benefit: On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your relevant attack skill ranks. The penalty on attacks and bonus on damage apply until your next turn.

Special: If you attack with a two-handed weapon, or with a one-handed weapon wielded in two hands, instead add twice the number subtracted from your attack rolls. You can't add the bonus from Power Attack to the damage dealt with a light weapon (except with unarmed strikes or natural weapon attacks), even though the penalty on attack rolls still applies. (Normally, you treat a double weapon as a one-handed weapon and a light weapon. You may treat it as a two-handed weapon by attacking only with one end.)

PERSUASIVE [SKILL BONUS]

Benefit: You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

RAGE [BUFF]

Prerequisite: Power Attack, Fortitude Save 5 Ranks

Benefit: Once per day you can enter into a rage. You temporarily gain a +4 STR, +4 CON, and a +2 morale bonus on will saves, but take a -2 penalty to defense rolls. The increase in CON increases your hit points accordingly and any loss of these temporary hit points is negated once the rage is over. While raging, you may not use any CHA, DEX, or INT based skills (except balance, escape artist, intimidate, and ride). A fit of rage lasts for a number of rounds equal to 3 + character's new CON modifier. A character may prematurely end his rage. At the end of the rage, the character loses the temporary modifiers and becomes fatigued for the duration of the current encounter.

RUN [STAT BONUS]

Benefit: When running, you move five times your normal speed (if wearing medium, light, or no armor) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Jump skill description), you gain a +4 bonus on your Jump check. While running, you retain your Dexterity bonus to defense.

SELECTIVE AMNESIA [MISC]

Benefit: Select one of your favored primary or secondary skills. You can remove the favored status

from this skill and reassign it to another skill in the same category (primary/secondary).

SKILL AFFINITY [SKILL BONUS]

Benefit: Choose 2 Skills that are related (At GM's Discretion), gain a +2 untyped bonus to both skills.

Special: You may choose this feat multiple times, each time it pertains to 2 different skills. You cannot use this feat with Base skills.

SKILL FOCUS [SKILL BONUS]

Benefit: Choose a skill. You get a +3 bonus on all checks involving that skill.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill. You cannot use this feat with Base skills.

SKILL MASTERY [SKILL BONUS]

Benefit: Select any three secondary skills. When making a check with any of these three skills you may take 10 even if stress or distractions would normally prevent you from doing so.

Special: You may take this feat more than once, but you cannot choose the same skills twice.

SLIPPERY MIND [MISC]

Prerequisite: Will Save 10 Ranks

Benefit: If you make and fail a will save, you can attempt it again 1 round later at the same DC.

SPRING ATTACK [MISC]

Prerequisites: DEX 13, Mobility, Main Attack skill 4+ ranks.

Benefit: As a full round action you can move both before and after each attack in a full-out attack, provided that the total distance moved is not greater than your speed. You can't use this feat if you are wearing heavy armor. You must move at least 5 feet both before and after you execute each attack in order to utilize the benefits of Spring Attack. When you gain your relevant melee skill reaches 11+ ranks you can use spring attack against two targets. When your relevant melee skill reaches 16+ ranks you can use spring attack against a third target.

Special: You may take this feat more than once. If you do, add 10 to your base speed only for purposes of this feat, and gain a +1 bonus to attack rolls while spring attacking.

STEALTHY [SKILL BONUS]

Benefit: You get a +2 bonus on all Escape Artist and Move Silently skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

TALENTED [SKILL BONUS]

Benefit: Select two secondary skills you do not currently have access to. Add these two new secondary skills to your skill list as non-favored skills.

TIRELESS RAGE [BUFF]

Prerequisite: Fortitude Save 8 Ranks, Rage

Benefit: You no longer become fatigued after your rage.

TIRELESS WHIRLING FRENZY [BUFF]

Prerequisite: Reflex Save 8 Ranks, Whirling Frenzy

Benefit: You no longer become fatigued after your frenzy.

TWO-WEAPON DEFENSE [SKILL BONUS]

Prerequisites: Dex 15, Two-Weapon Fighting

Benefit: When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your Defense rolls. See the Two-Weapon Fighting special attack.

When you are fighting defensively or using the total defense action, this shield bonus increases to +2.

Special: You gain an additional +1 shield bonus to Defense rolls when wielding a double or two weapons per 4 character levels. In addition, every 6 character levels your total defense action bonus increases +2

TWO-WEAPON FIGHTING [SKILL BONUS]

Prerequisites: Dexterity 13+

Benefit: When fighting with two weapons, you reduce the penalty to attack rolls by 2, effectively making it -4 (primary-hand) and -8 (off-hand). You execute as many attacks with your off-hand as you do with your primary hand. Note: the penalties become -4/-6 if your off-hand weapon is a light melee weapon (see below).

Normal: By default you receive a -6/-10 penalty to your attack rolls when fighting with 2 weapons. The first number is your primary hand, the second your off-hand. You may reduce the off-hand penalty by 2 if your offhand weapon is a light melee weapon.

Special: You may take this feat multiple times. Each time, you reduce the penalty by 1. Once your main-hand penalty reaches 0, you may no longer take this feat.

UNCANNY DODGE [SKILL BONUS]

Prerequisite: Reflex Save 7 Ranks

Benefit: Retain your DEX bonus to defense even if caught unaware. However, the DEX bonus is still lost if the character is immobilized.

WEAPON PROFICIENCY [MISC]

Prerequisite: This feat can only be specially attained when choosing a class and/or prestige class.

Benefit: You are now proficient with the weapon category of your choice. This type must be listed in your class's description. You no longer suffer any penalties when using these weapon types.

Special: You may purchase this feat more than once. Each additional point you put into Weapon Proficiency adds a +1 attack bonus to a specific weapon type you are already proficient with or grants you proficiency with a different weapon category.

Normal: When using a weapon the character isn't proficient with, they take a -4 to their attack rolls.

WHIRLING FRENZY [BUFF]

Prerequisite: Reflex Save 5 Ranks, Lightning Reflexes

Benefit: Once per day you may enter a frenzy and temporarily gain a +4 bonus to STR and DEX and a +2 dodge bonus to defense rolls. While in a frenzy the character makes one additional attack per round at their highest base attack bonus. The extra attack and all other attacks made during that round suffer a -2 attack penalty.

WHIRLWIND ATTACK [DAMAGE]

Prerequisites: DEX 16 or INT 16, Combat Expertise, Mobility, Spring Attack

Benefit: When you use the full attack action, you can give up all your regular attacks and instead make one melee attack at your full base attack bonus against each opponent within reach. You do not gain bonus attacks from feats or other effects.

Rokushiki Feats



Rokushiki are open to any class and career, however they are mainly used by melee type characters. Rokushiki feats allow your character's body to do incredible things such as jumping mid-air, hardening your body to the point of stone, and/or turning your finger into a piercing weapon. If you wish to become a master of this technique, you'll need to learn all of these basic feats and then take Rokushiki Master as your prestige class.

KAMI-E [STANCE]

Prerequisite: 16 DEX, Dodge

Benefit: The user's body becomes agile, flexible, and limp like paper. In this stance the user gains a +4 dodge bonus to defense. The user cannot perform any move or attack actions while in this stance.

Special: You can take this feat two more times. Each time, increase the bonus by +2.

GEPPO [MISC]

Prerequisite: Jump 8 Ranks

Benefit: Geppo allows the user to jump off the air itself. Geppo should be used after an initial jump, allowing the user to continue to gain elevation or distance. Each jump counts as a standard movement action. You can only use Geppo a single time with this feat, allowing the character to double jump.

RANKYAKU [DAMAGE]

Prerequisite: 16 STR or 16 DEX, Unarmed Strike 8 Ranks

Benefit: As a standard action you send out a sharp compressed air blade with a kick which can slice objects

and greatly damage a human body. The air blade can move $20 + (\text{STR mod times } 5)$ feet in distance and deals $2d6$ sonic damage to anyone who doesn't defend successfully against your unarmed strike roll. The blade is 5 feet wide and moves in a straight line. You can increase the blade length at a ratio of 5 feet per $1d6$ damage reduction to a maximum width of 25 feet and a damage count of $1d6$ sonic.

Special: You can take this feat two more times, either increasing the range by 10, the width of the projectile by 5ft, or increasing the damage by +2.

SHIGAN [DAMAGE]

Prerequisite: 16 DEX, Unarmed Strike 8 Ranks

Benefit: Shigan is a close-quarter combat technique, in which the user stabs their finger into the target at a very high speed, leaving a wound similar to a bullet wound. This special unarmed strike attack is a standard action which deals $1d6 + \text{STR mod}$ damage and causes bleeding. The target cannot apply their physical DR when hit with this ability.

SORU [MISC]

Prerequisite: Move Like Lightning, Run

Benefit: Instead of rolling defense against an incoming attack, the user can instead perform a swift action and use Soru. This allows the user to instantly move to a location within half their movement range and avoid the attack. If this move is performed, the user can only execute a single move or attack action their next turn instead of the normal two. This move is so fast; to other characters it appears as if the soru user has teleported.

TEKKAI [STANCE]

Prerequisite: Defense 10 Ranks, Iron Skin

Benefit: This technique hardens the users' muscles to the level of iron, in order to nullify damage taken from attacks. While in this stance you cannot perform any attack, skill, or movement actions but you gain an extra 5 DR against physical attacks.

Haki Feats



Haki is a mysterious power that is found in every living being in the world. It's not that different from the normal senses. However, most people do not notice it or fail to awaken it. Broadly, there are two types of Haki common to everyone, given the proper training. There is also a third type that only a certain group of "chosen ones" are said to possess. In simple terms, Haki is an ability to sense spiritual energy and overpower enemies.

KENBUNSHOKU HAKI [STANCE]

Requirements: Reflex Save 18 Ranks

Benefit: Kenbunshoku Haki, also known as Mantra on Skypiea, is a form of Haki that allows the user to sense the presence of others, even if they are concealed from view or too far to see naturally. With enough skill, one can use this Haki to predict an opponent's moves shortly before they make them, thereby making the attack that much easier to evade.

This stance can be activated once per hour and lasts for 1 minute. At the beginning of each turn, the user must successfully roll a concentration DC check vs a DC of 20 to not fall out of the stance. The user gains a +10 bonus to defense, spot, and sense motive checks. When duration expires you may exit the stance or switch to a different stance as a standard action.

Special: This feat may be taken more than once. Each time you increase the skill bonuses by +3, increases the duration by 1 minute, or reduced the concentration DC check by 2.

BUSOSHOKU HAKI [STANCE]

Requirements: Fortitude Save 18 Ranks

Benefit: This type of Haki allows the user to create a force similar to an invisible armor around themselves or their weapons. This allows the user to defend against physical attacks that would otherwise cause them harm. Only significant physical force can overcome this defense.

This form of Haki can only be used once per hour. While in this stance you gain +10 DR against physical damage. Additionally, all unarmed or weapon attacks deal an extra +3 damage. This stance can only be maintained for one minute. At the beginning of each turn, the user must successfully roll a concentration DC check vs a DC of 20 to not fall out of the stance. When the duration expires you may exit the stance or switch to a different stance as a standard action. While in this stance, the user may damage Logia type devil fruit users normally.

Special: You may take this feat more than once. Each time you may either increase the DR bonus by 5, the maximum duration by 1 minute, or the unarmed/weapon damage by +3.

HAOSHOKU HAKI [DEBUFF]

Requirements: Will Save 18 Ranks

Benefit: Haoshoku Haki is a rare form of Haki that cannot be attained through training and only one in a million people carry it. This type of Haki grants the user the ability to dominate the wills of others. The most common usage in the series so far is knocking those with weak wills unconscious.

Once per hour you may choose up to 10 targets and roll your willpower against theirs. If you win, they fall unconscious for the same number of rounds you beat their roll by. So if you beat their roll by 5, they would be unconscious for 5 rounds. If you roll a natural 20 on your roll, every enemy target in the area is affected and they all roll separately to determine the effect length. This effect does not work on characters that are higher than or equal level to you.

Special: You may take this feat more than once. Each time you increase the number of normal targets by a factor of 10. For example, if you take this feat three times, you would affect up to 1000 targets.

Devil Fruits

Devil Fruits, sometimes called Cursed Fruits, are a key story component in the One Piece world. They are objects of incredible value and once consumed, can give the owner unique and powerful abilities. You may wish to start your character off with a devil fruit's power at level 1; you'll need to check with your DM to see if they'll allow it. Typically, adventurers find Devil Fruits during their journey in the Grand Line either by random chance, treasure chests, gifts by superiors, or by purchasing them through auctions. For a random selection, there is a random list of fruits later in this section which the DM can reference if they choose. **THERE ARE NO MULLIGANS.** Players should never have the opportunity to 'select' a devil fruit of their choosing. No player should ever be able to name a specific fruit and magically obtain it or its powers.

To attain a Devil Fruit's powers, the character must consume it. Once eaten, the effects are instant. While there are rare books which exist and tell you what some fruit's ability will do (each fruit has a unique appearance), the vast majority of adventurers have no clue what abilities they will gain and just leave it as a surprise. There are three main types of devil fruits, categorized by their abilities:

The first and most common type are **Paramecia** abilities. These abilities grant the user superhuman physical powers. People who consume this type can alter features of their bodies, their environment, or create substances from their bodies to use in battle. Their bodies still have mass, however, so unlike Logia types, they can sustain physical damage from attacks. A body of rubber, being able to secrete poison, opening a door to another dimension, having a magnetic body, or splitting your body into various floating parts would all be examples of Paramecia abilities. If your ability doesn't fit into the below two, it's most likely a paramecia type. Paramecia types are known to be the easiest types to fight since they generally must display their powers quickly. Therefore it's up to the user's creativity to put their power to the most use. Paramecia types can be just as strong as a Logia type but it requires more work. Some paramecia abilities transform the user's physical appearance such as increased or decreased weight, additional or missing features, or just strange makings which give them away as devil fruit users.



The second type are **Zoan** fruits. These Devil Fruits grant the user abilities, attributes, and the form of an animal species. They can transform into that animal or have various different hybrid shape-changing forms between their original and new form. For example, Chopper the reindeer who ate the "Human Human Fruit" has 7 various transformations all with variations of human and reindeer body parts. These fruits mainly represent common animals but prehistoric and mythical creature fruits also exist and are said to be rarer than Logia types. The rarest zoan type fruit so far found in the One Piece series was a "Phoenix Phoenix Fruit". Animals that eat Zoan fruits basically become dual animals, being able to switch between the two at will. Inanimate objects (like a sword) can also eat these fruits and develop a form of intelligence. The process for an inanimate object consuming a devil fruit is only known by the famous scientist Vegapunk.

Lastly, there are the **Logia** types. Logia devil fruits are extremely rare and powerful. They grant the ability to transform completely into a non-solid element (making them intangible or indestructible). They also gain abilities related to that element and gain the skill to disperse, control, and rejoin any part of their bodies while conscious. If a fire Logia type is cut in half, for example, the interior of their bodies would just be flames. They could then rejoin their split halves and suffer no damage from the attack. They are basically immortal, unless they are faced with their devil fruit's natural weaknesses (like sea stone) or are battling against their natural elemental enemy. For example, a lightning man could get physically damaged by a rubber man. Or a sand man could lose his powers if drenched in water. Each logia type seems to suffer at least one natural weakness to another element. Additionally, there are two other instances where a Logia type can be injured. The first is if the attack has Haki imbedded in it, which will deal damage as if the user wasn't a Logia type at all. The other is when a Logia type is damaged by another Logia type with a stronger form of the same element. As an example, a fire-man could be killed by a lava-man since lava is technically more powerful and dangerous. This is a gray area and will be up to your DM to call.

Weaknesses



Eating a devil fruit doesn't come without its drawbacks and side effects. Once consumed, a devil fruit curses their user, making it completely impossible for them to swim. They become a "hammer" in water, forcing them to sink regardless of what they are wearing or holding on to. However, they can be saved by another person without too much difficulty. They not only sink but also become completely weakened, lose their fruit abilities, and become completely helpless. This effect happens in all large bodies of water, not just sea water.

While submerged in water, logia types become physical beings again and Zoan types revert to their normal bodies. This weakness to water also applies to races like Merfolk and Fishmen who can still breathe using their gills, but are otherwise helpless. Bathing isn't a problem though, unless the water is more than knee-deep. A devil fruit user suffering from their curse will return to normal after a few minutes of being pulled out of the water.

Another thing devil fruit users need to watch out for is Kairoseki or Sea Stone. Sea stone is a condensed form of sea water which is not truly understood, however it seems to be fairly easy to obtain by the government. A devil fruit user wearing sea-stone handcuffs, for example, cannot use their powers and have a general feeling of weakness. Just brushing against a piece of sea stone can impact a devil fruit user and cancel their powers out for a short duration. Sea stone seems just as malleable as iron. It can be shaped into handcuffs, jail cells, weapons, and even built into the bottom of ships to avoid sea kings.

In addition, the general reaction to devil fruit users by normal people can vary. They are sometimes considered abnormal, weird, and grotesque. Some paramecia types in particular can be labeled freaks and have a hard time fitting in due to their unusual appearance. Most logia and zoan types can pass off as normal however, unless they use their powers out in the open. While there are no major prejudices against fruit users, but they are all considered highly dangerous.

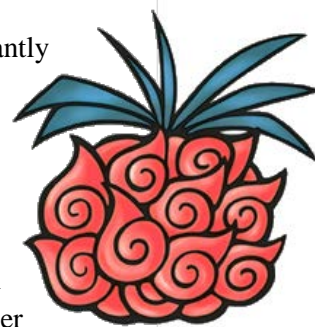
Lastly, there is the risk of eating a fruit which is of little or no use to the consumer. While the vast majority of devil fruits will enhance the user's strength in one way or another, there is always the risk that it may weaken them or just be completely useless. Since you can only consume one devil's fruit in your life (eating two or more results in death) eating a useless fruit would only leave you with new weaknesses to water. For example, an assassin character may eat a fruit which transforms them into a huge animal like a whale or elephant, which wouldn't be very effective without changing their entire fighting style. As far as drawbacks go, most fruits don't have any but some can cause the user quite a bit of discomfort. The "Poison Poison Fruit" for example has a side effect of causing anything the user eats to become poisoned, which then causes the user to be ill and have permanent stomach problems.

Obtaining a Devil Fruit's Powers

After consuming a Devil Fruit, either at character creation or later in the game, you instantly gain its unique properties. Since the possibilities for abilities are infinite, you will need to work closely with your DM to develop unique feats which match your fruit's powers. The player should design these feats more than the DM, since it's their creativity which matters.

The DM should only act as a guide to help balance the feats which the user comes up with. The DM also reserves the right to add prerequisites and other limitations on these feats so the player doesn't become overpowered. This list should be dynamic as well, so the user can create new feats for their fruit power when it comes to mind. If you obtain the Devil Fruit User

feat after level one, you may choose one feat under that fruit's feat list for free (two if you're human). Every two character levels after the character has eaten the fruit, they may pick another feat from that list for free. Additionally, the character may spend their normal feat points in their devil fruit feat list. The last way to earn devil fruit feat points is for the DM to award them to players during dire situations. This last case should be very rare and meaningful if it happens at all. Remember, you can never have more than half your character's current level in devil fruit feats, humans being the only exception with a +1 bonus.



Devil Fruit Powers

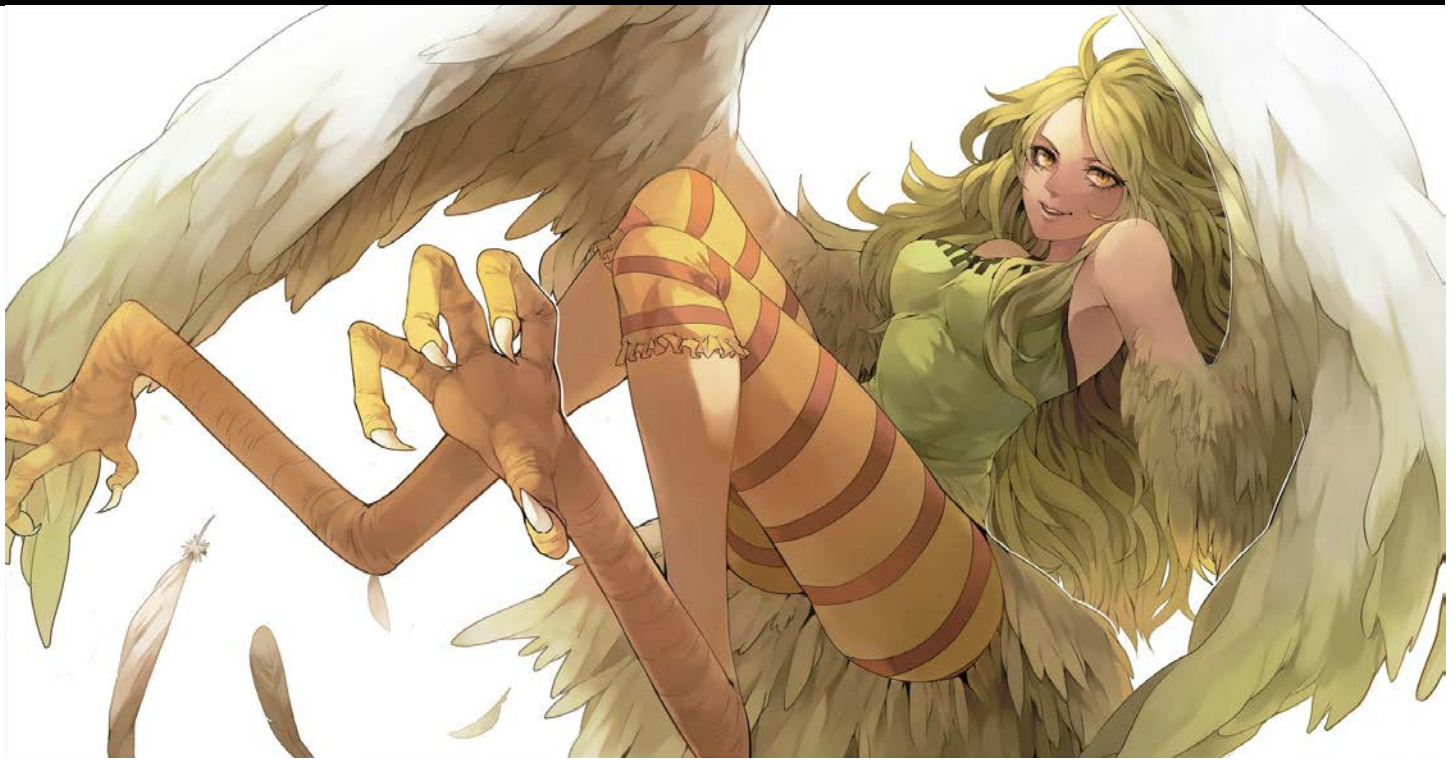
Once the DM grants a player access to a Devil Fruit ability, the player must then be assigned a random power, unless they identified the devil fruit before eating it. If the fruit was identified, the type of fruit is still random, the player just knows about it before they commit to eating it. The DM is encouraged to use [this](#) tool to randomly select one of the below fruit powers. To use the tool, just copy and paste the list below into the tool's text area and click the "Pick one!" button. If the tool becomes unavailable (It's not controlled by Bad Karma Games) then you can simply randomly pick one using your finger or large dice roll. All of these are examples, you're welcome to create your own list or add to this one freely. It's strongly encouraged that you leave it up to luck to determine what type of fruit the player has eaten. The resulting random power should be labeled by the DM as Paramecia, Zoan, or Logia immediately so the player can create their feat list. Zoan powers are fairly obvious since they're all animal types, but some paramecia/logia powers can be interpreted either way. Only one type can be chosen.

The DM should not intentionally place a known fruit into the story unless it is critical to the plot. In other words, the fruit powers should always be a surprise to both the player and the DM. Once randomized, the given power should ***NOT*** be re-randomized unless that power has already been obtained by another player or NPC. One of the risks of eating a devil fruit is that it may become a burden, and the character must live with their choice of eating it. The DM should never look at a power, find it boring, and re-randomize it. The fruit power is the player's to craft into whatever they wish and to deny them their first randomized fruit power would not be in the spirit of the game or its theme. Of course, the player doesn't have the authority or option to re-randomize either.

The list below are just some examples, it's highly encouraged that during the start of your first session you write down a list of nouns and other keywords from your players which you can add to this list.

Absorb, Adapt, Acid, Air, Alcohol, Alligator, Aluminum, Armor, Arrow, Ash, Attach, Avoid, Axe, Badger, Bake, Balloon, Bamboo, Banana, Barrel, Bat, Beak, Bear, Bed, Bee, Beetle, Big, Bind, Bird, Bleach, Blink, Blood, Boar, Boat, Bomb, Bonk, Book, Bottle, Bow, Box, Brick, Bug, Burrow, Bury, Butterfly, Button, Cake, Calm, Camera, Candy, Cannon, Caramel, Caribou, Carve, Cat, Cement, Cheese, Cheetah, Chew, Chicken, Chill, Chocolate, Chop, Claw, Clay, Clear, Clot, Cloth, Cloud, Coil, Color, Copper, Cork, Cotton, Corrosive, Cougar, Coyote, Crab, Crane, Cricket, Crow, Cry, Cupcake, Curve, Cyclone, Cyclops, Dance, Deer, Dingo, Dirt, Divide, Dog, Donkey, Doodle, Dove, Dragon, Drill, Drum, Duck, Dung, Dust, Dye, Echo, Eel, Egg, Elephant, Erase, Eraser, Eye, Faint, Fan, Fat, Fear, Firefly, Flail, Flamingo, Flare, Flash, Flex, Flint, Fly, Foam, Fold, Force, Fox, Frog, Fungus, Gallop, Gamble, Gas, Gaze, Gear, Gecko, Ghoul, Glass, Glide, Glow, Glue, Gold, Goose, Gorilla, Gourd, Grenade, Grizzly, Growth, Gun, Gust, Hail, Hair, Hammer, Heal, Hippo, Honey, Horse, Hover, Howl, Hug, Hummingbird, Hyena, Icicle, Impale, Ink, Iron, Jelly, Jellyfish, Joke, Jolt, Judge, Kangaroo, Key, Kiss, Knife, Knit, Koala, Land, Lead, Lion, Lizard, Llama, Lock, Locust, Long, Loop, Lull, Lure, Mammoth, Mask, Mass, Mastodon, Mattress, Meat, Melt, Memory, Mend, Mercury, Mime, Mimic, Mint, Mirror, Miss, Missile, Mist, Mold, Monkey, Moon, Moose, Morph, Muffin, Muse, Mushroom, Music, Nail, Needle, Newt, Nightmare, Noise, Nurse, Octopus, Oil, Onion, Ooze, Outline, Owl, Pace, Pack, Pain, Pale, Panda, Paper, Parrot, Parry, Peel, Pencil, Perfume, Pigeon, Pin, Piñata, Pipe, Platypus, Poke, Pop, Porcupine, Possum, Puppet, Purse, Quiz, Rabbit, Radio, Rage, Raise, Ram, Rat, Rattlesnake, Rave, Raven, Reindeer, Repel, Rest, Rhino, Rhythm, Rifle, Ring, Root, Rose, Rub, Salmon, Sake, Salt, Save, Scale, Scan, Scorpion, Seagull, Seal, Seed, Sew, Shake, Shave, Shield, Shock, Shoe, Shovel, Shrink, Silk, Silver, Sing, Size, Sizzle, Skin, Skinny, Skunk, Slap, Slash, Sleep, Slime, Smash, Smell, Smite, Smolder, Snail, Snake, Soda, Soft, Soot, Spice, Spike, Spin, Spoil, Sponge, Spook, Squirrel, Stage, Static, Steam, Stone, Sugar, Sulfur, Summer, Swamp, Tar, Tattoo, Teacher, Tiger, Time, Tiny, Toad, Tobacco, Toilet, Tooth, Torpedo, Tortoise, Triceratops, Turtle, Unicorn, Vacuum, Walrus, Wasp, Waste, Water, Weather, Web, Whale, Werewolf, Wheel, Wing, Winter, Wire, Wolverine, Wood, Wool, X-Ray, Yak, Yawn, Yo-yo, Zap,

Setting Up Fruit Feat Lists



How to create a Paramecia List

Paramecia type fruits allow for the most creativity. Often, Paramecia fruits change the appearance of the user's body, or give them unique or special physical attributes. As for their powers, they could be taken literally, or could be interpreted differently. For example, the Door Door Fruit could allow the user to transform into a door, but that wouldn't be very useful. However, allowing the player to create doors which lead to a parallel dimension... now that could be handy! The main feature of paramecia type fruits are their ability to transform the human body, produce matter from their bodies, or manipulate objects around the user, using their body's special properties.

Paramecia feat lists should contain stat bonuses based on the abilities and changes their bodies go through. They should also gain powerful offensive abilities in the later levels, on par with Logia feats. Miscellaneous abilities should also be common. For example, allowing a rubber rubber man to use his rubbery arms to propel him like a slingshot across long distances.

How to create a Zoan List

When creating a zoan fruit description, it's recommended you research the animal you will be transforming into. Pull ideas from this animal which would benefit your humanoid form such as enhanced senses, specialized appendages, or increased strength, dexterity, or other attributes. How would these powers affect your humanoid form? Once you can answer this, you can begin to create your seven stances. No more, or less. The stances must be ordered from 1 to 7 and must be taken in order. The first stance of a Zoan user is free; however the other six must be purchased normally. The seventh and final stance of a Zoan user is extremely powerful but also uncontrollable. The user becomes a giant version of their animal which can use the powers of all of the other six stances. The player has no control over this seventh stance when they first purchase the 7th stance feat and the DM controls the character, attacking friend and foe alike randomly.

The last feat in the list should be the Domesticated feat. This feat allows the player to have control over their seventh stance and doubles the user's health while in their seventh stance. Here is an example:

DOMESTICATED [MISC]

Prerequisites: *Chamaeleonidae* (7th stance)

Benefit: *The chameleon man is now in full control while in the chamaeleonidae stance and is no longer forced to attack a target every turn. They can now distinguish friend from foe. While in the chamaeleonidae stance, the user's current and maximum HP double. They can also disable the stance as a full round action.*

All other feats in this list, aside from the seven stances and domesticated, should be supplementary to those stances. For example you could add a sticky mucus effect to a standard tongue-attack stance as a separate feat. Remember that a character can only have a maximum of 10 fruit feats at level 20 (humans being the exception). Make sure you allow the character to reach the domesticated feat despite its many prerequisite feats.

How to create a Logia List

The first thing the logia devil fruit description needs is a list of that fruit's strengths and weaknesses. The Ice Ice Fruit would be weak against fire but strong against plants for example. After establishing the description, a summary the fruit's powers should be written. This summary should be a short description of the fruit's powers which will lay the ground work for and inspire the creation of the fruit's feat list. When starting to create the feat list, the first one you need to add is the Logia Body feat. This feat is free and automatically granted to the player when the fruit is eaten and doesn't count toward that character's fruit feat limit. The following is an example using the Oil Oil Fruit, yours may differ slightly; the important part is the immunity to physical attacks when the user is aware of them coming at them. An unaware Logia user can still be struck by surprised physical attacks.

LOGIA BODY [STAT BONUS]

Prerequisites: *This feat is gained for free when the fruit is consumed*

Benefit: *The devil fruit user is immune to normal physical attacks when aware of them coming and can take the form of liquid oil. While in their oil form, their armor is absorbed into them, becoming oil as well. Weapons are left as physical objects and can still be used normally with your oily tentacle-like appendages.*

The rest of the feats in the Logia list can vary greatly and there are almost no limits. Logia types should be thought of as elemental beings, very strong when facing their natural prey but are helpless against their natural weaknesses. If you need inspiration for logia feats, it's suggested that you look into feats from other D20 games which have mage, wizard, or sorcerer classes. Logia types are by nature are more powerful than other devil fruit powers so it's okay to make them a little overpowered in the beginning, however other fruit type lists should be able to catch up to their strength at max level.

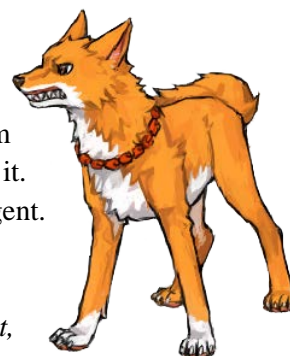
Example Feat Lists

Examples can be found and downloaded from our website <http://badkarmagames.com> and are supplied in the supplementary directory if you downloaded the complete package.

Secondary Crewmates

Secondary crewmates can be gained by choosing feats from certain races, classes, or careers. When a secondary crewmate joins your party, you should create a new character sheet for them. They usually gain experience and levels just like a normal player does, but make sure you read their description for how to level them up correctly. Secondary crewmates are usually controlled by the player but the DM may take away this privilege if the crewmate is mistreated. The player will need to assign each secondary crewmate a name. Secondary crewmates have unique motivations of their own. Some may be in it purely for Beli, others for honor or adventure. If you don't supply your followers with what they want, they will most likely leave or betray you. It's best to accept them into your crew as new nakama and use their skills (and lives) wisely. Secondary crewmates typically start at level 1 with 2 ranks in their skills. Each level they gain +1 to each skill rank.

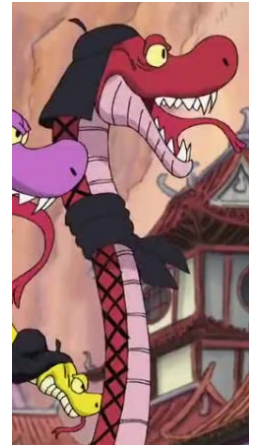
Dog – A bounty hunter who takes the Hunting Dog feat can train a dog to become their faithful companion. The dog can be any breed, and is able to wear light chest armor to help protect them from harm. Dogs cannot deal very high damage but their support abilities more than make up for it. They are also quite durable for their size and once they are trained, they can become very intelligent. Starting at level 3 the dog can understand human speech.



Skills: Unarmed Strike, Defense, Fortitude Save, Reflex Save, Sense Motive, Balance, Search, Spot, Hide, Jump, Listen, Intimidate

Level	HP	DR	STR	CON	DEX	INT	WIS	CHA	Dmg	Abilities
1	3	1	10	10	8	4	6	8	1	Understands Animal Speech
2	6	1	10	10	8	4	6	8	1d4	
3	9	2	10	10	8	4	6	8	1d4+1	Understands Human Speech
4	12	2	10	10	8	6	6	8	1d6	
5	15	3	10	10	8	6	6	8	1d6+1	
6	18	3	10	10	8	6	6	8	1d8	The Hunt
7	21	4	10	10	8	6	6	8	1d8+1	The Hunt
8	24	4	10	10	10	6	6	8	1d10	The Hunt
9	27	5	10	10	10	6	6	8	1d10+1	The Hunt
10	30	5	10	10	10	6	6	8	2d6	The Hunt
11	33	6	10	10	10	6	6	8	2d6+1	The Hunt, The Great Outdoors
12	36	6	10	10	10	6	8	8	2d6+2	The Hunt, The Great Outdoors
13	39	7	10	10	10	6	8	8	2d8	The Hunt, The Great Outdoors
14	42	7	10	10	10	6	8	8	2d8+1	The Hunt, The Great Outdoors
15	45	8	10	10	10	6	8	8	2d8+2	The Hunt, The Great Outdoors
16	64	8	10	12	10	6	8	8	3d6	The Hunt, The Great Outdoors
17	68	9	10	12	10	6	8	8	3d6+1	The Hunt, The Great Outdoors, Dead or Alive
18	72	9	10	12	10	6	8	8	3d6+2	The Hunt, The Great Outdoors, Dead or Alive
19	76	10	10	12	10	6	8	8	3d8	The Hunt, The Great Outdoors, Dead or Alive
20	80	10	12	12	10	6	8	8	3d8+1	The Hunt, The Great Outdoors, Dead or Alive

Kuja Snake – Each Kuja tribeswoman has a Kuja snake which they raise and live with for their entire life. These snakes are often used as longbows, staves, or other long shaped weapon. They have other useful skills though, such as tracking other animals, spying on enemies, and fetching small items. They can also attack on their own, but their natural damage is relatively weak. They start as the same length as their owners' height and grow 1ft every time the owner advances three levels, starting at level three.

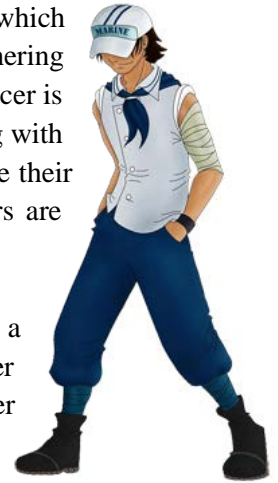


The snake's skill set cannot be used while they are in the shape of an object, like a bow. Treat the snake as the base weapon type they are formed as with a +1 enhancement bonus per four levels of the owner. So an owner who is level 16 would have a snake long bow with a +4 enhancement bonus. Snakes may only wear light armor helmets. Kuja Snakes are always the same level as the tribeswoman they serve and do not level based off combat experience like normal characters.

Skills: Unarmed Strike, Defense, Initiative, Reflex Save, Fortitude Save, Move Silently, Hide, Sense Motive, Balance

Level	HP	DR	STR	CON	DEX	INT	WIS	CHA	Dmg	Abilities
1	2	1	10	8	12	6	4	4	1	Understands Human&Animal Speech
2	4	1	10	8	12	6	4	4	1d4	
3	6	2	10	8	12	6	4	4	1d4+1	
4	8	2	10	8	12	6	4	6	1d6	
5	10	3	10	8	12	6	4	6	1d6+1	+1 poison dmg
6	12	3	10	8	12	6	4	6	1d8	+1 poison dmg
7	14	4	10	8	12	6	4	6	1d8+1	+1 poison dmg
8	16	4	10	8	14	6	4	6	1d10	+1 poison dmg
9	18	5	10	8	14	6	4	6	1d10+1	+1 poison dmg
10	20	5	10	8	14	6	4	6	2d6	+2 poison dmg
11	22	6	10	8	14	6	4	6	2d6+1	+2 poison dmg
12	36	6	10	10	14	6	4	6	2d6+2	+2 poison dmg
13	39	7	10	10	14	6	4	6	2d8	+2 poison dmg
14	42	7	10	10	14	6	4	6	2d8+1	+2 poison dmg
15	45	8	10	10	14	6	4	6	2d8+2	+3 poison dmg
16	48	8	12	10	14	6	4	6	3d6	+3 poison dmg
17	51	9	12	10	14	6	4	6	3d6+1	+3 poison dmg
18	54	9	12	10	14	6	4	6	3d6+2	+3 poison dmg
19	57	10	12	10	14	6	4	6	3d8	+3 poison dmg
20	60	10	12	10	16	6	4	6	3d8+1	+4 poison dmg

Marine Officer – These officers are assigned to high ranking marines to help complete tasks which would normally take up too much of their valuable time. The officer can assist you with gathering information, ordering your men, fighting alongside with you, or other marine officer tasks. The officer is assigned by marine headquarters and could be a member of any class or race. If you can't get along with your officer, you may request a transfer which normally takes about a week. Officers want to serve their own justice and help make the world a better place. As long as your sense of justice and theirs are similar, they will generally respect you and be happy to help.



Creating a Marine Officer is a unique task which your DM must complete. The DM should create a new level one character from scratch. The character can be any race/class but must be a career marine. Like a normal character they should have disadvantages and various skills. As the officer levels up, the marine who bought this feat can help decide which attributes/feats the officer should take, but it's ultimately up to the DM. The officer gains one additional feat and 2 additional attribute points every 4 levels, starting at level 4. To calculate the officer's HP the formula is $3 + \text{CON Mod}$ multiplied by the officer's level.

Skills: Unarmed Strike or Weapon Attack or Ranged Shot, Defense, Initiative, Reflex Save or Fortitude Save, Gather Information, Intimidate, Diplomacy, and 3 other secondary skills.

Level	HP	DR	STR	CON	DEX	INT	WIS	CHA	Dmg	Abilities
1	3	1	8	8	8	8	8	8	1d4	+1 Feat and +10 Attribute Points to spend
2	6	1	8	8	8	8	8	8	1d4+1	
3	9	2	8	8	8	8	8	8	1d6	
4	12	2	8	8	8	8	8	8	1d8	+1 Feat, +2 Attribute Points
5	15	3	8	8	8	8	8	8	1d8+1	
6	18	3	8	8	8	8	8	8	1d8+2	
7	21	4	8	8	8	8	8	8	2d6	
8	24	4	8	8	8	8	8	8	2d6+1	+1 Feat, +2 Attribute Points
9	27	5	8	8	8	8	8	8	2d6+2	
10	30	5	8	8	8	8	8	8	2d8	
11	33	6	8	8	8	8	8	8	2d8+1	
12	36	6	8	8	8	8	8	8	2d8+2	+1 Feat, +2 Attribute Points
13	39	7	8	8	8	8	8	8	3d6	
14	42	7	8	8	8	8	8	8	3d6+1	
15	45	8	8	8	8	8	8	8	3d6+2	
16	48	8	8	8	8	8	8	8	3d8	+1 Feat, +2 Attribute Points
17	51	9	8	8	8	8	8	8	3d8+1	
18	54	9	8	8	8	8	8	8	3d8+2	
19	57	10	8	8	8	8	8	8	4d6+1	
20	60	10	8	8	8	8	8	8	4d8	+1 Feat, +2 Attribute Points

Minion – Minions are the servants of scientists and can vary greatly based on the scientist’s imagination. A minion could be a cyborg, zombie, or any other unnatural life form. Scientists have the choice of making their minion a swordsman, brawler, rogue, or warrior. The scientist must supply any weapons the minion uses. The minion’s base damage doesn’t change based on their weapon, but they do receive other bonuses from weapons like additional elemental damage, attribute bonuses, and proc effects. If they don’t have a weapon assigned at creation, they are automatically considered brawlers.



A minion is always the same level as their master. If the minion dies it can be recreated with a new body. It retains its current level after being recreated. Since the class can vary, the Scientist needs to assign attribute points to the minion manually. They start at level one with 8 Attribute points to spend and then gain 2 more attribute points and can choose 1 feat in their class list every 4 levels starting at level 4. Zombies can wear light armor naturally but may wear heavier classes of armor if the Scientist chooses to spend feat points on armor proficiency. To calculate the minion’s HP the formula is 3+CON Mod multiplied by the minion’s level.

When creating a minion there is a 5% chance that it will contain the flesh of a devil fruit user. To calculate this roll 1d20, if the result is 20 then it has fruit ability. When this does happen, the DM will need to setup a special devil fruit feat list for the minion. The minion then gets one additional devil fruit feat every 4 levels in addition to their normal class feat.

Skills: Unarmed Strike or Weapon Attack, Defense, Initiative, Reflex Save or Fortitude Save, Six skills based on STR, CON, or DEX.

Level	HP	DR	STR	CON	DEX	INT	WIS	CHA	Dmg	Abilities
1	3	1	10	10	10	6	6	4	1d4	+8 Attribute Points to spend
2	6	1	10	10	10	6	6	4	1d4+1	
3	9	2	10	10	10	6	6	4	1d6	
4	12	2	10	10	10	6	6	4	1d8	+1 Class Feat, +2 Attribute Points
5	15	3	10	10	10	6	6	4	1d8+1	
6	18	3	10	10	10	6	6	4	1d8+2	
7	21	4	10	10	10	6	6	4	2d6	
8	24	4	10	10	10	6	6	4	2d6+1	+1 Class Feat, +2 Attribute Points
9	27	5	10	10	10	6	6	4	2d6+2	
10	30	5	10	10	10	6	6	4	2d8	
11	33	6	10	10	10	6	6	4	2d8+1	
12	36	6	10	10	10	6	6	4	2d8+2	+1 Class Feat, +2 Attribute Points
13	39	7	10	10	10	6	6	4	3d6	
14	42	7	10	10	10	6	6	4	3d6+1	
15	45	8	10	10	10	6	6	4	3d6+2	
16	48	8	10	10	10	6	6	4	3d8	+1 Class Feat, +2 Attribute Points
17	51	9	10	10	10	6	6	4	3d8+1	
18	54	9	10	10	10	6	6	4	3d8+2	
19	57	10	10	10	10	6	6	4	4d6+1	
20	60	10	10	10	10	6	6	4	4d8	+1 Class Feat, +2 Attribute Points

Squire – Squires are young swordsmen who are the apprentice of a fencer. They are typically from noble families and while naive, they have a good heart. Squires make decent offensive characters once they level up, but at first they are all but useless. Squires gain experience just as a normal character does, but may also gain some bonus experience when training and fighting alongside their master. Squires can wear light armor and a standard fencing weapon.

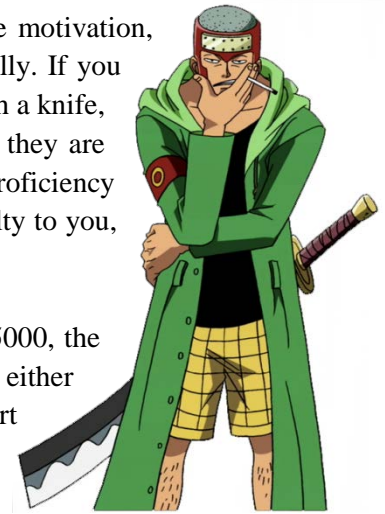


The squire may choose to leave their master if he/she ignores them or refuses to let them participate in battle. Their whole purpose in life is to become a skilled fencer who can win grand tournaments and battles evil monsters. It's best to keep their dreams alive as long as possible or the squire may lose interest in your cause.

Skills: Weapon Attack, Defense, Initiative, Reflex Save, Concentrate, Spot, Balance, Jump, Tumble, Listen

Lvl	HP	DR	STR	CON	DEX	INT	WIS	CHA	Dmg	Abilities
1	3	1	10	10	12	8	10	10	1d4	
2	6	1	10	10	12	8	10	10	1d4+1	
3	9	2	10	10	12	8	10	10	1d6	
4	16	2	10	12	12	8	10	10	1d6+1	Blade Guard
5	20	3	10	12	12	8	10	10	1d8	Blade Guard
6	24	3	10	12	12	8	10	10	1d8+1	Blade Guard
7	28	4	12	12	12	8	10	10	1d8+2	Blade Guard
8	32	4	12	12	14	8	10	10	2d6+2	Blade Guard, Haste
9	36	5	12	12	14	8	10	10	2d8	Blade Guard, Haste
10	40	5	12	12	14	8	10	10	2d8+1	Blade Guard, Haste
11	44	6	12	12	14	8	10	10	2d8+2	Blade Guard, Haste
12	48	6	14	12	14	8	10	10	3d6	Blade Guard, Haste, Wicked Strike
13	52	7	14	12	14	8	10	10	3d6+1	Blade Guard, Haste, Wicked Strike
14	56	7	14	12	14	8	10	10	3d6+2	Blade Guard, Haste, Wicked Strike
15	60	8	14	12	14	8	10	10	3d8	Blade Guard, Haste, Wicked Strike
16	80	8	14	14	14	8	10	10	3d8+1	Blade Guard, Haste, Wicked Strike, Blade Counter
17	85	9	14	14	14	8	10	10	3d8+2	Blade Guard, Haste, Wicked Strike, Blade Counter
18	90	9	14	14	14	8	10	10	4d6	Blade Guard, Haste, Wicked Strike, Blade Counter
19	95	10	14	14	14	8	10	10	4d6+1	Blade Guard, Haste, Wicked Strike, Blade Counter
20	100	10	14	14	16	8	10	10	4d6+2	Blade Guard, Haste, Wicked Strike, Blade Counter, Quick Slash

Thugs – Thugs are tough characters who can be hired by rogues. They only have one motivation, Beli. If you pay your thugs well and often, they will be your best friend and greatest ally. If you don't, you may end up with a new enemy or two. Treat thugs as if they are proficient with a knife, sword, or a brawler type weapon. You don't get to pick which one of these weapons they are proficient with; when hired they should already have a basic weapon on them and proficiency using it. You may also give your thugs light armor to wear, but depending on their loyalty to you, they may refuse to give them back or may sell them if you can't pay them properly.



In order to figure out how many Beli you must pay your thug, multiple their level by 5000, the result is the amount of Beli they demand per week. If you miss payments, the thug will either attack you or leave your crew depending on their current attitude towards you. Thugs start at level 1 when obtained and gain experience just like a player does if they participate in battles or other actions.

Skills: Weapon Attack, Defense, Initiative, Reflex Save, Move Silently, Hide, Sleight of Hand, Tumble, Search, Intimidate, Balance

Level	HP	DR	STR	CON	DEX	INT	WIS	CHA	Dmg	Abilities
1	3	1	10	10	12	8	8	8	1d4	
2	6	1	10	10	12	8	8	8	1d4+1	
3	9	2	10	10	12	8	8	8	1d6	
4	12	2	10	10	14	8	8	8	1d8	Sneak Attack
5	15	3	10	10	14	8	8	8	1d8+1	Sneak Attack
6	18	3	10	10	14	8	8	8	1d8+2	Sneak Attack
7	21	4	10	10	14	8	8	8	2d6	Sneak Attack
8	24	4	12	10	14	8	8	8	2d6+1	Sneak Attack, Bold Advance
9	27	5	12	10	14	8	8	8	2d6+2	Sneak Attack, Bold Advance
10	30	5	12	10	14	8	8	8	2d8	Sneak Attack, Bold Advance
11	33	6	12	10	14	8	8	8	2d8+1	Sneak Attack, Bold Advance
12	36	6	12	10	16	8	8	8	2d8+2	Sneak Attack, Fancy Footwork, Cheap Shot
13	39	7	12	10	16	8	8	8	3d6	Sneak Attack, Fancy Footwork, Cheap Shot
14	42	7	12	10	16	8	8	8	3d6+1	Sneak Attack, Fancy Footwork, Cheap Shot
15	45	8	12	10	16	8	8	8	3d6+2	Sneak Attack, Fancy Footwork, Cheap Shot
16	64	8	12	12	16	8	8	8	3d8	Sneak Attack, Fancy Footwork, Cheap Shot, Cut Artery
17	68	9	12	12	16	8	8	8	3d8+1	Sneak Attack, Fancy Footwork, Cheap Shot, Cut Artery
18	72	9	12	12	16	8	8	8	3d8+2	Sneak Attack, Fancy Footwork, Cheap Shot, Cut Artery
19	76	10	12	12	16	8	8	8	4d6+2	Sneak Attack, Fancy Footwork, Cheap Shot, Cut Artery
20	80	12	12	12	16	8	8	8	4d8+1	Sneak Attack, Fancy Footwork, Cheap Shot, Cut Artery, Insidious Shank

General Items



Bubbly Coral: A strange, mysterious device that looks like coral, but has the ability to produce air bubbles when activated. These bubbles can grow large enough to envelope a character's entire body, or small enough to just wrap around their head or other body parts. If it's wrapped around a character's head while underwater, it will supply them with air. The bubbles can also be used on land, where the bubbles can carry heavy weights, such as a merman's body weight so he can float around on land. The larger the coral, the faster and larger the bubbles it can produce. Bubbly coral is produced on Fishman Island and is generally used for the two aforementioned purposes.

Caltrops: A caltrop is a four-pronged metal spike crafted so that one prong faces up no matter how the caltrop comes to rest. You scatter caltrops on the ground in the hope that your enemies step on them or are at least forced to slow down to avoid them. One 2-pound bag of caltrops covers an area 5 feet square.

Each time a creature moves into an area covered by caltrops (or spends a round fighting while standing in such an area), it runs the risk of stepping on one. Make an attack roll for the caltrops against the creature. For this attack, the creature's shield, armor, and deflection bonuses do not count. If the creature is wearing shoes or other footwear, it gets a +2 armor bonus to defense. If the attack succeeds, the creature has stepped on a caltrop. The caltrop deals 1 point of damage, and the creature's speed is reduced by half because its foot is wounded. This movement penalty lasts for 24 hours, until the creature is successfully treated with a DC 15 Heal check. A charging or running creature must immediately stop if it steps on a caltrop. Any creature moving at half speed or slower can pick its way through a bed of caltrops with no trouble. Caltrops may not work against unusual opponents.

Candle: A candle dimly illuminates a small area, increasing the light level in a 5-foot radius by one step (darkness becomes dim light and dim light becomes normal light). A candle cannot increase the light level above normal light. A candle burns for 1 hour.

Chain: Chain has hardness 10 and 5 hit points. It can be burst with a DC 26 Strength check.

Flint and Steel: Lighting a torch with flint and steel is a full-round action, and lighting any other fire with them takes at least that long.

Grappling Hook: Throwing a grappling hook requires a ranged attack roll for accuracy, treating the hook as a thrown weapon with a range of 50 feet. Roll D20 after a successful hook as a luck roll, the hook can support weight equal to 20lb multiplied by the luck result.

Hammer: If a hammer is used in combat, treat it as a one-handed improvised weapon that deals bludgeoning damage equal to that of a spiked gauntlet of its size.

Lamp, Common: A lamp illuminates a small area, providing normal light in a 15-foot radius and increasing the light level by one step for an additional 15 feet beyond that area (darkness becomes dim light and dim light becomes normal

light). A lamp does not increase the light level in normal light or bright light. A lamp burns for 6 hours on one pint of oil. You can carry a lamp in one hand.

Lantern, Bullseye: A bullseye lantern provides normal light in a 60-foot cone and increases the light level by one step in the area beyond that, out to a 120-foot cone (darkness becomes dim light and dim light becomes normal light). A bullseye lantern does not increase the light level in normal light or bright light. A lantern burns for 6 hours on one pint of oil. You can carry a lantern in one hand.

Lock: The DC to open a lock with the Sleight of Hand skill depends on the lock's quality: simple (DC 20), average (DC 25), good (DC 30), or superior (DC 40).

Manacles, Standard and Masterwork: Manacles can bind a Medium creature. A manacled creature can use the Escape Artist skill to slip free (DC 30, or DC 35 for masterwork manacles). Breaking the manacles requires a Strength check (DC 26, or DC 28 for masterwork manacles). Manacles have hardness 10 and 10 hit points. Most manacles have locks; add the cost of the lock you want to the cost of the manacles. For the same cost, you can buy manacles for a Small creature. For a Large creature, manacles cost 10 times the indicated amount, and for a Huge creature, 100 times the indicated amount. Gargantuan, Colossal, Tiny, Diminutive, and Fine creatures can be held only by specially made manacles, which cost at least 100 times the indicated amount.

Pick, Miner's: If a miner's pick is used in combat, treat it as a two-handed improvised weapon that deals damage equal to that of a heavy pick of its size.

Ram, Portable: This iron-shod wooden beam gives you a +2 circumstance bonus on Strength checks made to break open a door and allows a second person to help, automatically increasing your bonus by 2.

Rope, Hemp: This rope has 2 hit points and can be burst with a DC 23 Strength check.

Shovel: If a shovel is used in combat, treat it as a one-handed improvised weapon that deals bludgeoning damage equal to that of a club of its size.

Spyglass: Objects viewed through a spyglass are magnified to twice their size. Characters using a spyglass take a -1 penalty on Spot skill checks per 20 feet of distance to the target, if the target is visible.

Torch: A torch burns for 1 hour, shedding normal light in a 20-foot radius and increasing the light level by one step for an additional 20 feet beyond that area (darkness becomes dim light and dim light becomes normal light). A torch does not increase the light level in normal light or bright light. If a torch is used in combat, treat it as a one-handed improvised weapon that deals bludgeoning damage equal to that of a gauntlet of its size, plus 1 point of fire damage.

Vivre Card: Also known as "the paper of life", these cards are a special form of paper made in the New World. A Vivre Card is made from part of a person's bodily tissue (hair, fingernails, skin, etc) which is then made into paper. It is completely waterproof and fireproof, but can be torn and given to a cared person that one would be separated from. The torn piece will point to and move towards the largest piece of the Vivre card while the largest piece will point towards the person the Vivre Card was designed from. However, if a Vivre Card begins to burn on its own, that means that the life of the person who gave the Vivre Card is vanishing.

Water Clock: This large, bulky contrivance gives the time accurately to within half an hour per day since it was last set. It requires a source of water, and it must be kept still because it marks time by the regulated flow of droplets of water.



Career Kits



A career kit is a helpful collection of various items which characters will need in order to perform their career abilities. It's important to purchase one of these kits for your character if you plan to use any of your career based feats. Just as a swordsman is useless without a sword, a doctor isn't going to be very useful without the basic tools of their trade.

Bounty Hunter Kit – a list of current well known bounties, a government license to bounty hunt.

Chef Kit – set of chef knives, a whisk, tongs, scissors, a medium skillet and pot.

Doctor Kit – stethoscope, scalpel, blood pressure gauge, set of needles, mortar and pestle, roll of bandages

Marine Kit – one standard marine uniform, guide on military protocols, either a longsword or musket

Navigator Kit – compass, sextant, quadrant, crosstaff, spyglass

Musician Kit – blank set of music sheets, one standard instrument, metronome,

Pirate Kit – eye patch, custom hat (no stats), small empty chest, one flintlock or cutlass

Scientist Kit – test tubes, wires, microscope, rubber gloves, safety goggles.

Shipwright Kit – plane, chisel, crowbar, hammer, box of nails, saw

Weapons

- **Dmg** – The base damage of the weapon before the character’s attribute bonuses are applied.
- **Critical** – First the range of the attack roll indicating a critical threat, and then the multiplier value. For example 18-20/x2 indicated that an attack roll of 18, 19, or 20 would count as a critical threat. The x2 indicates that if the critical hit is successful, you multiply the damage dealt by 2. No critical range indicated means the weapon defaults to only natural 20 attack rolls.
- **Melee** – The melee range of the weapon.
- **Range** – The range of the weapon when thrown, flung, or fired.

Type	Dmg	Critical	Melee	Range	Str Req'd
Martial Weapons					
Default Unarmed Strike	1d3	x2	5 ft.		
Gauntlet	1d2+U.S.	x2	5 ft.		
Knuckles	1d4+U.S.	x2	5 ft.		
Spiked Gauntlet	1d6+U.S.	x2	5 ft.		
Light One-Hand Melee Weapons					
Club	1d6	x2	5 ft.	10 ft.	10
Dagger	1d4	19-20/x2	5 ft.	20 ft.	6
Hammer, Light	1d4	x2	5 ft.	20 ft.	10
Handaxe	1d6	x3	5 ft.		10
Kama	1d6	x2	5 ft.		8
Kukri	1d4	18-20/x2	5 ft.		8
Mace, Light	1d6	x2	5 ft.		10
Pick, Light	1d4	x4	5 ft.		8
Rapier (sword)	1d6	18-20/x2	5 ft.		6
Sai	1d4	x2	5 ft.		8
Sap	1d6	x2	5 ft.		10
Shield, Light	1d2	x2	5 ft.		8
Shortspear	1d6	x2	10 ft.	20 ft.	10
Shortsword (sword)	1d6	19-20/x2	5 ft.		8
Sickle	1d6	x2	5 ft.		10
Starknife	1d4	x3	5 ft.	20 ft.	6
Throwing Axe	1d6	x2	5 ft.	10 ft.	10
Whip	1d4	x2	5 ft.		6
Heavy One-Hand Melee Weapons					
Bastard Sword (sword)	1d10	x2	5 ft.		14
Battleaxe	1d8	x3	5 ft.		14
Cutlass (sword)	1d8	x2	5 ft.		12
Falchion (sword)	2d4	18-20/x2	5 ft.		12
Flail	1d8	x2	5 ft.		12
Katana (sword)	1d10	x2	5 ft.		14
Longsword (sword)	1d8	19-20/x2	5 ft.		10
Mace, Heavy	1d8	x2	5 ft.		14
Morningstar	1d8	x2	5 ft.		14
Pick, Heavy	1d6	x4	5 ft.		14
Scimitar (sword)	1d6	18-20/x2	5 ft.		10
Shield, Heavy	1d4	x2	5 ft.		12
Spiked Shield, Heavy	1d6	x2	5 ft.		16
Spiked Armor	1d6	x2	5 ft.		18
Trident	1d8	x2	10 ft.	20 ft.	12
Warhammer	1d8	x3	5 ft.		12

Type	Dmg	Critical	Melee	Range	Str Req'd
Two-Handed Melee Weapons					
Curve Blade (sword)	1d10	18-20/x2	5 ft.		12
Halberd	1d10	x3	10 ft.		16
Heavy Flail	1d10	19-20/x2	5 ft.		14
Glaive	1d10	x3	5 ft.		14
Greataxe	1d12	x3	5 ft.		16
Greatclub	1d10	x2	5 ft.		14
Greatsword (sword)	2d6	19-20/x2	5 ft.		16
Guisarme	2d4	x3	5 ft.		14
Lance	1d8	x3	10 ft.		12
Longspear	1d8	x3	15 ft.		14
Quaterstaff	1d6	x2	5 ft.		10
Ranseur	2d4	x3	5 ft.		12
Scythe	2d4	x4	5 ft.		12
Spear	1d8	x3	10 ft.	20 ft.	12
Spiked Chain	2d4	x2	5 ft.		10
Two-Bladed Sword (sword)	1d8	19-20/x2	5 ft.		12
Ranged Weapons			Reload Count		
Bazooka	3d6	x2	1	200 ft.	16
Blowgun	1d2	x2	1	20 ft.	
Bolas	1d4	x2	1	10 ft.	
Boomerang**	1d4	x2	0	100 ft.	10
Cannon-Gun	4d6	x2	1	200 ft.	22
Crossbow, Hand	1d4	19-20/x2	1	30 ft.	6
Crossbow, Heavy	1d10	19-20/x2	1	80 ft.	12
Crossbow, Heavy Repeating	1d10	19-20/x2	5	120 ft.	14
Crossbow, Light	1d8	19-20/x2	1	120 ft.	8
Crossbow, Light Repeating	1d8	19-20/x2	3	80 ft.	10
Dart	1d4	x2	3	20 ft.	
Flintlock	1d6	x2	1	50 ft.	8
Gatling Gun*	1d6	x2	100	150 ft.	20
Javelin	1d6	x2	1	30 ft.	10
Longbow	1d8	x3	1	100 ft.	12
Longbow, Composite	1d8	x3	1	110 ft.	10
Musket	1d10	x2	1	100 ft.	12
Net	0		1	10 ft.	8
Pellet Rifle	1d4	x2	50	100 ft.	6
Pistol	1d8	x3	20	100 ft.	8
Revolver	1d8	x2	6	80 ft.	10
Rifle, Hunting	1d8	x3	15	150 ft.	10
Rifle, Sniper	1d10	x4	1	1,000 ft.	12
Shortbow	1d6	x3	1	60 ft.	10
Shortbow, Composite	1d6	x3	1	70 ft.	8
Shotgun	2d6	x2	2	50 ft.	12
Shuriken	1d2	x2	6	10 ft.	
Sling	1d4	x2	1	50 ft.	
Sling Staff	1d8	x3	1	80 ft.	

*Can be fired twice as many times per round as a normal ranged shot weapon.

**Boomerangs can only be thrown once per turn regardless of your ranged shot rank. It has a normal chance to hit and has a second return chance to hit the target. The return hit takes a -3 accuracy bonus. Boomerangs can be dual wielded giving the character a maximum of 4 chances to hit with 2 boomerangs equipped. Ammo cannot be applied to boomerangs.

Armor and Shields

- **Defense Bonus** – The amount of defense bonus you gain by wearing the armor. This bonus does NOT apply to your DR (damage reduction). Instead, it is added as a bonus to your defense primary skill. Be sure to note the difference or your character will become very unbalanced.
- **Max Dex Bonus** – This number is the maximum Dexterity bonus to defense that this type of armor allows. If the character's Dex bonus is higher, it is reduced to the given value.
- **Armor Check Penalty** – The penalty to apply to all DEX and STR based skills while wearing the given type of armor. This penalty only applies to secondary skills. Even if you're only wearing plate gloves, the full penalty is applied. However, the penalty doesn't stack, only the strongest penalty is taken into account.
- **Speed Adjustment** – The penalty to the character's base movement speed.

Type	Defense Bonus	Max Dex Bonus	Armor Check Penalty	Speed Adjustment
Light Armor				
Leather	+1	+6	0	
Studded Leather	+2	+4	-2	
Medium Armor				
Scale Mail	+3	+3	-4	-5 ft/turn
Chainmail	+4	+2	-5	-5 ft/turn
Heavy Armor				
Banded Mail	+5	+1	-6	-5 ft/turn
Full-Plate	+6	+1	-6	-10 ft/turn
Shields				
Buckler	+1		-1	
Light Round	+2		-1	
Heavy Round	+3		-2	
Tower	+4	+2	-10	

- When running in heavy armor, you move only triple your speed, not quadruple.
- A tower shield can grant you cover.

Armor Type	Secondary Armor Slot			
	Head	Gloves	Pants	Boots
Leather	+0	+0	+0	+0
Studded Leather	+0	+0	+1	+0
Scale Mail	+1	+0	+1	+0
Chainmail	+1	+0	+2	+1
Banded Mail	+2	+1	+2	+1
Full-Plate	+2	+1	+3	+2

Advanced Equipment

The previous pages list the basic armor and weapon types and what their lowest stats can be. These weapons and armor sets would be something an amateur artisan could produce. There are hundreds of different weapons and armors in the world to be discovered. Some normal like the examples above and others more powerful than you can believe. Below are some powerful items which could exist in your world. The possibilities are endless and it's up to the DM to be creative in designing items for players to find during adventures or at NPC shops.

In addition to chest armor, there are some other armor slots which you can fill. By default these include helmets, gloves, boots, and leg armor. Other optional slots could include rings, necklaces, earrings, shoulders, arms, cloaks, and belts. These slots shouldn't have the same defense value as chest armor; chest armor is the most valuable slot when it comes to defense bonuses. For example, chainmail chest armor may have +4 defense, but a chainmail helmet might only have +1. When it comes to light armor pieces, since the defense values would be too low to count, light armor gloves/boots/etc usually have +0 defense bonus, but often have skill or stat bonuses to make them useful.

The bonuses listed under each item are added on top of the normal bonuses for the type of item. For example the Earthen Breastplate below would have a total of +10 Defense because normal Half-Plate Armor has +8 and the special bonus below is +2.



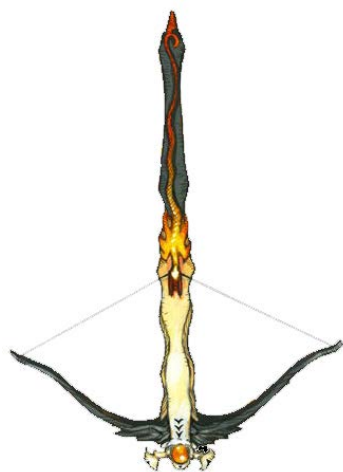
Elbaf Breastplate
Plate Armor
+2 Defense, +2 DR



Sea King Skin Tunic
Studded Leather Armor
+2 Defense, +5 Corrosive Resistance



Sea-stone Barricade
Light Round Shield
+1 Defense, Sea-stone effects



Flame Dial Imbued Crossbow
Light Crossbow
+1d8 Fire Damage



Freeze Dial Imbued Hammer
Light Hammer
+2 Damage, +1d4 Cold Damage



Bracers of the Kuja
Leather Armor (Gloves)
+2 Attack Bonus with Bows

Poisons



Poisons are a dirty, but easy method to deal a bit more damage to your enemies. Poisons can be used by any class. However, rogues are the most skilled when it comes to applying poisons to weaponry. To apply a poison to a weapon, the applicator must successfully roll against the application DC (Sleight of Hand Rank + Dex Mod + 1d20). Successful or not, the poison vial is emptied. Poison effects of the same type do not stack.

Once a poisoned weapon successfully hits a target, the poison is removed from the weapon and the target rolls a fortitude check against the potency DC. If the target loses the roll, the poison's effect is applied to the target. There are two exceptions to this normal process. First, ranged weapons cannot have poison applied to them, only the projectiles can. One vial can be applied to three projectiles. Second, rogues have various feats which extend the effects and potency of poisons. See the rogue section for more information.

To craft a vial of poison the crafter rolls their sleight of hand or invent skill. The crafting DC is the same as the potency DC.

Poison Vial Name	Ingredients	App DC	Pot DC	Effect
Weak Sedative	1 lb Sweet Berries Water	10	12	Target becomes fatigued. If they are already fatigued they become exhausted.
Weak Necrotoxin	Distilled Water 2lb Bone Dust	10	12	Target takes 1 corrosive damage per turn for 10 turns. A corrosive resistance greater than 1 nullifies the effect.
Creeping Chill	Rubbing Oils Aloe Leaf x2	15	17	Deals 1d6 cold damage and decreases target's heat resistance by 5 for an hour. A cold resistance greater than 5 nullifies the effect
Dragon's Spit	Bottle of Alcohol Red Dragon Flower x2	15	17	Deals 1d6 heat damage and decreases target's cold resistance by 5 for an hour. A heat resistance greater than 5 nullifies the effect
Mild Sedative	2lb Sweet Berries Distilled Water	15	17	Puts target to sleep for an hour.
Mild Neurotoxin	Distilled Water Snake Venom Sac	15	17	Target takes a -2 penalty to a random attribute for an hour. Roll a 1d6, 1=STR, 2=DEX, 3=CON, 4=INT, 5=WIS, 6=CHA. This effect cannot stack for the same attribute, roll again in such a case.
Hothead	Distilled Water 2lb Coffee Beans	17	20	Target becomes berserk for 5 turns.
Weak Hemotoxin	Bottle of Alcohol Snake Venom Sac x2	17	20	Target's resistances are reduced by 2 for an hour.
Hallucinogen	Distilled Water 1lb Sweet Berries 1lb Coffee Beans	17	20	Target becomes confused for 5 turns.
Darkness	Bottle of Alcohol x2 Bilberry Extract x3	17	20	Target becomes blinded for 5 turns
Elder Dragon's Spit	Bottle of Alcohol Red Dragon Flower x5	20	23	Deals 1d4 heat damage each turn for 10 turns. Decreases target's cold resistance by 10 for the duration. A heat resistance greater than 10 nullifies the effect
Freezing Chill	Rubbing Oils x2 Aloe Leaf x5	20	23	Deals 1d4 cold damage each turn for 10 turns. Decreases target's heat resistance by 10 for the duration. A cold resistance greater than 10 nullifies the effect

Necrotoxin	Distilled Water 5lb Bone Dust	20	23	Target takes 1d4 corrosive damage per turn for 10 turns. A corrosive resistance greater than 5 nullifies the effect.
Hemotoxin	Bottle of Alcohol Snake Venom Sac x4	22	26	Target's resistances are reduced by 5 for an hour.
Strong Sedative	5lb Sweet Berries Distilled Water	22	26	Puts a target to sleep for 1d6+2 hours.
Neurotoxin	Distilled Water Snake Venom Sac x3	22	26	Target takes a -4 penalty to a random attribute for an hour. Roll a 1d6, 1=STR, 2=DEX, 3=CON, 4=INT, 5=WIS, 6=CHA. This effect cannot stack for the same attribute, roll again in such a case.
Pheromones	Bottle of Alcohol x2 Rubbing Oils x2 3lb Sweet Berries	25	30	Target becomes charmed for 5 turns.
Strong Necrotoxin	Distilled Water 10lb Bone Dust Snake Venom Sac x2	25	30	Target takes 1d6 corrosive damage per turn for 10 turns. A corrosive resistance greater than 10 nullifies the effect.
Strong Hemotoxin	Bottle of Alcohol Snake Venom Sac x8	22	26	Target's resistances are reduced by 10 for an hour.
Strong Neurotoxin	Distilled Water Snake Venom Sac x6	30	34	Target takes a -6 penalty to a random attribute for an hour. Roll a 1d6, 1=STR, 2=DEX, 3=CON, 4=INT, 5=WIS, 6=CHA. This effect cannot stack for the same attribute, roll again in such a case.
Deadly Necrotoxin	Distilled Water 30lb Bone Dust Snake Venom Sac x5	35	40	Target takes 2d6 corrosive damage per turn for 10 turns. A corrosive resistance greater than 20 nullifies the effect.

Medicines



Below you can find some examples of common medicines in the One Piece world. There are still many new and strange plants to find and invent with so if you're interested in creating unique medicines, be sure to try different plants and combinations for new and fascinating effects. It's important to remember that a doctor won't know if their home-made medicine is a success or failure until it has been used. Therefore, the DM should roll the d20 for the doctor's medicine crafting roll (Heal + WIS Mod + 1d20) and hide the result so the doctor doesn't know if they beat the DC. A critical failure (rolling a 1) on such a roll could have fatal results for the patient, however most failures will just result in diluted effects.

Medicine Name	Required Feat	Ingredients	Craft DC	Effect
Tea	Herbal Medicine	½ lb Medical Herbs Water	10	Improves natural healing by 50% for 8 hours. Make target sleepy and fatigued.
Burn Salve	Herbal Medicine	2lb Medical Herbs Rubbing Oils Aloe Leaf	15	Heals 1d6 heat damage and improves target's heat resistance by 5 for an hour.
Firewater	Herbal Medicine	2lb Medical Herbs Bottle of Alcohol Red Dragon Flower	15	Improves target's cold resistance by 5 for an hour. However, the target is also made intoxicated.
Sweet Berry Syrup	Herbal Medicine	1lb Medical Herbs 1lb Sweet Berries Distilled Water	15	A weak sedative that puts a target to sleep for an hour when ingested. May also cure Enrage.
Regeneration Potion	Herbal Medicine	5lb Medical Herbs Distilled Water Ginseng Root	15	Consumer gains +1 HP per turn for 10 turns.
Restoration Potion	Herbal Medicine	10lb Medical Herbs Distilled Water 1lb Bone Dust	16	Consumer gains up to +2 to any drained or disabled attribute score. This cannot be used to increase a target's attribute score above normal.
Caffeine Shot	Herbal Medicine	1lb Medical Herbs Distilled Water ¼ lb Coffee Beans	16	Cures Fatigue and Exhaustion for 5 hours. Makes consumer immune to sleep effects for the duration.
Adrenaline Shot	Herbal Medicine	3lb Medical Herbs Bottle of Alcohol Red Dragon Flower 1lb Coffee Beans	17	Temporarily heals the target for half their total HP. One hour after the shot is taken; their HP is reduced to 1 and the target becomes exhausted.
Clear Mind Potion	Herbal Medicine	3lb Medical Herbs Distilled Water Ginseng Root	17	Cures Charmed or Confused
True Sight Potion	Herbal Medicine	2lb Medical Herbs Distilled Water Bilberry Extract	17	Cures Blindness

Dragon's Fire Potion	Herbal Medicine	5lb Medical Herbs Bottle of Alcohol Red Dragon Flower x3	20	Deals 1d4 heat damage for 10 turns. Improves target's cold resistance by 10 for the duration.
Cooling Gel	Herbal Medicine	5lb Medical Herbs Rubbing Oils x2 Aloe Leaf x3	20	Deals 1d4 cold damage for 10 turns. Improves target's heat resistance by 10 for the duration.
Large Regeneration Potion	Herbal Medicine	10lb Medical Herbs Distilled Water Ginseng Root x2	20	Consumer gains +2 HP per turn for 10 turns.
Sweet Berry Serum	Herbal Medicine	3lb Medical Herbs 3lb Sweet Berries Distilled Water	21	A strong sedative that puts a target to sleep for 1d6+2 hours when injected into their body. May also cure Enrage.
Large Restoration Potion	Herbal Medicine	20lb Medical Herbs Distilled Water 2lb Bone Dust	22	Consumer gains up to +4 to any drained or disabled attribute score. This cannot be used to increase a target's attribute score above normal.
Extra Strength Caffeine Shot	Herbal Medicine	2lb Medical Herbs Distilled Water 1lb Coffee Beans	25	Cures Fatigue and Exhaustion for 24 hours. Makes consumer immune to sleep effects for the duration.
Greater Regeneration Potion	Herbal Medicine	20lb Medical Herbs Distilled Water Ginseng Root x4	27	Consumer gains +4 HP per turn for 10 turns.
Greater Restoration Potion	Herbal Medicine	30lb Medical Herbs Distilled Water 3lb Bone Dust	30	Consumer gains up to +6 to any drained or disabled attribute score. This cannot be used to increase a target's attribute score above normal.
Grand Regeneration Potion	Herbal Medicine	50lb Medical Herbs Distilled Water Ginseng Root x10	35	Consumer gains +10 HP per turn for 10 turns.
Antibiotics	Antidotes	5lb Medical Herbs Sample of Bacteria Distilled Water	15	Cures Diseases
Antipoison	Antidotes	5lb Medical Herbs Sample of Poison Distilled Water	17	Cures Poison
Antiviral	Antidotes	5lb Medical Herbs Sample of Virus Distilled Water	19	Cures Viruses
Rumble Ball	Rumble Balls	3lb Medical Herbs Rubbing Oils Bilberry Extract Ginseng Root ½ lb Bone Dust Distilled Water	20	See Rumble Ball feat description in the Doctor's feat list.

Ammo

Basic - A basic projectile such as an arrow or bullet. This type of ammo doesn't provide any damage or effect bonuses but it's the cheapest of all the ammo types.

Anti-Personnel Round – This type of ammo is especially effective against biological targets. It deals +1d4 damage to any flesh targets.

Smoke - Creates a medium sized smoke cloud on impact. The smoke cloud has a 10ft diameter and anyone within has 20% concealment. Any wind, even slight, will dissipate the cloud quickly.

Smoke Stream - Creates a narrow smoke cloud while flying. This dense stream of smoke provides 40% concealment from marksmen if you are blocked from their line of sight.

Glue – This type of ammo causes no damage. Instead, it explodes on impact spreading strong glue on the target. An entangled creature takes a -2 penalty on attack rolls and a -4 penalty to Dexterity and must make a DC 15 Reflex save or be glued to the floor, unable to move. Even on a successful save, it can move only at half speed. Huge or larger creatures are unaffected by this ammo. A flying creature is not stuck to the floor, but it must make a DC 15 Reflex save or be unable to fly (assuming it uses its wings to fly) and fall to the ground. This ammo does not function underwater. A creature that is glued to the floor (or unable to fly) can break free by making a DC 17 Strength check or by dealing 15 points of damage to the goo with a slashing weapon.

Oil - This type of ammo causes no damage. Instead, it explodes on impact spreading flammable oil on the target. Once covered in oil, the target takes 50% more damage from fire attacks. They also take a -5 to all acrobat and balance rolls.

Explosive Round – This ammo explodes on impact, dealing damage to anyone within 5ft. If the ammo hits a target directly, they take normal weapon damage + 1d6 bonus damage. If the ammo lands within 5 ft of a target, they take half that damage.

Tabasco - This type of ammo causes no damage. Instead, it explodes on impact spreading a burning hot sauce in the target's eyes. The target is considered blinded for a minute, unless they wash out their eyes with water.

Pepper - This type of ammo causes no damage. Instead, it explodes on impact spreading a cloud of ground pepper in the eyes of anyone nearby. Anyone within 5ft is considered blinded for a 5 rounds, unless they wash out their eyes with water.

Spikes – When this ammo hits something (like the ground) it splits into many small pieces creating a 5ft by 5ft area of caltrops. Anyone who steps into this area takes 1 point of damage. For the next 24 hours they can only move at half their normal land based speed, unless treated with a 15 DC Heal check.

Fire - The ammo erupts into a fireball once shot, dealing 1d6 fire damage to the target plus normal weapon base damage. This fire effect will easily set flammable objects on fire but will not ignite a creature it hits.

Fire Bomb - The ammo erupts into a fireball once shot, dealing 2d6 fire damage plus normal weapon base damage to the targets it hits. It deals half the damage to anyone else within 5ft. This fire effect will easily set flammable objects on fire but will not ignite a creature it hits.

Sleep Gas - This type of ammo causes no damage. Instead, it explodes on impact spreading a cloud of sleeping gas. Anyone within 5ft must roll a will save vs a DC of 15 or fall asleep for 5 rounds or until damaged.

Stink - A non-lethal, hollow type of ammo filled with something gross like a rotten egg. If hit, the target must roll a fortitude save vs a DC of 15 or they become nauseous until cleaned up.

Pop Greens

Pop Greens are plants that produce seeds roughly the size of a large marble. These seeds are used by skilled Marksman as projectiles. When a certain condition is met, the seed will explode. A fully grown plant will then emerge, usually disabling or killing the nearest creature(s). These plants can be cultivated in the right environment, but the person working with them must be careful. Only a Markman of level 10 or greater may handle and grow pop greens.

To cultivate new seeds the Marksman will need to plant their original seed into rich soil and in sunlight. They'll also need to water it daily with fresh water (except Sargasso which is a salt-water plant). The plant will grow instantly into full adult size once planted. Attack-type plants also require food, specifically meat. Every day, assuming it's healthy, the plant will produce 1d4 new seeds of the same species. The plant cannot support more than 4 seeds at once, so if the Marksman doesn't pick the seeds from the plant, it will halt production at a maximum of 4. Each plant takes up at least 5x5ft of space/soil and if you plant two different attack-type plants adjacently, they'll attack each other. Devil, Rafflesia, Bamboo Javelin-Grove, Skull Exploding Grass, Humandrake, and Impact Wolf Grass are all attack-type plants. If the Marksman neglects the plant and doesn't keep it watered and healthy, the plant will die.

Devil - Venus flytrap which attacks enemies by eating them and ensnaring them with vines. Any target hit with this pop green rolls a reflex save vs a DC of 20. If they fail, they are entangled and take 1d6 damage every turn. They can attempt to break out of the devil with a STR Check DC of 25 or can be freed by an ally if they cut the devil's stem. The devil will shrivel and die after 1 minute; however during that time anyone who enters a space with a non-occupied devil plant is captured.

Sargasso - Explodes into an array of resilient seaweed strong enough to hold back an avalanche. The seaweed acts like a large bundle of normal ropes but each strand has 10 hit points and can be burst with a DC 30 Strength check.

Rafflesia - A large 5x5ft flower which excretes a terrible sour odor. This causes any targets within 5ft of the plant to become nauseated. To resist the effect, targets may roll a fortitude check vs a DC of 25. If they fail, they are nauseated for 3 rounds. If they succeed in their check, they must leave the area or roll another check every round they remain in the area.

Bamboo Javelin-Grove - Stalks of bamboo shoot up from the ground, stabbing and impaling everyone in the 10x10 area. Each target takes 3d6 damage and their feet take major damage as if they stepped on caltrops (see caltrops). Targets may roll a reflex check vs a DC of 20 to take half damage and avoid the foot damage.

Skull Exploding Grass - Explodes on impact in the shape of a skull dealing 5d6 damage to everyone within the 10x10 area. Targets may roll a fortitude check vs a DC of 20 to take half damage.

Humandrake - Explodes when stepped on, attaching itself to the victim, throwing them off balance. The target may attempt a reflex save vs a DC of 22 to avoid the humandrake. If they fail they are slowed for 5 turns or until the Humandrake is destroyed with a STR check of 30 or when slashed for 50 damage.

Trampolia - Spawns a large flower with a soft, flexible center. It spawns under the victim and flings them into the air. The target(s) are considered helpless until they land, unless they can fly.

Impact Wolf Grass - Shot into the air, it sprouts into grass that takes the shape of a wolf. The wolf can then release a powerful shockwave in a 10 foot cone. Anyone hit by the shockwave is stunned for 2 rounds unless they beat a DC 25 fortitude check.

Boaty Banana - Creates a boat shaped like a banana which is very durable, able to withstand boiling water. This boat has 100 HP and is completely resistant to heat up to 300 degrees. Six people can fit in the boat.

Fan Grass - Creates a stalk of grass which is shaped like an oar, used in conjunction with boaty banana. Each character using an oar increases the boaty banana's speed by 2 knots up to 12.

Traps

Traps come in many shapes and sizes. Setting up and disarming traps can be a little confusing at first, but a skilled trapper will get the hang of it quickly. Traps are comprised of two separate resources; the trigger and the payload. The trigger resource determines the base DC rolls and the range of the payload. The payload type determines the damage caused, the difficulty to avoid, and may alter the base DC values of the trap.

The first DC check is the Spot check. When a character enters the vicinity of a trap, they will be asked to roll a spot check. If they roll higher than the spot DC of the trap, the character becomes aware of the trap. The character then has two options to deal with the trap. First, they can attempt to trigger the trap safely. This option renders the trap's resources useless but also safely disposes of the danger. The other option is to disarm the trap, a much more difficult action than triggering it. If successful, the trap is dismantled into its trigger and payload resources and can be reused later.

Lastly, the fourth DC check is the setup check. This is the DC check the trapper needs to succeed at to safely and successfully place the trap they are building. For more information about setting up and dismantling traps, see Trapping in the secondary skills section. If a character fails to spot a trap and triggers it, the last course of action is to dodge the payload. This is achieved by rolling against the payload's reflex save DC. If successful, the payload only deals half the normal damage it normally would.

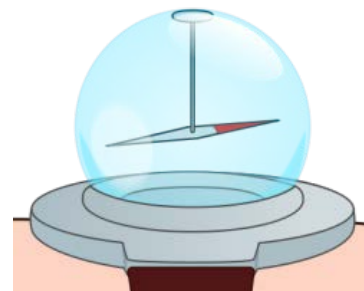
Trigger Type	Details	Trigger Area	Spot DC	Setup DC	Trigger DC	Disarm DC
Snare Wire	Snares are the simplest triggers to setup and are difficult to spot. However, the victim must step in exactly the correct place to trigger it. When an oblivious character moves through the area, roll a 1d4. If the result is a 4, it triggers.	5x5	20	15	15	20
Pressure Plate	Pressure plates are very difficult to spot and disarm but are very easy to avoid once spotted. It triggers when stepped on.	5x5	25	20	15	25
Pit Fall	Pit Falls take an hour to complete no matter what. They are fairly easy to spot, however they cover a large range and cannot be triggered or disarmed.	20x20	20	15	X	X
Tension Cable	Tension cables are most often attached to containers and doors. When opened, the trap triggers. Tension cables are normally very easy to spot. However, the character actively needs to spot for the trap and will not be automatically given the chance to detect it on approach like other traps.	5x5	15	20	18	23
Trip Wire	Trip wires are very easy to spot but cover a wide area if triggered.	5x10	18	22	20	24
Audio Detector	Audio detectors trigger when a noise is made within its area. Audio detectors are very difficult to setup but once placed, they are almost impossible to spot or disarm.	20x20	30	25	20	35
Switches	Switches are the most common type of trap. They are used often to protect entrances from unwanted adventurers. They trigger when a switch is used. A switch being any lever, pull chain, button, or other manually activated device.	5x5	20	22	22	25
Weighted Plate	Weighted plates are very similar to pressure plates but they trigger when a weight is removed. They are also much more difficult to trigger safely.	5x5	25	22	25	25

Payload Type	Details	Reflex Save DC	Spot DC	Setup DC	Trigger DC	Disarm DC
Battering Ram	A heavy ram descends from the ceiling or nearby structure and strikes the victim for 2d20 physical damage.	20	-3	+3	0	0
Crossbow	A crossbow is setup to fire a bolt at the victim from a hidden location dealing 3d6 physical damage.	20	0	0	0	0
Floor Spikes	Long, sharp spikes erupt from the floor impaling the victim for 5d6 physical damage.	22	-2	0	0	+2
Flame Spout	A flamethrower erupts from a nearby wall, incinerating the victim for 3d6 heat damage.	22	0	0	0	0
Tesla Coils	High voltage coils spring from opposite walls, arcing electricity through the victim's body dealing 3d6 electrical damage.	22	0	0	0	0
Freezing Spray	A spray of freezing chemicals erupt from a nearby wall, freezing the victim for 3d6 cold damage.	22	0	0	0	0
Acid Spray	A spray of acid erupt from a nearby wall, dealing 3d6 corrosion damage.	22	0	0	0	0
Sirens	Incredibly loud sirens or speakers blast the target dealing 3d6 sonic damage.	22	0	0	0	0
Falling Boulders	Heavy rocks fall from the ceiling or nearby structure, crushing the victim for 5d6 physical damage.	22	-3	+3	+3	+3
Oil Slick + Lamp	A lantern falls from above onto an existing oil slick. The victim is heavily burned for 4d6 heat damage.	22	-5	0	0	0
Poisonous Gas	A cloud of poisonous gas is released dealing 1d6 damage to the victim each turn for 5 turns.	25	0	0	+3	+3
Darts	Small, high velocity darts fly from the walls toward the victim. They don't deal much damage (2d6 physical) but are very difficult to avoid.	25	0	0	0	0
Spike Wall	A wall of spikes swings on a central pivot, striking the victim horizontally for 4d6 physical damage.	25	-5	0	0	0
Creature Cage	A hidden creature is released from its container and attacks the victim. The creature must be captured alive by the trapper beforehand and left with enough resources to survive until triggered.	X	0	0	Cannot Trigger Safely	Cannot Disarm

Log Poses / Navigation Tools

Log Poses

A log pose is a compass-like navigational device which is essential for traveling through the Grand Line. Normal compasses don't work in the Grand Line due to special magnetic waves created by the high concentration of minerals that make up the islands. Sailors have to use a log pose which, instead of pointing north, points to the next island in their path. Once you reach an island it takes a certain amount of time for the log pose to "reset" and point to the next island. Without a log pose to guide you from island to island, it would be virtually impossible to travel through the Grand Line. Physically, a log pose is a small glass dome-like device with a compass needle suspended in the middle of it. It's often worn as a necklace, bracelet, or just carried in a pocket. They are fragile, as glass normally is, so whoever carries it should be careful not to break their only tool for navigation. In addition to the normal log poses, there are two other types to be aware of.



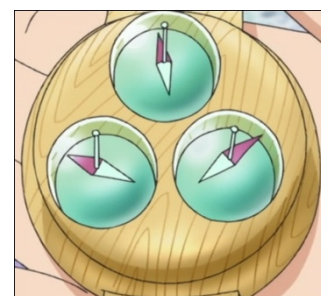
Eternal Log Poses

Eternal log poses never "reset" and they always point to a certain island in the Grand Line. Most sailors have an eternal pose of their home island so they can always take the most direct route home. You also can't backtrack through the grand line without one. Eternal log poses are considerably rarer than typical log poses. This makes an eternal log pose much more valuable.



New World Log Poses

New world log poses which are only found and usable in the second half of the Grand Line. A standard log pose does not work in the the New World, since many islands change, or completely hide their magnetic forces. To navigate safely through the New World you need to have a log pose with three needles, each needle representing a different island. The more the needles pointing at an island sway, the more dangerous the island is. There are a few exceptions where a new world log pose isn't sufficient enough to find a location in the Grand Line. This is usually when your destination isn't an island.



Other Navigation Tools

South-birds are an animal found in the Grand Line. They always point their bodies south, and effectively act as a living compass. Kame Poses are similar to log poses but use a tiny turtle instead of a compass needle to find Mecha Island which can't be found via log poses. There are many islands in the Grand Line, all unique and strange. Who knows what other types of navigational tools are out there, waiting to be discovered...

Dials

Dials are special shells which can only be found in the Sky Islands. They are the remains of particular shellfish, which have the ability to store energy and matter. The shellfish's remains are gathered from the shallows near the shore of the White-White-Sea. Though they originate from the Sky Islands, however some of them can be used anywhere. Aside from their everyday uses, some clever fighters imbue their weapons with dials. This enables the weapons to have special effects such as glowing red-hot. Dials may also be imbued into armor, such as a pair of gloves which emit pulses of energy for enhanced blunt force damage.



There are a few other details which need to be kept in mind when using dials. First, dials come in all sizes. The larger the dial, the more powerful its effects are. For the purposes of this game, there are 5 sizes: tiny, small, normal, large, and giant. Tiny dials are the size of coins, easily attached to arrows or other small devices. Giant dials are as large as a man, and extremely powerful. Any sized dial can be imbedded into any size piece of equipment however. While the sky tribesman races have the highest chance of success at imbedding dials successfully, any character with the invent skill can attempt the action. Only a single dial can be imbedded in any given item.

Dials must be recharged after a certain amount of use. For example, a weak flame dial would need to be exposed to some type of heat source after burning for a couple hours so it can recharge. Similarly, dials such as Flavor dials can store different things. Eventually, dials will recharge naturally but exposing them to the correct sources and drastically speed up the process. Naturally, a dial will take a full day to recharge per level of the dial, so tiny would take one day and giant would take five. When exposed to their recharge sources, 1 day turns into 10 minutes.

Name	Description	How to Recharge	Imbed(Invent) DC				
			T	S	N	L	G
Axe Dial	Delivers a thin blast of air capable of slicing through a man and his shield made of iron in one blow.	Expose to air	10	15	20	25	30
Ball Dial	Releases a puff of clouds that forms into a ball shape upon being released, which can be used for sitting or standing on, or be applied with explosives and other features. This dial, like all cloud-based Dials, will not work at surface level; it will only work on a sky island.	Expose to air on sky islands	10	14	18	22	25
Breath Dial	Capable of storing air-currents. These Dials are usually used to propel wavers through water and on ships if there is no wind for sailing. These Dials can also be attached to the sides of a snowboard or skates as alternative methods of travel.	Expose to moving air	10	15	20	25	30
Eisen Dial	Extremely rare, and possess an incredible power that is useful for both attack and defense. It emits a stream of "iron cloud" that can form into different shapes, like a cloud, but is as hard as iron. It can lengthen and/or widen without limits and can even form thick defensive walls. This dial, like all cloud-based Dials, will not work at surface level; it will only work on a sky island.	Expose to air on sky islands	15	20	25	30	35
Flame Dial	Absorbs and releases fire; it is not to be confused with Heat Dials. These dials can be used as flamethrowers and release a stream of fire.	Expose to open flames	15	20	25	30	35

Flash Dial	Lets out an extremely bright amount of light for a very brief period, effectively causing temporary blindness if used against a person. These are usually used in firearms to prevent enemies from dodging the attack.	Expose to a strong light source	10	15	20	25	30
Flavor Dial	Can store smells and aromas, along with other types of gas, such as explosive and flammable ones.	Expose to any gas or smell	10	15	20	25	30
Freeze Dial	Absorbs and releases freezing air which stays perfectly insulated while inside. This dials can be used to power refrigerators or imbued into weapons to provide cold damage bonuses.	Expose to temperatures < 0C	12	17	22	27	32
Heat Dial	Stores and releases heat energy. It is commonly used to power up ovens and other heating devices for citizens of sky islands. It appears to be able to let out heat in different amounts. When placed into weapons it can make them red-hot.	Expose to temperatures > 100C	12	17	22	27	32
Impact Dial	Can absorb the energy of any blunt attack. This absorbed force can then be released by pressing a button, harming whoever it's targeted at causing major internal injuries. These dials can also cause some minor damage to the user, unless they can the necessary precautions.	Expose to physical force	12	17	22	27	32
Lamp Dial	Similar to the Flash Dial, capable of storing and releasing light. However, unlike the Flash Dial, the Lamp Dials are most-commonly used for domestic purposes and not for battle.	Expose to a light source	8	10	12	15	20
Milky Dial	Can store clouds. This can be used to create pathways in the air out of clouds, upon which devices capable of moving upon clouds can travel. This dial, like all cloud-based Dials, will not work at surface level; it will only work on a sky island.	Expose to air on sky islands	10	15	20	25	30
Reject Dial	A fiercer version of the Impact Dial. It is extremely-rare to find, and also extremely dangerous to both the target and the user. The Reject Dial takes in energy, just like the Impact Dial, but releases ten times as much energy as it had absorbed. The backlash effect is capable of blowing the bodies of both the user and opponent to pieces, especially with repeated usage.	Expose to physical force	17	22	27	32	37
Tone Dial	These are the most common dial by far and widely available even on the blue sea. They are able to record and replay sounds spoken into it, akin to an audio recorder.	Expose to a source of sound	10	15	20	25	30
Vision Dial	Used for capturing images and playing them back. The Vision Dial is comparable to a modern-day camera. It is useful for scouting and recording evidence.	Expose to a dark room or area	10	15	20	25	30
Water Dial	Used for absorbing and releasing water.	Expose to large water source	12	17	22	27	32

Weapon Dial Imbedding

Type	Tiny	Small	Normal	Large	Giant
Axe	+1ft range, +1 damage	+2ft range, +1 damage	+2ft range, +2 damage	+3ft range, +2 damage	+5ft range, +3 damage
Ball*	Spawns tiny cloud balls.	Spawns small cloud balls.	Spawns cloud balls.	Spawns large cloud balls.	Spawns giant cloud balls.
Breath	Blows a tiny amount of air. Can knock over a house of cards.	Blows a small amount of air. Can knock over a chair.	Blows a moderate amount of air. Can knock over a person with bad balance.	Blows a large amount of air. Powerful enough to power a waver.	Blows a giant amount of air. Powerful enough to power a small boat.
Eisen*	+5ft range	+10ft range	+15ft range	+20ft range	+25ft range
Flame	Non-living objects are lit on fire when stuck. This dial doesn't affect living targets until 'Small' size.	If stuck, target will burn for 1 damage every turn for 3 turns. This effect doesn't stack.	If stuck, target will burn for 2 damage every turn for 3 turns. This effect doesn't stack.	If stuck, target will burn for 1d4 damage every turn for 3 turns. This effect doesn't stack.	If stuck, target will burn for 1d6 damage every turn for 3 turns. This effect doesn't stack.
Flash	On attack, target must roll reflex vs DC of 10 or be blinded for 1 turn.	On attack, target must roll reflex vs DC of 12 or be blinded for 1 turn.	On attack, target must roll reflex vs DC of 15 or be blinded for 1 turn.	On attack, target must roll reflex vs DC of 17 or be blinded for 1 turn.	On attack, target must roll reflex vs DC of 20 or be blinded for 1 turn.
Flavor	Spawns a tiny amount of gas.	Spawns a small amount of gas.	Spawns a moderate amount of gas.	Spawns a large amount of gas.	Spawns a giant amount of gas.
Freeze	+1 cold damage	+2 cold damage	+3 cold damage	+4 cold damage	+5 cold damage
Heat	+1 heat damage	+2 heat damage	+3 heat damage	+4 heat damage	+5 heat damage
Impact	+1 damage	+2 damage	+1d4 damage	+1d6 damage	+1d8 damage
Jet	Blows a moderate amount of air. Can knock over a person with bad balance.	Blows a large amount of air. Powerful enough to power a Waver.	Blows a giant amount of air. Powerful enough to power a Small Boat	Blows a huge amount of air. Powerful enough to blow a roof off a house.	Blows a colossal amount of air. Powerful enough to power a medium ship.
Lamp	5ft light source	10ft light source	15ft light source	20ft light source	25ft light source
Milky*	Spawns a tiny amount of cloud wherever the weapon is swung.	Spawns a small amount of cloud wherever the weapon is swung.	Spawns a moderate amount of cloud wherever the weapon is swung.	Spawns a large amount of cloud wherever the weapon is swung.	Spawns a giant amount of cloud wherever the weapon is swung.
Reject	+1d4 damage, causes 1 damage to weapon holder ignoring DR.	+1d6 damage, causes 2 damage to weapon holder ignoring DR.	+1d8 damage, causes 3 damage to weapon holder ignoring DR.	+1d10 damage, causes 4 damage to weapon holder ignoring DR.	+1d20 damage, causes 8 damage to weapon holder ignoring DR.
Tone	Can record and play sound effects when attacking.	+1 sonic damage	+2 sonic damage	+3 sonic damage	+4 sonic damage
Vision	N/A	N/A	N/A	N/A	N/A
Water	Spawns a tiny amount of water. Enough to water a flower.	Spawns a small amount of water. Enough to soak the target's clothes.	Spawns a moderate amount of water. Enough to knock a man off his feet.	Spawns a large amount of water. Enough to create a 5ft wave.	Spawns a giant amount of water. Enough to flood a small ship.

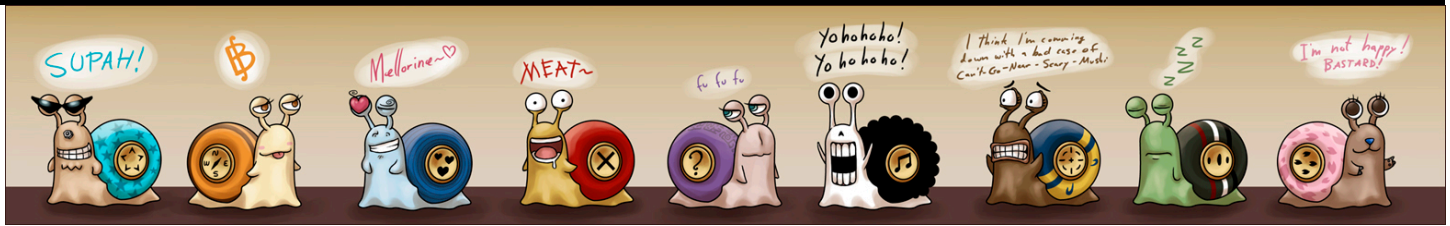
*These dials can only be used on Sky Islands.

Armor Dial Imbedding

Type	Tiny	Small	Normal	Large	Giant
Axe	Chest: +1 Defense	Chest: +2 Defense	Chest: +3 Defense	Chest: +4 Defense	Chest: +5 Defense
Ball*	N/A	N/A	N/A	N/A	N/A
Breath	Helm: knock an opponent prone with a blast of air at a balance DC check of 10.	Helm: knock an opponent prone with a blast of air at a balance DC check of 15.	Helm: knock an opponent prone with a blast of air at a balance DC check of 20.	Helm: knock multiple opponents prone with a blast of air at a balance DC check of 20.	Helm: knock multiple opponents prone with a blast of air at a balance DC check of 25.
Eisen*	Chest: +1 DR	Chest: +2 DR	Chest: +3 DR	Chest: +4 DR	Chest: +5 DR
Flame	Gloves: 5ft cone blast of flame dealing 1d6 fire damage.	Gloves: 10ft cone blast of flame dealing 1d6 fire damage.	Gloves: 10ft cone blast of flame dealing 2d6 fire damage.	Gloves: 15ft cone blast of flame dealing 2d6 fire damage.	Gloves: 20ft cone blast of flame dealing 3d6 fire damage.
Flash	N/A	N/A	N/A	N/A	N/A
Flavor	N/A	N/A	N/A	N/A	N/A
Freeze	Chest: +2 Heat Resistance	Chest: +5 Heat Resistance	Chest: +10 Heat Resistance	Chest: +15 Heat Resistance	Chest: +20 Heat Resistance
Heat	Chest: +2 Cold Resistance	Chest: +5 Cold Resistance	Chest: +10 Cold Resistance	Chest: +15 Cold Resistance	Chest: +20 Cold Resistance
Impact	Gloves: grants a 2 damage touch attack	Gloves: grants a 1d6 damage touch attack	Gloves: grants a 2d4 damage touch attack	Gloves: grants a 2d6 damage touch attack	Gloves: grants a 3d6 damage touch attack
Jet	Gloves: knock an opponent prone with a blast of air at a balance DC check of 15.	Gloves: knock multiple opponents prone with a blast of air at a balance DC check of 15.	Gloves: knock multiple opponents prone with a blast of air at a balance DC check of 20.	Gloves: knock multiple opponents prone with a blast of air at a balance DC check of 25.	Gloves: knock multiple opponents prone with a blast of air at a balance DC check of 30.
Lamp	Helm: Provides 5ft forward cone light source.	Helm: Provides 10ft forward cone light source.	Helm: Provides 20ft forward cone light source.	Helm: Provides 40ft forward cone light source.	Helm: Provides 80ft forward cone light source.
Milky*	N/A	N/A	N/A	N/A	N/A
Reject	Gloves: 2d4 damage touch attack with a 1d4 damage recoil.	Gloves: 2d6 damage touch attack with a 1d6 damage recoil.	Gloves: 3d6 damage touch attack with a 2d4 damage recoil.	Gloves: 5d6 damage touch attack with a 2d6 damage recoil.	Gloves: 8d6 damage touch attack with a 4d6 damage recoil.
Tone	Chest: +2 Sonic Resistance Boots: +1 Move Silently	Chest: +5 Sonic Resistance Boots: +2 Move Silently	Chest: +10 Sonic Resistance Boots: +3 Move Silently	Chest: +15 Sonic Resistance Boots: +4 Move Silently	Chest: +20 Sonic Resistance Boots: +5 Move Silently
Vision	Helm: +1 to Spot, Search, and Appraise checks.	Helm: +2 to Spot, Search, and Appraise checks.	Helm: +3 to Spot, Search, and Appraise checks.	Helm: +4 to Spot, Search, and Appraise checks.	Helm: +5 to Spot, Search, and Appraise checks.
Water	Gloves: knock an opponent prone with a blast of water at a balance DC check of 13.	Gloves: knock an opponent prone with a blast of water at a balance DC check of 18.	Gloves: knock an opponent prone with a blast of water at a balance DC check of 23.	Gloves: knock multiple opponents prone with a blast of water at a balance DC check of 23.	Gloves: knock multiple opponents prone with a blast of water at a balance DC check of 28.

*These dials can only be used on Sky Islands.

Den Den Mushi



The Den Den Mushi are snails that are usually seen with machinery, such as phones or fax machines, attached to their shells. They have the ability to communicate with each other telepathically through radio waves. The people in One Piece world take advantage of this ability by attaching buttons and receivers to them. Den Den Mushi thus takes the place of telephones and other similar machines in the world of One Piece. A Den Den Mushi makes a ring-ring-ring (*purupurupuru* in Japanese) sound, to inform people on the receiving end that someone is calling, in a similar way to old fashioned telephones. When a person speaks through a Den Den Mushi, the Den Den Mushi will mouth the person's speech and display the person's emotions. For example, when someone screams, the snail will scream as well.

Den Den Mushi are always active when someone answers the phone or talks into the phone device attached to their shell, however when not in use, the Den Den Mushi will immediately fall asleep. They appear in many different types and many people choose to customize their Den Den Mushi with paint or other cosmetic changes to match their personalities (much like how people customize their cell phones in real life). However, regardless of their physical appearance, all Den Den Mushi fall into certain categories, all with their own unique abilities.

Den Den Mushi have the same physical limitations as normal snails. For example, if they are submerged in salt or salt water, they will shrivel and eventually die. When in danger they are capable of hiding in their shells. The snails are not born with their mechanical parts, so if they are damaged or removed the Den Den Mushi aren't harmed. Golden Den Den Mushi are the main exception to these rules, since they cannot move and seem to be covered in solid metal.

Standard

These are the most common type of Den Den Mushi. They are too big and heavy to be carried around comfortably by medium sized races, however their signal range is very high. They can also serve as fax machines if the right accessory is attached to their shells. Standard Den Den Mushi's signals are strong enough to exchange messages across the entire world.



Baby

Baby Den Den Mushis are small, portable, and have a short range. They can easily fit in the palm of a medium sized character and are good for keeping in contact with other characters in the same area. They are incapable of inter-island calls. Lastly, they can be used as speakers to broadcast the user's voice throughout the area.



Black

Black Den Den Mushi are so small they can be fitted into special wrist-watch sized devices. Unlike normal Den Den Mushi, they never grow larger and dislike communicating with others. They are mainly used for spying on other Den Den Mushi communications. Marines especially like to use black Den Den Mushi to spy on pirate communications like wire taps. Black Den Den Mushi can be blocked by their counterpart, White Den Den Mushi.



White

White Den Den Mushi are standard sized and can be attached to other Den Den Mushi via special cables. They send out psychic waves that prevent interception; in a way, they are an opposite of the Black Den Den Mushi. White Den Den Mushi are rare and only one has been shown in the entire series so far.



Golden

Golden Den Den Mushi is a special kind of Den Den Mushi which is only held by the Marine Admirals. It is used to summon the Buster Call attack. The entire Den Den Mushi is immobile and its entire body appears to be made out of solid gold. After the button on its back is pressed, it sends a message straight to the Silver Den Den Mushi, telling the Marines to start the Buster Call.



Silver

Silver Den Den Mushi is a special type of Den Den Mushi, used as an alarm to alert the Marines when a Golden Den Den Mushi is activated. It is depicted as an elderly snail that is bearded and old-looking. It has a shell that appears to be made of solid silver. It is normally calm or asleep but gives off a loud vibrating sound when the Buster Call is made.



Surveillance

There are two types of Surveillance Den Den Mushi, small and large. The small versions act as mounted video cameras and have an alarm connected to their shells. The small ones are all connected to a large version that is able to pick up the signals. These large ones are connected to a machine which produces video feeds to a set of monitors.



Visual

Visual Den Den Mushi are similar to Surveillance Den Den Mushi. They also have small and large versions. The smaller Den Den Mushi (which seems to be larger than the Surveillance variation) are used as the cameras, while the larger ones are linked to the screens to receive the signals. These visual versions seem to be able to broadcast their frequencies between two relatively close islands. These are typically used by TV stations.



Shipbuilding



Shipbuilding is accessible once a Shipwright purchases the naval engineering feat. This section will outline the full process in crafting a new ship from scratch, the materials needed, and the difficulty for each roll. This can be a semi-complex process but often rewards much better and customized results than generic ships which can be bought by large shipping companies. It will also end up saving the crew a lot of money to have a skilled shipwright aboard who can turn raw materials into an amazing ship. Note that you will need a shipwright's tool kit to begin working.

First, you need to know what type of ship you wish to build. There are three classifications of ships: small, medium, and large. You will need to take the navel engineering feat three times to craft large ships. Please remember that the stats below are fictional, based on the One Piece series and other various stats found in similar games. In reality some of these stats may be exaggerated or incorrect, especially the crew size and number of cannons which are vastly reduced from reality. The top speed indicated is based on wind only, submarines being the exception whose speeds are based on their propeller. Sea currents, manual paddling, paddle wheels, and other forces may increase your ship's top speed even more.

Type of Ship	Size	Cargo	Max Crew Size	Top Speed	Cannons	HP	DR
Sloop	S	0.5 ton	3	15 knots	0	60	1
Caravel	S	1 ton	5	15 knots	1	70	1
Lugger	S	1 ton	8	16 knots	1	80	2
Schooner	M	2 tons	10	15 knots	5	100	2
Corsair	M	9 tons	40	17 knots	10	200	3
Galley	M	3 tons	50	9 knots	2	100	2
Brig Sloop	M	10 tons	80	15 knots	5	180	3
Frigate	M	20 tons	150	12 knots	10	400	6
Brigantine	L	8 tons	100	13 knots	6	260	4
Clipper	L	3 tons	120	19 knots	4	140	2
Carrack	L	10 tons	160	8 knots	2	400	5
Galleon	L	35 tons	450	16 knots	30	600	8
Man-o-war	L	50 tons	800	10 knots	40	800	10
Submarine(Sml)	S	5 tons	50	20 knots	2 (Torpedo)	140	8
Submarine	M	15 tons	100	25 knots	6 (Torpedo)	300	12

Parts of the Ship

Once you choose the type of ship you wish to build, you will then need to gather the supplies. You take the tons of cargo capacity the ship type has, multiply it by 5 and that is the number of tons of supplies in which you need. 80% of that will be wood, 10% metal, 5% cloth, and the last 5% for tar, glue, and rope. In the case of submarines you don't use wood or cloth, instead multiply the cargo capacity by 10 and that is the amount of metal you need. Below you can find detailed information on each type of material and how they affect the ship overall. They're in order from cheapest to most expensive. Any bonuses from the below materials are added to the base stats of the ship type found in the previous table.

Wood

- Pine - None
- Elm – Top Speed +1
- Oak – HP +30
- Mahogany – DR +2
- Adam – DR +3, HP + 50

Metal

- Iron – None
- Brass – DR +1
- Steel – DR +2, Top Speed -1
- Aluminum – Top Speed +2

Cloth

- Wool - None
- Linen – HP +10
- Reed – DR +1, Top Speed -1
- Cotton – Top Speed +1

Now that you have the supplies, you need to start building the ship. Do a single engineering roll for each part of the ship below. The crafting DC of small ship parts is 15, medium 20, and large 25. Based on the success of the roll you may gain bonuses on certain aspects or have some parts which have weaknesses. There are examples provided but you are encouraged to discuss with your DM what type of bonuses you are looking to gain before the roll takes place. You are crafting the ship after all and if you focus on certain aspects they should be the attributes which gain bonuses. Each part of the ship takes one full day to build, two full days for large sized ships.

Part of Ship	Roll < DC	Roll > DC + 5
Masts	Masts are damaged easily by cannons	Masts are strong and can withstand some cannon fire
Hull	Hull is susceptible to cannon fire, damage, and ice.	Hull is more resilient, extra cargo space
Gunport	You lose access to some cannons and they have less accuracy.	You leave room for extra cannons and they have excellent accuracy.
Basic Cabins (living quarters, kitchen, cargo hold, crow's nest)	The cabin is uncomfortable and the crew can only heal at half normal rate.	Cabin is luxurious, while on the ship, crewmate skill rolls get a +2 bonus.
Keel	The keel is weak, and this ship's lifespan won't last long.	The keel is exceptionally strong ensuring this ship will last a long time.
Rudder	Rudder will break or get jammed often, making the ship uncontrollable	The rudder is well built and won't jam or break in heavy storms.
Sails	Weak sails rip, causing the ship to move slower.	Strong sails catch more wind, driving the ship to go faster than normal.
Deck	Movement speed on deck is halved.	Movement speed on deck is doubled.

The Engine

You may begin building engine systems (Engine Room) once your character has purchased the Paddlewheel feat. Having an engine gives a ship many large advantages over normal ships and the type of fuel your engine uses can have different effects. An engine must be built while crafting the original ship; you cannot add an engine room later on. Engine systems are still new to this world and they are not very efficient yet, so you'll need to hold a lot of fuel once you start taking advantage of your engine systems. At any given time, an engine can have 3 barrels of fuel installed. After the 3 barrels are used, a crewmember will need to manually install 3 new barrels into the engine system which takes a full minute (or 6 rounds). Every advanced part requires a main engine on the ship except coatings and luxury rooms.

Engine Fuels

- Oil – No bonuses
- Ethanol – Systems power up 25% faster
- Gasoline – Systems power up 50% faster
- Batteries – Systems power up instantly, double fuel consumption (1 battery = 1 barrel)
- Cola (or other custom type) – Systems power up instantly, even without a solid dock system, requires Rank 20 Engineering to install

Paddlewheels – Paddlewheels have a top speed of 10 knots which can be added to your top sailing speed when both are active. Paddlewheels consume 1 barrel of fuel per 30 minutes of use and take 1 minute to power up completely. Paddlewheels can move the ship in reverse, unlike sails. This part doesn't operate when the ship is under water.

Chicken Voyage Booster – Consumes a barrel of fuel and activates instantly. This maneuver moves the ship forward or backwards 100ft in a straight line even if you are currently moving in the opposite direction. This is done by spinning the ship's paddlewheels at a super high speed in a quick burst. This part doesn't operate when the ship is under water.

Coup De Burst – You may choose to do a small or large burst. A small burst will use half a barrel of fuel (100lb) and propel the ship, slightly airborne, for two miles. A large burst uses a full barrel of fuel (200lb) and propels the ship high into the air and up to 5 miles before landing. While the ship is airborne it moves at 60 knots. It takes 24 seconds to charge a burst. This maneuver is also possible submerged underwater, but at half the speed and a quarter the distance.

Beam – Takes 24 seconds to charge and 3 barrels of fuel. Fires in a straight line for 1 mile and deals 20d6 damage to anything it hits. This takes up a cannon slot once built on the ship unless it's installed in your solid dock system.

Soldier Dock System – A soldier dock system is a storage system for your advanced parts. The system itself rests at the bottom of the ship, is circular, and in the shape of a pie when looked at from above. The engine room is typically in the middle of the system and the parts spin around it. Each slice of the pie contains a single advanced part. At the flip of a switch on deck, the dock system spins and the slice(s) of the pie exposed to the outside of the ship changes. Spinning the dock system clockwise or counter one slice takes 6 seconds, however, the advanced part which is exposed can be used instantly, it has a normal recharge after its first use.

Coating (Seastone) – This coating allows your ship to pass through sea king infested water without detection. It's heavy though, which reduces your ship's top speed by -2.

Coating (Gelatin) – This coating wraps your ship in a bubble and allows it to sail under the water's surface on sea currents instead of wind. The coating just lays on the ship's surfaces while above water, but before diving it needs to be inflated with air. This surrounds the ship in an air-filled bubble, reserving oxygen for the crew to use while under the surface. It's completely resistant to water pressure and one or two holes in the bubble won't damage it, the holes will reform back into a solid bubble. Too many holes, however, have a chance at ripping the bubble completely.

Mini Ships – Mini ships are exactly what they sound like. There are a few different types of mini ships including: one person wavers, small boats for up to 4 people, and mini submarines for up to 3 people. Depending on the type, the difficulty in engineering it changes. Deploying a mini ship takes 2 minutes but could only take 6 seconds if placed into the soldier dock system.

- Wavers move at 20 knots and can be powered by regular fuel or dials (see dials section for more info). Non-dial wavers can carry half a barrel of fuel which powers them for up to 4 hours.
- Small boats move at 6 knots and carry two barrels of fuel which powers them for up to a day.
- Mini submarines move at 10 knots and carry up to 2 barrels of fuel which power them for up to twelve hours.

Building Advanced Parts

When building advanced parts you should use the same metal and wood you used to craft the rest of your ship. If you should fail, the materials are wasted but you may try again with new materials. You are not limited to just these parts either, you are welcome to come up with your own completely unique ideas, just present them to your DM so he/she can instruct you on the minimum DC and/or any feats which might be required first. The materials required for each part are listed below. These parts each take 1 full day to build.

Part of Ship	Minimum DC	High roll (DC+10)	# of soldier dock slices used	Wood	Metal	Other
Engine Room	18	Less fuel consumption	0	S: 1 ton M: 2 tons L: 3 tons	S: 1 ton M: 2 tons L: 3 tons	None
Soldier Dock System	25+2 per channel after first	Bonus channel	0	S: 2 tons M: 4 tons L: 6 tons	S: 1 tons M: 2 tons L: 3 tons	None
Coup De Burst	25	Speed, less fuel, hang time.	1	S: 200lb M: 400lb L: 600lb	S: 400lb M: 800lb L: 1200lb	None
Luxury Room	20	Varies greatly, usually skill bonuses.	0	1 ton	100lb	None
Beam	32	More damage, less fuel, wider beam	1	500lb	1 ton	None
Paddlewheels	22	Higher speed or acceleration, less fuel	2	S: 1 tons M: 2 tons L: 4 tons	S: 500lb M: 1000lb L: 1500lb	None
Chicken Voyage Booster	24	Less fuel	1	S: 200lb M: 400lb L: 800lb	S: 100lb M: 200lb L: 300lb	None
Coating (Seastone)	20	Top speed not reduced like normal	0	None	S: 100lb M: 200lb L: 300lb	Seastone S: 1 ton M: 2 tons L: 3 tons
Coating (Gelatin)	30	More resistant to ripping from holes	0	None	None	Gelatin S: 10 barrels M: 20 barrels L: 30 barrels
Mini Ships (waver/ small boat/ mini submarine)	22/25/30	Faster Top Speed, less fuel usage	1 Each	Waver: 1 ton Small Boat: 2 tons Mini Sub: none	Waver: 100lb Small Boat: 300lb Mini Sub: 5 tons	None

Building Cannons

Below is a table of all cannon and torpedo types you can attach to your ship (Beam is listed again here for the damage stats, but check the previous “Advanced Parts” table for more info on it). Other than Fire, Water, and Stink; each of these cannon types can be converted into a torpedo for submarine use. When attacking with cannons, the character firing them uses their Ranged Shot skill. Marksmen have a natural affinity when it comes to cannons due to this skill being the determining factor for accuracy. If the shipwright critically succeeds, either by rolling a natural 20 on the crafting roll or by getting a total number much higher than the DC required, the cannon should gain a bonus of extra range, damage, or possibly reduce reload time.

Cannon/ Torpedo	Min. DC	Required Metal	Range	Dmg	Reload Time	Ammo	Misc
Scrap	10	300lb	30 yards	2d6	Standard action	Small, metal objects	-2 penalty to ranged shot
Standard	12	500lb	200 yards	4d6	Standard action	cannon ball	
Large	16	1 ton	300 yards	5d6	Standard action	cannon ball	Cannot install on small ships.
Fat	18	2 tons	100 yards	10d6	Full round action	large cannon ball	Cannot install on small ships.
Sniper	18	1 ton	1000 yards	3d6	Standard action	small cannon ball	Cannot install on small ships.
Repeater	18	1 ton	200 yards	3d6	3 shots per full round action	small cannon ball	Cannot install on small ships.
Chain	18	500lb	100 yards	2d6	Full round action	2 small cannon balls	Destroys masts if targeted with -5 ranged shot penalty
Scatter	20	1 ton	60 yards	6d6	Full round action	5 small cannon balls	Narrow cone attack. Cannot install on small ships.
Grenade	22	1 tons	100 yards	6d6	Full round action	1 grenade	1% chance to explode while loading ammo. Damage is dealt to anything in a 10ft radius of blast zone. Cannot install on small ships.
Bar	22	2 tons	200 yards	2d6	Full round action	1 giant metal bar	Reduces target ship speed by 1 knot per bar lodged. Cannot install on small ships.
Flame	25	1 ton	30 yards	5d6 fire	Full round action	1 barrel of oil	1d6 chance of catching target ship on fire causing 2d6 burn damage until extinguished. Narrow cone. Cannot install on small ships.
Water	25	2 tons	60 yards	1d6 water	Full round action	Pumps sea water	1d6 chance of knocking character overboard, otherwise knocks them prone. Narrow cone. Cannot install on small ships.
Stink	25	500lb	30 yards	None	Full round action	Barrel of rotten biological material.	Produces a cloud of stink with a 15 foot radius of its strike zone. Anyone within becomes nauseated for 3 rounds or until washed away
Turret	30	5 tons	500 yards	5d6	3 shots per full round action	3 cannon balls	Can only install on large ships. Takes 2 people to reload
Beam	32	1.5 tons	1 mile	20d6	4 rounds	Engine w/ 3 barrels installed.	Shoots a large beam in a straight line for up to a mile, causing massive energy damage to anything in the way. Cannot install on small ships.

Ship Leveling

Ships in the one piece world have their own personalities and “souls” called Klabautermann. A Klabautermann is generally a merry and diligent creature with an expert understanding of watercraft and are unsurpassed in musical talent. It often manifests as a ghostly child figure holding a large mallet. Despite the positive attributes, there is one omen associated with his presence: no member of a living ship shall set eyes on him. He only ever becomes visible to the crew of a doomed ship. Doomed ship meaning that the ship itself will be destroyed in the near future, not necessarily the crew which is sailing it.

The Klabautermann of your ship gains experience just like any crew member, although he only gains experience for things like traveling between islands successfully, firing cannons, and other ship related maneuvers. He has the same leveling table as a character, with a maximum level of 20. Each time the ship levels up, the crew as a whole selects one of the below special ship-only feats to be added to the ship’s character sheet. The crew themselves do not gain a new feat from this. The feats and levels are independent to each ship, so a crew who starts using a newly built ship would now have a level 1 ship again. If the crew buys a used ship, the used ship retains its levels from its previous adventures.

GHOSTLY REPAIRS [STAT BONUS]

Benefit: Knowing that your crew lacks a shipwright, the Klabautermann stealthily repairs your ship when your crew is asleep or otherwise distracted. The repairs aren’t perfect but they are better than nothing. Your ship regenerates +2 HP per day. This feat may be purchased more than once and increases the regeneration by +2 each time. These spotty repairs may end up ruining the ship if a true shipwright doesn’t repair it eventually. If you see the Klabautermann working, it’s already too late.

SPIRITUAL AGRESSION [STAT BONUS]

Prerequisite: Must have been in a ship-to-ship battle once

Benefit: Having experienced ship-to-ship combat, the Klabautermann spirit of your ship has grown angry and aggressive. All of your cannons deal +1 damage on successful attacks. This feat may be purchased more than once and increases the damage by +1 each time.

MUSICAL PHANTOM [BUFF]

Benefit: Happy to have the crew aboard, the ship’s spirit plays music throughout the night improving the crew’s dreams and giving them a restful night’s sleep. When your crew goes to bed on the ship, roll 1d4. If the result is a 4, they naturally heal at twice the normal rate. If they are at full health, they wake up in half the normal time and are fully rested.

SPEEDY SPECTER [STAT BONUS]

Prerequisite: Ship Level 5

Benefit: Now that your ship has travelled so long and far, it’s gotten used to it and finds it fun and exciting. Anxious to go on a new adventure, the Klabautermann increases the top speed of your ship by +1. This feat may be taken two more times.

GRATEFUL GOODBYE [MISC]

Prerequisite: Ship Level 5

Benefit: When the ship’s life has come to an end, the Klabautermann manifests in front of the crew who are present and says its goodbyes. When the crew transfers to a new ship, the new ship starts with 20% of the previous ship’s total experience. This may be taken more than once, each time increasing the transfer by 10%.

LAST CHANCE REPAIRS [MISC]

Prerequisite: Ship Level 5

Benefit: If your ship ever becomes so damaged that it cannot sail and you are not in a safe area, the Klabautermann will work diligently until all the impossible repairs are complete. This repair job will barely keep the ship together until the crew makes it to a safe island or until the crew is found and rescued. Once its mission is complete and it knows the crew will be safe, the ship will break in half and begin to sink.

INEXPLICABLE RESCUE [MISC]

Prerequisite: Ship Level 10

Benefit: The ship’s spirit has become so attached to its crew that it can sense when they are in danger. The Klabautermann takes the helm sails the ship to rescue the crew from certain doom.

Cyborg Implants

Cyborg implants are only available to the cyborg race. They start with 1 implant at level 1 and gain an additional implant every 4 levels. At level 20 a cyborg character should have 6 implants total. Each cyborg also comes installed with 3 bottles of fuel. Using different implants uses up this fuel but are well worth it.

AIR FILTER [MISC]

Benefit: You filter all the air entering your lungs. This destroys any harmful airborne particles like bacteria, viruses, poisonous chemicals, and choking gases/smoke. As a bonus effect you may inhale a large amount of air around you much like a coup de vent, but instead of firing it back out at high speed, you just filter the air so your allies aren't affected by them either. Venting the air around you takes a full turn. This special effect uses up ½ a bottle of fuel. This ability does not prevent poisons or diseases introduced to the body by other means.

BEAM [DAMAGE]

Prerequisite: Hand Cannon

Benefit: You install a small beam cannon into your hand or mouth, allowing you to do a single ranged shot up to 200ft away. This attack is a two-round action and deals 3d6 damage + 1d6 per 5 character levels. At level 20 this attack would deal 7d6 damage. The target of this attack can roll their reflex save vs a DC of 15 + the cyborg's level to take half damage. Each time this is used, it uses up 2 bottles of fuel.

CENTRAL AIR [MISC]

Prerequisite: Air Filter

Benefit: You are comfortable in temperatures most would find unpleasant. Conditions between -50 and 140 degrees Fahrenheit are perfectly fine with you. Normally you would need to make a fortitude save to avoid taking damage at the extremes.

CENTUAR LEGS [STAT BONUS]

Benefit: As a standard action the cyborg's legs split apart length wise and spread so that they have 4 skinnier legs. While in this form, the cyborg runs 10ft faster on land per turn. They use up a bottle of fuel every 10 minutes in this form.

COUP DE VENT [DAMAGE]

Prerequisite: Central Air

Benefit: You install an air compressor and valve within your body which can shoot out air at high velocity. As a two round action this can be used to propel targets in a

30ft cone up to 100ft away and deals 2d6 damage to them. They can roll a fortitude save vs a DC of 15 to take half damage. This implant uses 1 bottle per use.

EXTRA BOTTLE [STAT BONUS]

Benefit: You gain room for an extra fuel bottle bringing your total up to 4.

Special: You may take this implant one more time, increasing your bottle capacity to a maximum of 5.

FLAIL HAND [DAMAGE]

Prerequisite: Steel Skin

Benefit: You attach a chain to your hand, allowing you to extend your normal unarmed strike attacks up to 20ft away. Each extended attack uses ½ bottle of fuel.

FLAMETHROWER [DAMAGE]

Prerequisite: Hand Cannon

Benefit: You install a flamethrower into your body which can deal 1d6 heat damage per character level divided by 4, minimum 1. At level 20 this attack can deal 5d6 heat damage. This attack can hit a target up to 15ft away. The target of this attack can roll their reflex save vs a DC of 12 + the cyborg's level to take half damage. This implant uses a bottle of fuel.

HAND CANNON [DAMAGE]

Benefit: You install a small cannon into your hand, allowing you to do a single ranged shot up to 100ft away. This attack is a full round action and deals 1d6 damage + 1d6 per 5 character levels. At level 20 this attack would deal 5d6 damage. Each time this is used, it uses up ½ a bottle.

HEAVY BODY SLAM [DAMAGE]

Prerequisite: Steel Skin

Benefit: As a full-round unarmed strike, the cyborg jumps high into the air and lands on their target dealing 5d6 + STR Mod physical damage. The cyborg takes 1/4th of that damage, rounded up, as recoil damage. If the target's defense roll against the unarmed strike is successful, only the cyborg takes damage. This ability costs ½ a bottle of fuel.

ICE CANNON [DAMAGE]

Prerequisite: Hand Cannon

Benefit: You install an ice cannon into your body which can deal 1d6 cold damage per character level divided by 4, minimum 1. At level 20 this attack can deal 5d6 cold damage. This attack can hit a target up to 15ft away. The target of this attack can roll their reflex save vs a DC of 12 + the cyborg's level to take half damage. This implant uses a bottle of fuel.

STEEL SKIN [STAT BONUS]

Benefit: The cyborg obtains skin made of steel. The cyborg gains +1 DR from all physical attacks. This does not stack with the Iron Skin feat.

PROPELLER [STAT BONUS]

Benefit: As a standard action you may extend a propeller from your body to be used in water. This propels you 10ft faster than normal while in the water. It takes another standard action to withdraw the propeller back into your body. This implant uses 1 bottle per 10 minutes of use.

SUBWOOFER [DEBUFF]

Prerequisite: Air Filter

Benefit: You install a subwoofer into your body which can deal 1d4 sonic damage per character level divided by 4, minimum 1. At level 20 this attack can deal 5d4 sonic damage. This attack can hit a target up to 15ft away and has a 25% chance to deafen the target for 1d6 rounds. The target of this attack can roll their reflex save vs a

DC of 12 + the cyborg's level to take half damage. This implant uses a bottle of fuel.

SUPREME BEAM [DAMAGE]

Prerequisite: Beam

Benefit: You install a large beam cannon into your body, allowing you to do a single ranged shot up to 200ft away. This attack is a 2 round action and deals 2d6 damage + 2d6 per 5 character levels. At level 20 this attack would deal 10d6 damage. The target of this attack can roll their reflex save vs a DC of 18 + the cyborg's level to take half damage. Each time this is used, it uses up 3 bottles of fuel.

X-RAY VISION [SKILL BONUS]

Benefit: You are able to see inside containers and behind thin walls which are at least ½ inch thick but less than 5 inches thick. When using this technique you gain a +2 bonus to spot and search checks. For every minute you use this ability you use up ¼ of a fuel bottle.

ZAP CANNON [DAMAGE]

Prerequisite: Hand Cannon

Benefit: You install an electrically charged cannon into your body which can deal 1d6 electrical damage per character level divided by 4, minimum 1. At level 20 this attack can deal 5d6 electrical damage. This attack can hit a target up to 15ft away. The target of this attack can roll their reflex save vs a DC of 12 + the cyborg's level to take half damage. This implant uses a bottle of fuel.

Hunger and Thirst

Characters in the One Piece world have to eat just like everyone else. However, this can present some challenges for adventurers since they are always traveling by sea. Each crew must remember to stock provisions before leaving port, especially fresh water and vitamin rich foods. Having a Chef as a member of the crew will make things much easier, since they can prepare food from just about anything. Chefs are more likely to remember to stock foods, pick nutrient rich ingredients, and can prepare foods and drinks which last much longer and taste much better than a normal cooks would.

Typically, a character must eat every 8 hours. Eating doesn't take much time and could be as simple as eating an apple while walking to the next objective. When more than 8 hours pass instantly (long term downtime when no actions or combat take place) characters will automatically eat whenever they can during that time and the amount should be subtracted from the food stores. If a Chef is a member of the crew, they should be in charge of keeping track of the food/water inventory on the ship. For every size category above medium, the character's food requirements will increase by a multiple of 2. So a colossal character would eat/drink roughly 16 times more than a medium character would. Similarly, small characters have roughly half the food requirements of a medium character. There are special circumstances of course, if a certain character likes to indulge themselves more than others out of choice... but as far as survival goes, character size determines the requirements.

Some situations may arise which could change the food/drink requirements for a crew. For example, weather and temperature can have an impact. Characters traveling through a hot desert would need to drink more water. A crew in a cold climate may require more calories (food) in order to make it through the day. Additionally, if the character only eats the same diet every day, they could get a disease. For example, if you are lost at sea for a month and only eat fish, you could contract scurvy due to a lack of vitamin C. A character eating a Chef's meal is immune to any vitamin deficiency related diseases for at least a week.

If a character doesn't eat for 24 hours, they become fatigued.

If they don't eat for 3 days, they become exhausted.

If they don't eat for a week, their CON attribute will be reduced by 1 each day until it reaches zero, which would mean death.

If a character doesn't drink for 8 hours, they become fatigued.

If they don't drink for 24 hours, they become exhausted.

If they don't drink for 3 days, they become severely dehydrated and their CON attribute will be reduced by 1 every 3 hours until it reaches zero, which would mean death.



Primary Skills

Primary skills are unlocked automatically at character creation for every character regardless of their class or career. Everyone starts with 1 Rank in every primary skill at level 1. Every 2 levels you automatically gain another rank in each of these skills during the level-up process. There are, however, favored skills which are also chosen at level 1. Favored primary skills start at Rank 4 at level 1 and gain +1 Rank every level-up. You may choose four primary skills to mark as favored at level 1.

Weapon Attack (STR or DEX)

This is your Base attack bonus when attacking with close quarter weapons (including weapons with reach). Once trained in this skill, select 1 melee weapon. You are proficient with that weapon, all other weapons receive a -4 penalty to attack rolls.

Check

Roll a skill check against your target's Defense Roll to hit.

Special

You gain an additional attack per turn once you reach 6 (+6/+1), 11(+11/+6/+1) and 16(+16/+11/+6/+1) ranks in the skill. If it's raining or windy you may need to take a penalty to your attack roll to compensate for the difficulty.

Parry Action

You may surrender an attack from your next round of combat to attempt to parry an attack when it is not your turn.

Unarmed Strike (DEX or STR)

This is your Base attack bonus when using unarmed strikes. Being trained in this skill means you are counted as armed when making Unarmed Attacks.

Check

Roll a skill check against your target's defense Roll to hit.

Special

You gain an additional attack per turn once you reach 6 (+6/+1), 11(+11/+6/+1) and 16(+16/+11/+6/+1) ranks in the skill.

Parry Action

You may surrender an attack from your next round of combat to attempt to parry an attack when it is not your turn.

If it's raining or windy you may need to take a penalty to your attack roll to compensate for the difficulty.

Brawler Damage

Only available to brawlers, stacks with any martial weapons being worn. Damage is reverted to 1d3 if the brawler is wearing medium or heavy armor. This damage can be done with punches, kicks, elbows, head butts, etc even if the brawler's other limbs are currently occupied. Non-brawlers only deal 1d3 + STR mod damage using unarmed strike.

Level	Damage	Level	Damage	Level	Damage	Level	Damage
1	1d3+Attr. Mod	6	1d8+Attr. Mod	11	2d6+Attr. Mod	16	2d6+2+Attr. Mod
2	1d4+Attr. Mod	7	1d8+Attr. Mod	12	2d6+Attr. Mod	17	2d8+Attr. Mod
3	1d6+Attr. Mod	8	1d8+1+Attr. Mod	13	2d6+1+Attr. Mod	18	2d8+Attr. Mod
4	1d6+Attr. Mod	9	1d10+Attr. Mod	14	2d6+1+Attr. Mod	19	2d8+Attr. Mod
5	1d6+1+Attr. Mod	10	1d10+Attr. Mod	15	2d6+2+Attr. Mod	20	3d6+Attr. Mod

Ranged Shot (DEX or WIS)

This is your Base attack bonus when using ranged weapons. Select 1 ranged weapon. You are proficient with that weapon; all other weapons receive a -4 penalty to attack rolls.

Check

Roll a skill check against your target's Defense Roll to hit.

Special

You gain an additional attack per turn once you reach 6 (+6/+1), 11(+11/+6/+1) and 16(+16/+11/+6/+1) ranks in the skill. If it's raining or windy you may need to take a penalty to your attack roll to compensate for the difficulty. This bad weather penalty is much more significant to ranged weapons compared to melee attacks.

Parry Action

You may surrender an attack from your next round of combat to attempt to parry an attack when it is not your turn.

Defense (DEX or INT)

This measures your ability to avoid damage completely. This skill uses the higher of your Intelligence or Dexterity Modifiers, and changes as they do.

Check

Roll 1d20 + This Skill's total + any other applicable modifiers. That result is checked versus the enemy's attack roll. If your roll is higher, you have avoided the damage. If it is lower, you take damage. If you beat the enemy's attack by 10 or more, you gain a +2 bonus on your next attack roll vs that target.

Special

You may always take a 10 on your Defense Roll. You may always take a 15 on your Defense Roll, but you take a -5 to all attack rolls on your next initiative. You may always take a 20 on your defense roll, but you may make no attacks on your next initiative.

Initiative (DEX or INT)

This measures your ability to react quickly to a combat situation. This skill uses the higher of your Intelligence or Dexterity Modifiers, and changes as they do.

Check

Roll 1d20 + This Skill's total + any other applicable modifiers. That result is checked versus every other character's initiative roll in the start of combat. Combat begins with the character that rolled the highest initiative.

Special

You may always take a 10 on your Initiative Roll. You may not take a 15 or 20.

Fortitude Save (CON)

When something threatens your body, be it instant physical death, or damage to your Strength, Dexterity or Constitution you are entitled to a Fortitude Roll. Rolls of this kind are made immediately upon the effect hitting the target. Most Fortitude effects have Full and Partial Effects. When making a Fortitude Roll, failure exposes you to the full effect of the fortitude effect. Success gives you partial effects as described in the fortitude effect itself. If you beat the Difficulty Class by 20 or more, you are spared the effect of the fortitude effect regardless of description.

Check

Whenever asked for a Fortitude save, roll a skill check against the given DC.

Reflex Save (DEX)

Attacks that are too large to really miss may incur a Reflex Roll. Rolls of this kind are made immediately upon the effect hitting the target or targets. Most Reflex effects have Full and Partial Effects. When making a Reflex Roll, failure exposes you to the full effect of the Reflex effect. Success gives you partial effects as described in the reflex effect itself. If you beat the Difficulty Class by 20 or more, you are spared the effect of the reflex effect regardless of description.

Check

Whenever asked for a Reflex save, roll a skill check against the given DC.

Willpower Save (WIS)

Attacks on the mind normally incur a willpower roll to resist.. Rolls of this kind are made immediately upon the effect hitting the target or targets. Most willpower effects have Full and Partial Effects. When making a willpower roll, failure exposes you to the full effect of the willpower effect. Success gives you partial effects as described in the willpower effect itself. If you beat the Difficulty Class by 20 or more, you are spared the effect of the willpower effect regardless of description.

Check

Whenever asked for a Will save, roll a skill check against the given DC.

Secondary Skills

Secondary skills are unlocked via your class and career choices at character creation. Under each class and career description is a list of secondary skills. When you decide on which class and career you are going to choose, combine the class and career's secondary skill lists together and write them on your character sheet under the secondary skills section. Every secondary skill starts at Rank 1 at level 1 and gain +1 Rank every other level (on the even numbered levels). Favored secondary skills start at Rank 4 at level 1 and gain +1 Rank every level-up. You normally choose six secondary skills which to mark as favored at level 1. Human characters are the exception; they can pick up to seven.

You may attempt to perform a secondary skill without any ranks in it. To do so just roll d20 and apply the modifier bonus for the skill. For example, if a marksman pirate wanted to perform first aid for a nakama, he could roll d20 + his/her wisdom modifier. You are not allowed to apply item bonuses if you don't know the skill however.

Appraise (INT)

Check

You can appraise common or well-known objects with a DC 12 Appraise check. Failure means that you estimate the value at 50% to 150% (2d6+3 times 10%.) of its actual value. Appraising a rare or exotic item requires a successful check against DC 15, 20, or higher. If the check is successful, you estimate the value correctly; failure means you cannot estimate the item's value.

Action

Appraising an item takes 1 minute.

Try Again

No. You cannot try again on the same object, regardless of success.

Special

If you have 5 ranks in any Craft skill, you gain a +2 bonus on Appraise checks related to items made with that Craft skill.

Balance (DEX)

Check

You can walk on a precarious surface. A successful check lets you move at half your speed along the surface for 1 round. A failure by 4 or less means you can't move for 1 round. A failure by 5 or more means you fall. The difficulty varies with the surface, as follows:

Being Attacked while Balancing

You are considered flat-footed while balancing, since you can't move to avoid a blow, and thus you lose your Dexterity bonus to defense (if any). If you have 5 or more ranks in Balance, you aren't considered flat-footed while balancing. If you take damage while balancing, you must make another Balance check against the same DC to remain standing.

Accelerated Movement

You can try to walk across a precarious surface more quickly than normal. If you accept a -5 penalty, you can move your full speed as a move action. (Moving twice your speed in a round requires two Balance checks, one for each move action used.) You may also accept this penalty in order to charge across a precarious surface; charging requires one Balance check for each multiple of your speed (or fraction thereof) that you charge.

Balancing on a ship during rough weather

Normally, you won't need to worry about balancing on a ship. However, if you are in a storm or the waves are rough, you may need to take a penalty to may even need to roll your balance check each round or fall over. A light penalty such as a thunderstorm would be a -3 penalty, hurricane type weapon would be a -6, intense events like a tsunami would require a balance check to avoid falling over or overboard.

Action

None. A Balance check doesn't require an action; it is made as part of another action or as a reaction to a situation.

Special

If you have 5 or more ranks in Tumble, you get a +2 bonus on Balance checks.

Bluff (CHA)

Check

A Bluff check is opposed by the target's Sense Motive check. See the accompanying table for examples of different kinds of bluffs and the modifier to the target's Sense Motive check for each one.

Example Circumstances	Sense Motive Mod
The target wants to believe you.	-5
The bluff is believable and doesn't affect the target much.	+0
The bluff is a little hard to believe or puts the target at some risk.	+5
The bluff is hard to believe or puts the target at significant risk.	+10
The bluff is way out there, almost too incredible to consider.	+20

Favorable and unfavorable circumstances weigh heavily on the outcome of a bluff. Two circumstances can weigh against you: The bluff is hard to believe, or the action that the target is asked to take goes against its self-interest, nature, personality, orders, or the like. If it's important, you can distinguish between a bluff that fails because the target doesn't believe it and one that fails because it just asks too much of the target. For instance, if the target gets a +10 bonus on its Sense Motive check because the bluff demands something risky, and the Sense Motive check succeeds by 10 or less, then the target didn't so much see through the bluff as prove reluctant to go along with it. A target that succeeds by 11 or more has seen through the bluff.

A successful Bluff check indicates that the target reacts as you wish, at least for a short time (usually 1 round or less) or believes something that you want it to believe. A bluff requires interaction between you and the target. Creatures unaware of you cannot be bluffed.

Feinting in Combat

You can also use Bluff to mislead an opponent in melee combat (so that it can't dodge your next attack effectively). To feint, make a Bluff check opposed by your target's Sense Motive check, but in this case, the target may add its base attack bonus to the roll along with any other applicable modifiers.

If your Bluff check result exceeds this special Sense Motive check result, your target is denied its Dexterity bonus to defense (if any) for the next melee attack you make against it. This attack must be made on or before your next turn.

Feinting in this way against a non-humanoid is difficult because it's harder to read a strange creature's body language; you take a -4 penalty on your Bluff check. Against a creature of animal Intelligence (1 or 2) it's even harder; you take a -8 penalty. Against a non-intelligent creature, it's impossible.

Creating a Diversion to Hide

You can use the Bluff skill to help you hide. A successful Bluff check gives you the momentary diversion you need to attempt a Hide check while people are aware of you.

Delivering a Secret Message

You can use Bluff to get a message across to another character without others understanding it. The DC is 15 for simple messages, or 20 for complex messages, especially those that rely on getting across new information. Failure by 4 or less means you can't get the message across. Failure by 5 or more means that some false information has been implied or inferred. Anyone listening to the exchange can make a Sense Motive check opposed by the Bluff check you made to transmit in order to intercept your message (see Sense Motive).

Action

Varies. A Bluff check made as part of general interaction always takes at least 1 round (and is at least a full-round action), but it can take much longer if you try something elaborate. A Bluff check made to feint in combat or create a diversion to hide is a standard action. A Bluff check made to deliver a secret message doesn't take an action; it is part of normal communication.

Try Again

Varies. Generally, a failed Bluff check in social interaction makes the target too suspicious for you to try again in the same circumstances, but you may retry freely on Bluff checks made to feint in combat. Retries are also allowed when you are trying to send a message, but you may attempt such a retry only once per round. Each retry carries the same chance of miscommunication.

Special

If you have 5 or more ranks in Bluff, you get a +2 bonus on Diplomacy, Intimidate, and Sleight of Hand checks, as well as on Disguise checks made when you know you're being observed and you try to act in character.

Climb (STR)

Check

With a successful Climb check, you can advance up, down, or across a slope, a wall, or some other steep incline (or even a ceiling with handholds) at one-quarter your normal speed. A slope is considered to be any incline at an angle measuring less than 60 degrees; a wall is any incline at an angle measuring 60 degrees or more. A Climb check that fails by 4 or less means that you make no progress, and one that fails by 5 or more means that you fall from whatever height you have already attained.

The DC of the check depends on the conditions of the climb. Compare the task with those on the following table to determine an appropriate DC. You need both hands free to climb, but you may cling to a wall with one hand while you take some other action that requires only one hand. While climbing, you can't move to avoid a blow, so you lose your Dexterity bonus to defense (if any). You also can't use a shield while climbing. Any time you take damage while climbing, make a Climb check against the DC of the slope or wall. Failure means you fall from your current height and sustain the appropriate falling damage.

Climb DC	Example Surface or Activity
0	A slope too steep to walk up, or a knotted rope with a wall to brace against
5	A rope with a wall to brace against, or a knotted rope
10	A surface with ledges to hold on to and stand on, such as a rough wall or ship's rigging
15	Any surface with adequate handholds and footholds (natural or artificial), such as a rough natural rock surface or a tree, or an unknotted rope, or pulling yourself up when dangling by your hands.
20	An uneven surface with some narrow handholds and footholds, such as a typical wall in a dungeon or ruins.
25	A rough surface, such as a natural rock wall or a brick wall
25	An overhand or ceiling with handholds but no footholds.
---	A perfectly smooth, flat, vertical surface cannot be climbed.

Accelerated Climbing

You try to climb more quickly than normal. By accepting a -5 penalty, you can move half your speed (instead of one-quarter your speed).

Making Your Own Handholds and Footholds

You can make your own handholds and footholds by pounding pitons into a wall. Doing so takes 1 minute per piton, and one piton is needed per 3 feet of distance. As with any surface that offers handholds and footholds, a wall with pitons in it has a DC of 15. In the same way, a climber with a handaxe or similar implement can cut handholds in an ice wall.

Catching Yourself When Falling

It's practically impossible to catch yourself on a wall while falling. Make a Climb check (DC = wall's DC + 20) to do so. It's much easier to catch yourself on a slope (DC = slope's DC + 10).

Catching a Falling Character While Climbing

If someone climbing above you or adjacent to you falls, you can attempt to catch the falling character if he or she is within your reach. Doing so requires a successful melee touch attack against the falling character (though he or she can voluntarily forego any Dexterity bonus to defense if desired). If you hit, you must immediately attempt a Climb check (DC = wall's DC + 10). Success indicates that you catch the falling character, but his or her total weight, including equipment, cannot exceed your heavy load limit or you automatically fall. If you fail your Climb check by 4 or less, you fail to stop the character's fall but don't lose your grip on the wall. If you fail by 5 or more, you fail to stop the character's fall and begin falling as well.

Climbing at Sea

Climbing ropes during stormy weather causes you to take a -5 penalty to your climb check due to heavy winds and slippery conditions.

Action

Climbing is part of movement, so it's generally part of a move action (and may be combined with other types of movement in a move action). Each move action that includes any climbing requires a separate Climb check. Catching yourself or another falling character doesn't take an action.

Special

You can use a rope to haul a character upward (or lower a character) through sheer strength. You can lift double your maximum load in this manner.

Concentration (CON)

Check

You must make a Concentration check whenever you might potentially be distracted (by taking damage, by harsh weather, and so on) while engaged in some action that requires your full attention. If the Concentration check succeeds, you may continue with the action as normal. If the check fails, the action automatically fails and is wasted. If you were in the process of charging an ability the ability is considered lost. If you were concentrating on an active ability, the ability ends as if you had ceased concentrating on it. If you were directing an ability, the direction fails but the ability remains active. The table below summarizes various types of distractions that cause you to make a Concentration check. If more than one type of distraction is present, make a check for each one; any failed Concentration check indicates that the task is not completed.

Concentration DC	Distraction
10 + damage dealt	Taking damage during a complex action
10	Vigorous motion such as moving on a mount or on a small ship in rough waters
15	Violent motion such as a galloping mount or on the deck of a storm-tossed ship.
20	Extraordinary violent motion, like a strong earthquake
15	Being entangled
20	Grappling or pinned.
5	Weather is a high wind carrying blinding rain or sleet
10	Weather is wind-driven hail, dust, or debris

Action

None. Making a Concentration check doesn't take an action; it is either a free action (when attempted reactively) or part of another action (when attempted actively).

Try Again

Yes, though a success doesn't cancel the effect of a previous failure.

Cooking (WIS)

Check

Cooking is the skill to use when preparing food for your crew. Typically the character rolls their wisdom versus a DC of some number representing the meal's complexity. If the cooking roll value is higher than or equal to the DC, they succeed at cooking the meal. This skill can also be used when answering questions in regards to food, nutrition, or other cooking/food related topics. For example if a crewmember is sick and no doctor is available, a chef might be able to roll their cooking skill to determine which vitamins would boost their natural healing the most.

Meal Being Cooked	Ingredients	DC
Simple Meals	2lb of uncooked normal food	15
Simple Drinks	Fresh water + anything to flavor	17
Caffeinated Drinks	Fresh water + 1/4lb coffee beans	19
Stat Increasing Meals	2lb of uncooked high quality food	22
Stat Increasing Drinks	Fresh water + anything to flavor	25
Newkama Recipes	4lb of uncooked high quality food	30+

Action

To cook something you must be out of combat. You must also be in a location with all the materials you need, some space to work, and at least 15 minutes of free time to concentrate (drinks only take 5 minutes). The cook may attempt to cook more than one meal or drink of the same type simultaneously. However, they suffer a -3 penalty to their DC roll.

Each time you fail to cook a meal the DC of that check has a 25% chance of getting easier by a value of 1. The same thing happens when you cook the same meal more than once. This simulates the learning process and experience gained through repetition. The starting DC of cooking a meal can be reduced by a maximum of 5 through this process.

Try Again

Yes, you may try again but the materials used aren't recyclable.

Diplomacy (CHA)

Check

You can propose a trade or agreement to another creature with your words; a Diplomacy check can then persuade them that accepting it is a good idea. Either side of the deal may involve physical goods, money, services, promises, or abstract concepts like "satisfaction." The DC for the Diplomacy check is based on three factors: who the target is, the relationship between the target and the character making the check, and the risk vs. reward factor of the deal proposed.

The base DC for any Diplomacy check is equal to the 15 + level of the highest-level character in the group that you are trying to influence + the Wisdom modifier of the character in the group with the highest Wisdom. High-level characters are more committed to their views and are less likely to be swayed; high Wisdom characters are more likely to perceive the speaker's real motives and aims. By applying the highest modifiers in any group, a powerful king (for example) might gain benefit from a very wise advisor who listens in court and counsels him accordingly. For this purpose, a number of characters is only a "group" if they are committed to all following the same course of action. Either one NPC is in charge, or they agree to act by consensus. If each member is going to make up their mind on their own, roll separate Diplomacy checks against each.

Relationship between Diplomat vs Target (or Target Group)		
Relationship	DC Mod	Description
Intimate	-10	An implicit trust. Example: A lover or spouse.
Friend	-7	A regularly positive personal relationship. Example: A long-time buddy or a sibling.
Ally	-5	Non-personal relationship. Example: A fellow marine or a soldier serving the same king.
Acquaintance (Positive)	-2	No particularly negative experiences. Example: The blacksmith that buys your looted equipment regularly.
Just Met	0	No relationship whatsoever. Example: A guard at a castle or a traveler on a road.
Acquaintance (Negative)	+2	Met several times with no particularly positive experiences. Example: A town guard that has arrested you for drunkenness once or twice.
Enemy	+5	Someone on an opposed team, with whom you have no personal relationship. Example: A cleric of a philosophically-opposed religion or an orc bandit who is robbing you.
Personal Foe	+7	A regularly antagonistic personal relationship. Example: An evil pirate whom you are attempting to thwart, or a bounty hunter who is tracking you down for your crimes.
Nemesis	+10	Someone who has sworn to do you, personally, harm. Example: The brother of a man you murdered in cold blood.

The Risk vs Reward		
Risk-vs-Reward	DC Mod	Description
Fantastic	-10	The reward for accepting the deal is very worthwhile, and the risk is either acceptable or extremely unlikely. The best-case scenario is a virtual guarantee. Example: An offer to pay a lot of gold for something of no value to the subject, such as information that is not a secret.
Favorable	-5	The reward is good, and the risk is tolerable. If all goes according to plan, the deal will end up benefiting the subject. Example: A request to aid the party in battle against a weak pirate crew in return for a cut of the money and first pick of the rare items.
Even	0	The reward and risk are more or less even, or the deal involves neither reward nor risk. Example: A request for directions to someplace that is not a secret.
Unfavorable	+5	The reward is not enough compared to the risk involved; even if all goes according to plan, chances are it will end up badly for the subject. Example: A request to free a prisoner the subject is guarding (for which he or she will probably be fired) in return for a small amount of money.
Horrible	+10	There is no conceivable way the proposed plan could end up with the subject ahead, or the worst-case scenario is guaranteed to occur. Example: A offer to trade a bit of dirty string for a castle.

Success or Failure

If the Diplomacy check beats the DC, the subject accepts the proposal, with no changes or with minor (mostly idiosyncratic) changes. If the check fails by 5 or less, the subject does not accept the deal but may, at the DM's option, present a counter-offer that would push the deal up one place on the risk-vs.-reward list. For example, a counter-offer might make an Even deal Favorable for the subject. The character who made the Diplomacy check can simply accept the counter-offer, if they choose; no further check will be required. If the check fails by 10 or more, the Diplomacy is over; the subject will entertain no further deals, and may become hostile or take other steps to end the conversation.

Action

Changing others' attitudes with Diplomacy generally takes at least 1 full minute. In some situations, this time requirement may greatly increase. A rushed Diplomacy check can be made as a full-round action, but you take a +10 to the DC on the check.

Try Again

If you alter the parameters of the deal you are proposing, you may try to convince the subject that this new deal is even better than the last one. This is essentially how people haggle. As long as you never roll 10 or less than the DC on your Diplomacy check, you can continue to offer deals.

Special

If you have 5 or more ranks in Bluff, you gain a +2 bonus on Diplomacy checks.

Engineering (WIS)

Check

Engineering is used when attempting to craft new mechanical items. Typically the character rolls their engineering versus a DC of some number representing the crafted item's complexity. If the engineering roll value is higher than or equal to the DC, they succeed at crafting the item. Engineering is also used when crafting ships. Depending on the quality of the roll against the DC, certain ship parts may gain bonuses.

Item/Ship Being Crafted	DC
Clocks, Flashlights, Small Ships, Simple Cannons	15
Perfect Repairs, Ice Breaker	17
Medium Ships, Engines	19
Luxury Rooms, Wavers,	22
Large Ships, Coup De Burst, Complex Cannons	25
Large Submarines, Solider Dock System	28
Beam, Coating, Mini Sub, Turret	30+

Action

To engineer something you must be out of combat and not fatigued or exhausted. You must also be in a location which all the materials you need and the space you'll need to work.

Try Again

You may try again on items which aren't key systems of a ship. For example, you cannot try to re-engineer the ship's keel.

Escape Artist (DEX)

Check

The table below gives the DCs to escape various forms of restraints.

Restraint	Escape Artist DC
Ropes	Binder's Use Rope check + 10
Net, Vines	20
Manacles	30
Tight space	30
Master manacles	35
Grappler	Grappler's grapple check result

Ropes

Your Escape Artist check is opposed by the binder's Use Rope check. Since it's easier to tie someone up than to escape from being tied up, the binder gets a +10 bonus on his or her check.

Manacles and Master Manacles

The DC for manacles is set by their construction.

Tight Space

The DC noted on the table is for getting through a space where your head fits but your shoulders don't. If the space is long you may need to make multiple checks. You can't get through a space that your head does not fit through.

Grappler

You can make an Escape Artist check opposed by your enemy's grapple check to get out of a grapple or out of a pinned condition (so that you're only grappling).

Action

Making an Escape Artist check to escape from rope bindings, manacles, or other restraints (except a grappler) requires 1 minute of work. Escaping from a net is a full-round action. Escaping from a grapple or pin is a standard action. Squeezing through a tight space takes at least 1 minute, maybe longer, depending on how long the space is.

Try Again

Varies. You can make another check after a failed check if you're squeezing your way through a tight space, making multiple checks. If the situation permits, you can make additional checks, or even take 20, as long as you're not being actively opposed.

Special

If you have 5 or more ranks in Escape Artist, you get a +2 bonus on Use Rope checks to bind someone.

If you have 5 or more ranks in Use Rope, you get a +2 bonus on Escape Artist checks when escaping from rope bonds.

Gather Information (CHA)

Check

An evening's time, a few gold pieces for buying drinks and making friends, and a DC 10 Gather Information check can get you a general idea of a city's major news items, assuming there are no obvious reasons why the information would be withheld. The higher your check result, the better the information.

If you want to find out about a specific rumor, or a specific item, or obtain a map, or do something else along those lines, the DC for the check is 15 to 25, or even higher.

Action

A typical Gather Information check takes 1d4+1 hours.

Try Again

Yes, but it takes time for each check. Furthermore, you may draw attention to yourself if you repeatedly pursue a certain type of information.

Special

If you have 5 or more ranks in Knowledge (local), you get a +2 bonus on Gather Information checks.

Heal (WIS)

Check

The DC and effect depend on the task you attempt.

First Aid

You usually use first aid to save a dying character. If a character has negative hit points and is losing hit points (at the rate of 1 per round, 1 per hour, or 1 per day), you can make him or her stable. A stable character regains no hit points but stops losing them.

Long-Term Care

Providing long-term care means treating a wounded person for a day or more. If your Heal check is successful, the patient recovers hit points or ability score points at twice the normal rate: 2 hit points per level for a full 8 hours of rest in a day, or 4 hit points per level for each full day of complete rest; 2 ability score points for a full 8 hours of rest in a day, or 4 ability score points for each full day of complete rest.

You can tend to as many as six patients at a time. You need a few items and supplies (bandages, salves, and so on) that are easy to come by in settled lands. Giving long-term care to patients is counted as light activity for the healer. You cannot give long-term care to yourself.

Treat Wound from Caltrop

A creature wounded by stepping on a caltrop moves at one-half normal speed. A successful Heal check removes this movement penalty.

Treat Poison

To treat poison means to tend a single character who has been poisoned and who is going to take more damage from the poison (or suffer some other effect). Every time the poisoned character makes a saving throw against the poison, you make a Heal check. The poisoned character uses your check result or his or her saving throw, whichever is higher.

Treat Disease

To treat a disease means to tend a single diseased character. Every time he or she makes a saving throw against disease effects, you make a Heal check. The diseased character uses your check result or his or her saving throw, whichever is higher.

Action

Task	Heal DC
First aid	15
Long-term care	15
Treat wound from caltrop	15
Treat poison	Poison's save DC
Treat disease	Disease's save DC

Providing first aid, treating a wound, or treating poison is a standard action. Treating a disease takes 10 minutes of work. Providing long-term care requires 8 hours of light activity.

Try Again

Varies. Generally speaking, you can't try a Heal check again without proof of the original check's failure. You can always retry a check to provide first aid, assuming the target of the previous attempt is still alive.

Hide (DEX)

Check

Your Hide check is opposed by the Spot check of anyone who might see you. You can move up to one-half your normal speed and hide at no penalty. When moving at a speed greater than one-half but less than your normal speed, you take a -5 penalty. It's practically impossible (-20 penalty) to hide while attacking, running or charging. A creature larger or smaller than Medium takes a size bonus or penalty on Hide checks depending on its size category: Fine +16, Diminutive +12, Tiny +8, Small +4, Large -4, Huge -8, Gargantuan -12, Colossal -16.

You need cover or concealment in order to attempt a Hide check. Total cover or total concealment usually obviates the need for a Hide check, since nothing can see you anyway. If people are observing you, even casually, you can't hide. You can run around a corner or behind cover so that you're out of sight and then hide, but the others then know at least where you went. If your observers are momentarily distracted (such as by a Bluff check; see below), though, you can attempt to hide. While the others turn their attention from you, you can attempt a Hide check if you can get to a hiding place of some kind. (As a general guideline, the hiding place has to be within 1 foot per rank you have in Hide.) This check, however, is made at a -10 penalty because you have to move fast.

Sniping

If you've already successfully hidden at least 10 feet from your target, you can make one ranged attack, then immediately hide again. You take a -20 penalty on your Hide check to conceal yourself after the shot.

Creating a Diversion to Hide

You can use Bluff to help you hide. A successful Bluff check can give you the momentary diversion you need to attempt a Hide check while people are aware of you.

Action

Usually none. Normally, you make a Hide check as part of movement, so it doesn't take a separate action. However, hiding immediately after a ranged attack (see Sniping, above) is a move action.

Intimidate (CHA)

Check

You can intimidate or command a creature with your words and posture; a Intimidate check can then persuade them that accepting your command it is a good idea. The command may involve physical goods, money, services, promises, or abstract concepts like "satisfaction." The DC for the Intimidate check is based on two factors: who the target is and the total loss if the target were to follow the command proposed.

The base DC for any Intimidate check is equal to the 15 + level of the highest-level character in the group that you are trying to intimidate + the Wisdom modifier of the character in the group with the highest Wisdom. High-level characters are stronger and are less likely to be intimidated; high Wisdom characters are more likely to perceive through the speaker's threats and to assess their true physical strength. By applying the highest modifiers in any group, a powerful king (for example) might gain benefit from a very wise general who listens in court and counsels him accordingly. For this purpose, a number of characters are only a "group" if they are committed to all following the same course of action. Either one NPC is in charge, or they agree to act by consensus. If each member is going to make up their mind on their own, roll separate Intimidate checks against each.

Total Losses

Losses	DC Mod	Description
No Losses	0	Example: Staring someone down, shutting them up or getting them to back off.
Small Loss	+3	Example: Getting a bartender to give you drinks on the house.
Moderate Loss	+6	Example: Ordering a soldier to let you pass, getting them in trouble with their superiors.
Heavy Loss	+10	Example: Bullying a merchant into handing over all the currency in their shop.
Horrible	+15	Example: Commanding a man to fight his ally to the death.
Impossible	+25	Example: Forcing a man to kill his own family or a soldier to assassinate his own king.

Success or Failure

If the Intimidate check beats the DC, the subject follows the command.

Action

Changing others' attitudes with Intimidate generally takes at least 30 seconds. In some situations, this time requirement may greatly increase. A rushed Intimidate check can be made as a full-round action, but you take a +10 to the DC on the check.

Try Again

You may try to intimidate the target again. However, each consecutive time the DC goes up by 5, even if you change the details of the command. The DC goes up each time since you aren't acting immediately on your threat. As long as you never roll 10 or less than the DC on your Intimidate check, you can continue to try and intimidate the target.

Special

If you have 5 or more ranks in Bluff, you gain a +2 bonus on Intimidate checks.

Invent (INT)

Check

The Invent skill is used when attempting to craft new and scientific items. Typically the character rolls their invent versus a DC of some number representing the crafted item's complexity. If the invent roll value is higher than or equal to the DC, they succeed at crafting the item. Note that some of these items aren't static values. For example, a piece of armor which grants a +1 DR bonus would be considerably easier to invent than a piece which grants +2 or +3. Critical successes can also grant bonus stats on the item you are inventing. Invent is also the main skill associated with imbedding dials into weapons and armor. Sky tribesman races have a natural bonus to their invent skill when imbedding dials.

Item Being Crafted	DC
Imbedding tiny dials, making standard ammo	10
Minor Acids, Simple Software, Electronics	15
Grenades, Cyborg Repairs, Basic Weaponry/Armor	17
Scuba Gear, Potent Acids, Specialized Ammo	19
Powered Suits, Sea-stone Items, imbedding medium dials	22
Complex Software, Advanced Weaponry/Armor	25
Armor/Weapon Mechanical Enhancements, Strong Acids	28
Teleportation Pads, Devil Fruit Weapons, imbedding giant dials	30+

Action

To invent something you must be out of combat and not fatigued or exhausted. You must also be in a location which all the materials you need and the space you'll need to work. Each time you fail to create an item the DC of that check has a 25% chance of getting easier by a value of 1. The same thing happens when you create the same object more than once. This simulates the learning process and experience gained through repetition. The starting DC of crafting an item can be reduced by a maximum of 5 through this process.

Try Again

Yes, you may try again but the materials used aren't recyclable.

Jump (STR)

Check

Characters can jump much higher in the One Piece universe than people can in real life. The DC and the distance you can cover vary according to the type of jump you are attempting (see below). Your Jump check is modified by your speed. If your speed is 30 feet then no modifier based on speed applies to the check. If your speed is less than 30 feet, you take a -6 penalty for every 10 feet of speed less than 30 feet. If your speed is greater than 30 feet, you gain a +4 bonus for every 10 feet beyond 30 feet. All Jump DCs given here assume that you get a running start, which requires that you move at least 20 feet in a straight line before attempting the jump. If you do not get a running start, the DC for the jump is doubled. Distance moved by jumping is counted against your normal maximum movement in a round.

If you have ranks in Jump and you succeed on a Jump check, you land on your feet (when appropriate). If you attempt a Jump check untrained, you land prone unless you beat the DC by 5 or more.

Long Jump

A long jump is a horizontal jump, made across a gap like a chasm or stream. At the midpoint of the jump, you attain a vertical height equal to one-quarter of the horizontal distance. The DC for the jump is equal to half the distance jumped (in feet). A 30 foot jump would require a DC of 15.

If your check succeeds, you land on your feet at the far end. If you fail the check by less than 5, you don't clear the distance, but you can make a DC 15 Reflex save to grab the far edge of the gap. You end your movement grasping the far edge. If that leaves you dangling over a chasm or gap, getting up requires a move action and a DC 15 Climb check.

High Jump

A high jump is a vertical leap made to reach a ledge high above or to grasp something overhead. The DC is equal to the distance to be cleared.

If you jumped up to grab something, a successful check indicates that you reached the desired height. If you wish to pull yourself up, you can do so with a move action and a DC 15 Climb check. If you fail the Jump check, you do not reach the height, and you land on your feet in the same spot from which you jumped. As with a long jump, the DC is doubled if you do not get a running start of at least 20 feet. Obviously, the difficulty of reaching a given height varies according to the size of the character or creature. The maximum vertical reach (height the creature can reach without jumping) for an average creature of a given size is shown on the table below. (As a Medium creature, a typical human can reach 8 feet without jumping.)

Hop Up

You can jump up onto an object as tall as your waist, such as a table or small boulder, with a DC 10 Jump check. Doing so counts as 10 feet of movement, so if your speed is 30 feet, you could move 20 feet, then hop up onto a counter. You do not need to get a running start to hop up, so the DC is not doubled if you do not get a running start.

Jumping Down

If you intentionally jump from a height, you take less damage than you would if you just fell. The DC to jump down from a height is 15. You do not have to get a running start to jump down, so the DC is not doubled if you do not get a running start. If you succeed on the check, you take falling damage as if you had dropped 10 fewer feet than you actually did.

Jumping on a Ship

Jumping on a ship during rough weather causes you to take a penalty to your roll. If the ship is climbing the crest of a wave you can only jump half as high. If the ship is riding down a wave you get twice as much hang time. The jump doesn't cause you to go any higher than normal, you're just airborne for a longer amount of time.

Action

None. A Jump check is included in your movement, so it is part of a move action. If you run out of movement mid-jump, your next action (either on this turn or, if necessary, on your next turn) must be a move action to complete the jump.

Special

If you have 5 or more ranks in Tumble, you get a +2 bonus on Jump checks.

If you have 5 or more ranks in Jump, you get a +2 bonus on Tumble checks.

Knowledge (WIS)

Knowledge actually encompasses a number of unrelated skills. Knowledge represents a study of some body of lore, possibly an academic or even scientific discipline. **Each of the below categories should be treated as its own separate secondary skill. These skills gain ranks and bonuses independently from each other.**

Below are listed typical fields of study.

- Arcana (ancient mysteries, devil fruits, poneglyphs, cryptic phrases, constructs, sea kings)
- Architecture and engineering (buildings, aqueducts, bridges, fortifications, ships)
- History (wars, colonies, migrations, founding of cities)
- Local (legends, personalities, inhabitants, laws, customs, traditions)
- Nature (animals, plants, seasons and cycles, weather, vermin)
- Nobility and royalty (lineages, heraldry, family trees, mottoes, personalities)

Check

Answering a question within your field of study has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions).

Action

Usually none. In most cases, making a Knowledge check doesn't take an action—you simply know the answer or you don't.

Try Again

No. The check represents what you know, and thinking about a topic a second time doesn't let you know something that you never learned in the first place.

Listen (WIS)

Check

Your Listen check is either made against a DC that reflects how quiet the noise is that you might hear, or it is opposed by your target's Move Silently check. In the case of people trying to be quiet, the DCs given on the table could be replaced by Move Silently checks, in which case the indicated DC would be their average check result.

Action

Varies. Every time you have a chance to hear something in a reactive manner (such as when someone makes a noise or you move into a new area), you can make a Listen check without using an action. Trying to hear something you failed to hear previously is a move action.

Try Again

Yes. You can try to hear something that you failed to hear previously with no penalty.

Listen DC	Sound
-10	A battle
0	People talking
5	A person in medium armor walking at a slow pace trying not to make any noise.
10	An unarmored person walking at a slow pace trying not to make any noise.
15	A 1 st -level rogue using Move Silently to sneak past the listener.
15*	People whispering
19	A cat stalking
30	An owl gliding in for a kill
*If you beat the DC by 10 or more you can hear what is being said.	

Move Silently (DEX)

Check

Your Move Silently check is opposed by the Listen check of anyone who might hear you. You can move up to one-half your normal speed at no penalty. When moving at a speed greater than one-half but less than your full speed, you take a -5 penalty. It's practically impossible (-20 penalty) to move silently while running or charging. Noisy surfaces, such as bogs or undergrowth, are tough to move silently across. When you try to sneak across such a surface, you take a penalty on your Move Silently check as indicated below.

Surface	Check Modifier
Noisy (scree, shallow or deep bog, undergrowth, dense rubble)	-2
Very noisy (dense undergrowth, deep snow)	-5

Action

None. A Move Silently check is included in your movement or other activity, so it is part of another action.

Navigation (INT)

Check

Navigation is a tough topic to learn, and it takes a rare natural ability to master. Without a navigator, a ship is just a piece of wood blindly drifting through the ocean. Everything from astronavigation, weather patterns, currents, and cartography are based off this skill. To perform these checks, roll your navigation skill against the DC of the task you are completing. It takes a minute to realize the full situation around you. You may attempt a navigation check as a free action but the check takes a -10 penalty.

Navigation also allows you to create maps and charts. The more complex the map you're creating, the more time it takes to write and the harder the DC is to beat. You'll need to see the entire area which you're mapping out. You may attempt to create a map based off of someone else's memory/descriptions but the DC of the roll is twice as difficult.

Navigation Actions	DC
Crude Chart, Simple Weather Patterns, Map Reading	10
Simple Map, Spotting Currents, Log Poses	15
Astronavigation, Complex Charts, Military Navigation Strats	19
Topographic Map, Complex Weather Patterns	22
Underwater Navigation, Sea Maps, Air Currents	25
Orienteering Map, Navigating Through Intense Weather	30+

Action

Using Navigation skills require common sense. For example, to detect a storm coming requires you to be outside and have

a clear view of the sky. Creating maps and charts require materials like paper, ink, and scopes. While in battle, simple navigation checks take a -3 penalty and you cannot create maps.

Try Again

Depends. Maps can be recreated but you aren't aware of any defects until you or someone else actually tries to navigate using it. Navigation actions such as telling which direction a storm will approach from cannot be tried again until you or someone else spots the mistake.

Perform (CHA/DEX)

Perform is actually a number of separate skills. You could have several Perform skills, each with its own ranks, each purchased as a separate skill. Each of the nine categories of the Perform skill includes a variety of methods, instruments, or techniques, a small list of which is provided for each category below.

- Act (comedy, drama, mime) - CHA
- Comedy (buffoonery, limericks, joke-telling) - CHA
- Dance (ballet, waltz, jig) - DEX
- Keyboard instruments (harpsichord, piano, pipe organ) - DEX
- Oratory (epic, ode, storytelling) - CHA
- Percussion instruments (bells, chimes, drums, gong) - DEX
- String instruments (fiddle, harp, lute, mandolin) - DEX
- Wind instruments (flute, pan pipes, recorder, shawm, trumpet) - DEX
- Sing (ballad, chant, melody) - CHA

Check

You can impress audiences with your talent and skill.

Perform DC	Performance
10	Routine performance. Trying to earn money by playing in public is essentially begging. You can earn 1d10 beli/day.
15	Enjoyable performance. In a prosperous city, you can earn 1d10 times 10 beli/day.
20	Great performance. In a prosperous city, you can earn 3d10 times 10 beli/day. In time, you may be invited to join a professional troupe and may develop a regional reputation.
25	Memorable performance. In a prosperous city, you can earn 1d6 times 100 beli/day. In time, you may come to the attention of noble patrons and develop a national reputation.
30	Extraordinary performance. In a prosperous city, you can earn 3d6 times 100 beli/day. In time, you may draw attention from distant potential patrons.

Action

Varies. Trying to earn money by playing in public requires anywhere from an evening's work to a full day's performance. The bard's special Perform-based abilities are described in that class's description.

Try Again

Yes. Retries are allowed, but they don't negate previous failures, and an audience that has been unimpressed in the past is likely to be prejudiced against future performances. (Increase the DC by 2 for each previous failure.)

Research (WIS)

Check

The DC of a research check is based on the difficulty and amount of material being studied. It also depends on the available material. For example, if you are in a library the DC of the topic you're studying may be reduced since you have easily accessible materials. On the other-hand if you are researching a topic which you have little experience with, you will take a penalty to reflect that.

Action

To research you must be out of battle and at least have the minor materials you need to research your topic. You also must be in top physical condition; otherwise you'll need to perform a concentration check against a DC of 20 every hour. If you have a research partner with experience in the topic, you gain a +2 bonus to your skill roll. To calculate the time you'll need to research, roll 1d8 and that is the number of straight hours you need study. Whether you succeed or fail in your research roll, you still spend that amount of time working.

Try Again

You may try to research again, but you'll need to change at least one variable in the event. For example, having different

research materials or incorporating a research partner.

Ride (DEX)

Check

Typical riding actions don't require checks. You can saddle, mount, ride, and dismount from a mount without a problem. The following tasks do require checks:

Guide with Knees

You can react instantly to guide your mount with your knees so that you can use both hands in combat. Make your Ride check at the start of your turn. If you fail, you can use only one hand this round because you need to use the other to control your mount.

Stay in Saddle

You can react instantly to try to avoid falling when your mount rears or bolts unexpectedly or when you take damage. This usage does not take an action.

Fight with Warhorse

If you direct your war-trained mount to attack in battle, you can still make your own attack or attacks normally. This usage is a free action.

Soft Fall

You can react instantly to try to take no damage when you fall off a mount—when it is killed or when it falls, for example. If you fail your Ride check, you take 1d6 points of falling damage. This usage does not take an action.

Leap

You can get your mount to leap obstacles as part of its movement. Use your Ride modifier or the mount's Jump modifier, whichever is lower, to see how far the creature can jump. If you fail your Ride check, you fall off the mount when it leaps and take the appropriate falling damage (at least 1d6 points). This usage does not take an action, but is part of the mount's movement.

Spur Mount

You can spur your mount to greater speed with a move action. A successful Ride check increases the mount's speed by 10 feet for 1 round but deals 1 point of damage to the creature. You can use this ability every round, but each consecutive round of additional speed deals twice as much damage to the mount as the previous round (2 points, 4 points, 8 points, and so on).

Control Mount in Battle

As a move action, you can attempt to control a light horse, pony, heavy horse, or other mount not trained for combat riding while in battle. If you fail the Ride check, you can do nothing else in that round. You do not need to roll for warhorses or warponies.

Fast Mount or Dismount

You can attempt to mount or dismount from a mount of up to one size category larger than yourself as a free action, provided that you still have a move action available that round. If you fail the Ride check, mounting or dismounting is a move action. You can't use fast mount or dismount on a mount more than one size category larger than yourself.

Action

Varies. Mounting or dismounting normally is a move action. Other checks are a move action, a free action, or no action at all, as noted above.

Special

If you are riding bareback, you take a -5 penalty on Ride checks.

If you attempt to ride a creature that is ill suited as a mount, you take a -5 penalty on your Ride checks.

Task	DC
Guide with knees	5
Stay in saddle	5
Fight with warhorse	10
Cover	15
Soft fall	15
Leap	15
Control count in battle	20
Fast mount or dismount	20

Sailing (WIS)

Check

Typical sailing actions only require basic knowledge. The more complex and large the maneuver is, the higher the required DC roll. Sailing during a thunderstorm, breaking out of a fast moving current, or steering a large galleon between icebergs are all examples of expert sailing actions.

Task	Required DC
Raising/Lowering Sails, Turning, running small ships	8
Sailing in a light storm, across an ocean current, running medium ships	14

Sailing in a moderate storm or heavy seas	18
Sailing in heavy storms, running large ships	22
Sailing in a hurricane, against an ocean current	30

Action

Varies. Lowering or raising the sails is a 1 minute action. Other checks can take anywhere from a few seconds to a few hours based on the task at hand.

Try Again

No. If you fail a sailing action you cannot reverse time.

Search (INT)

Check

You generally must be within 10 feet of the object or surface to be searched. The table below gives DCs for typical tasks involving the Search skill.

Task	Search DC
Ransack a chest full of junk to find a certain item	10
Notice a typical secret door or a simple trap	20
Find a difficult trap	21+
Notice a well-hidden secret door	30
Find a footprint	1-40

Action

It takes a full-round action to search a 5-foot-by-5-foot area or a volume of goods 5 feet on a side.

Sense Motive (WIS)

Check

A successful check lets you avoid being bluffed. You can also use this skill to determine when “something is up” (that is, something odd is going on) or to assess someone’s trustworthiness. This use of the skill involves making a gut assessment of the social situation. You can get the feeling from another’s behavior that something is wrong, such as when you’re talking to an impostor. Alternatively, you can get the feeling that someone is trustworthy.

Sense Enchantment

You can tell that someone’s behavior is being influenced by an enchantment effect (by definition, a mind-affecting effect), even if that person isn’t aware of it.

Discern Secret Message

You may use Sense Motive to detect that a hidden message is being transmitted via the Bluff skill. In this case, your Sense Motive check is opposed by the Bluff check of the character transmitting the message. For each piece of information relating to the message that you are missing, you take a -2 penalty on your Sense Motive check. If you succeed by 4 or less, you know that something hidden is being communicated, but you can’t learn anything specific about its content. If you beat the DC by 5 or more, you intercept and understand the message. If you fail by 4 or less, you don’t detect any hidden communication. If you fail by 5 or more, you infer some false information.

Action

Trying to gain information with Sense Motive generally takes at least 1 minute, and you could spend a whole evening trying to get a sense of the people around you.

Try Again

No, though you may make a Sense Motive check for each Bluff check made against you.

Sleight of Hand (DEX)

Check

A DC 10 Sleight of Hand check lets you palm a coin-sized, unattended object. Performing a minor feat of legerdemain, such as making a coin disappear, also has a DC of 10 unless an observer is determined to note where the item went. When you use this skill under close observation, your skill check is opposed by the observer’s Spot check. The observer’s success doesn’t prevent you from performing the action, just from doing it unnoticed.

You can hide a small object (including a light weapon or an easily concealed ranged weapon, such as a dart, sling, or hand crossbow) on your body. Your Sleight of Hand check is opposed by the Spot check of anyone observing you or the Search check of anyone frisking you. In the latter case, the searcher gains a +4 bonus on the Search check, since it’s generally easier to find such an object than to hide it. A dagger is easier to hide than most light weapons, and grants you a

+2 bonus on your Sleight of Hand check to conceal it. An extraordinarily small object, such as a coin, shuriken, or ring, grants you a +4 bonus on your Sleight of Hand check to conceal it, and heavy or baggy clothing (such as a cloak) grants you a +2 bonus on the check. Drawing a hidden weapon is a standard action.

If you try to take something from another creature, you must make a DC 20 Sleight of Hand check to obtain it. The opponent makes a Spot check to detect the attempt, opposed by the same Sleight of Hand check result you achieved when you tried to grab the item. An opponent who succeeds on this check notices the attempt, regardless of whether you got the item. You can also use Sleight of Hand to entertain an audience as though you were using the Perform skill. In such a case, your “act” encompasses elements of legerdemain, juggling, and the like.

Action

Any Sleight of Hand check normally is a standard action. However, you may perform a Sleight of Hand check as a free action by taking a -20 penalty on the check.

Try Again

Yes, but after an initial failure, a second Sleight of Hand attempt against the same target (or while you are being watched by the same observer who noticed your previous attempt) increases the DC for the task by 10.

Special

If you have 5 or more ranks in Bluff, you get a +2 bonus on Sleight of Hand checks.

Spot (WIS)

Check

The Spot skill is used primarily to detect characters or creatures that are hiding. Typically, your Spot check is opposed by the Hide check of the creature trying not to be seen. Sometimes a creature isn't intentionally hiding but is still difficult to see, so a successful Spot check is necessary to notice it. A Spot check result higher than 20 generally allows you to become aware of an invisible creature near you, though you can't actually see it. Spot is also used to detect someone in disguise, and to read lips when you can't hear or understand what someone is saying.

Spot checks may be called for to determine the distance at which an encounter begins. A penalty applies on such checks, depending on the distance between the two individuals or groups, and an additional penalty may apply if the character making the Spot check is distracted (not concentrating on being observant).

Read Lips

To understand what someone is saying by reading lips, you must be within 30 feet of the speaker, be able to see him or her speak, and understand the speaker's language. The base DC is 15, but it increases for complex speech or an inarticulate speaker. You must maintain a line of sight to the lips being read.

If your Spot check succeeds, you can understand the general content of a minute's worth of speaking, but you usually still miss certain details. If the check fails by 4 or less, you can't read the speaker's lips. If the check fails by 5 or more, you draw some incorrect conclusion about the speech. The check is rolled secretly in this case, so that you don't know whether you succeeded or missed by 5.

Action

Varies. Every time you have a chance to spot something in a reactive manner you can make a Spot check without using an action. Trying to spot something you failed to see previously is a move action. To read lips, you must concentrate for a full minute before making a Spot check, and you can't perform any other action (other than moving at up to half speed) during this minute.

Try Again

Yes. You can try to spot something that you failed to see previously at no penalty. You can attempt to read lips once per minute.

Trapping (DEX)

Check

Trapping is used whenever a character needs to setup, trigger, or dismantle a trap. To find a trap the character uses their Spot skill, once spotted the character can then attempt to trigger or dismantle an armed trap. Setting up a trap is the process of setting it so enemies will trigger it later. Triggering a trap is the process of setting a trap off in a controlled manner so it doesn't injure anyone. Dismantling a trap is the process of taking a trap apart, so it doesn't trigger and can then be setup at a later time.

Action

Setting up, triggering, or dismantling a trap takes a full minute (10 turns). The character may attempt a rushed job and complete the action as a full round action instead, however they take a -5 penalty to their DC roll. The character rolls their trapping skill rank plus their DEX modifier plus a d20. If the result is greater than the DC of the action (see the Traps section for more info) the character is successful.

Try Again

The character may attempt to trigger a trap multiple times. However, a failed attempt to setup or dismantle a trap causes the trap to false trigger, possibly injuring the character attempting the action or ruining a part of the trap so it cannot be used again.

Special

If you have 10 or more tanks in Sleight of Hand, you gain a +3 bonus to Trapping checks.

Tumble (DEX)

You can't use this skill if your speed has been reduced by armor, excess equipment, or loot.

Check

You can land softly when you fall or tumble past opponents. You can also tumble to entertain an audience (as though using the Perform skill). The DCs for various tasks involving the Tumble skill are given on the table below.

Tumble DC	Task
15	Treat a fall as if it were 10 feet shorter than it really is when determining damage.
15	Tumble at one-half speed as part of normal movement. Check separately for each opponent you move past, in the order in which you pass them (player's choice of order in case of a tie). Each additional enemy after the first adds +2 to the Tumble DC.
25	Tumble at one-half speed through an area occupied by an enemy (over, under, or around the opponent) as part of normal movement. Failure means you stop before entering the enemy-occupied area. Check separately for each opponent. Each additional enemy after the first adds +2 to the Tumble DC.

Obstructed or otherwise treacherous surfaces, such as natural cavern floors or undergrowth, are tough to tumble through. The DC for any Tumble check made to tumble into such a square is modified as indicated below.

Surface Is...	DC Modifier
Lightly obstructed (scree, light rubble, shallow bog, undergrowth)	+2
Severely obstructed (natural cavern floor, dense rubble, dense undergrowth)	+5
Lightly slippery (wet floor)	+2
Severely slippery (ice sheet)	+5
Sloped or angled	+2

Accelerated Tumbling

You try to tumble past or through enemies more quickly than normal. By accepting a -10 penalty on your Tumble checks, you can move at your full speed instead of one-half your speed.

Action

Not applicable. Tumbling is part of movement, so a Tumble check is part of a move action.

Try Again

Usually no. An audience, once it has judged a tumbler as an uninteresting performer, is not receptive to repeat performances. You can try to reduce damage from a fall as an instant reaction only once per fall.

Special

If you have 10 or more ranks in Tumble, you gain a +3 dodge bonus to defense when fighting defensively instead of the usual +2 dodge bonus to defense.

If you have 10 or more ranks in Tumble, you gain a +6 dodge bonus to defense when executing the total defense standard action instead of the usual +4 dodge bonus to defense.

If you have 10 or more ranks in Tumble, you get a +2 bonus on Balance and Jump checks.

If you have 10 or more ranks in Jump, you get a +2 bonus on Tumble checks.

Defending

When you are under attack, you are always entitled to a defensive roll. To perform a defense roll, simply roll d20 die and then add a bonus to your defensive roll equal to your ranks in the Defense Skill + Dexterity or Intelligence Modifier + Applicable Modifiers.

D20 + Defense Skill Total vs D20 + Attack Skill Total

Taking 10, 15, or 20 on a Defense Roll

You may always take a 10 on your Defense Roll. You may always take a 15 on your Defense Roll, but you take a -5 to all attack rolls during your next turn. You may always take a 20 on your defense roll, but you may make no attacks on your next turn. Taking a 20 doesn't count as a natural 20, so no special bonuses should be applied.

Other Modifiers

Many other factors modify your defense roll.

Enhancement Bonuses: Enhancement effects make your armor better.

Deflection Bonus: Deflection effects ward off attacks and improve your Defense Roll.

Natural Armor: Natural armor improves your Defense Roll.

Dodge Bonuses: Some other defense roll bonuses represent actively avoiding blows. These bonuses are called dodge bonuses. Any situation that denies you your

Dexterity bonus also denies you dodge bonuses. (Wearing armor, however, does not limit these bonuses the way it limits a Dexterity bonus to Defense Roll.) Unlike most sorts of bonuses, dodge bonuses stack with each other.

Botching Defense: A natural roll of 1 when defending forces you to get hit by the attack anyway. If the opponent rolls a natural 20 on his roll the attack does 1 multiplier higher than normal when calculating damage.

Automatic Success on Defense: A natural roll of 20 when defending is treated as a critical success. A critical success always defends unless the attacker also critically hits in which case only normal damage is applied (nothing is multiplied)

Touch Attacks

Some attacks disregard armor, including shields and natural armor. In these cases, the attacker makes a touch attack roll (either ranged or melee). When you are the target of a touch attack, your Defense Roll doesn't include any armor bonus, shield bonus, or natural armor bonus. All other modifiers, such as your size modifier,

Dexterity modifier and deflection bonus (if any) apply normally. If you are not wearing armor at all, you lose one-half your defense skill ranks (rounded down).

Parry Roll Description

You may choose to parry instead of rolling defense at the cost of one attack roll per parry made during your next turn. A parry roll is made by making an attack roll instead of a defense roll. If your attack roll is greater than your opponent's defense role, your opponent's attack is canceled. You may roll a parry action each time you would normally be allowed to roll a defense roll a number of times per round equal to your dexterity modifier.

D20 + Attack Skill Bonus vs D20 + Attack Skill Bonus

Taking 10, 15, or 20 on a Parry Roll

You may always take a 10 on your Parry Roll.

You may not take a 15 on your Parry Roll.

You may not take a 20 on your Parry Roll.

Other Modifiers

Many other factors modify your defense roll.

Enhancement Bonuses: Enhancement effects make your weapon better.

Deflection Bonus: Deflection effects ward off attacks and improve your Parry Roll.

Save Skills

There are effects that bypass your regular defense. Be they large area effects, mental attacks or attacks that might destroy the body and the target's statistics, you are entitled to a Saving Throw. Saving Throws use the skills below to ascertain whether you are affected, partially affected, or not affected at all.

Fortitude Roll Description

When something threatens your body, whether it's instant physical death, or damage to your Strength, Dexterity or Willpower, you are entitled to a Fortitude Roll. Rolls of this kind use no Tech Points, and are made immediately upon the effect hitting the target. Most Fortitude effects have Full and Partial Effects. When making a Fortitude Roll, failure exposes you to the full effect of the fortitude effect. Success gives you partial effects as described in the fortitude effect itself. If you beat the Difficulty Class by 20 or more, you are spared the effect of the fortitude effect regardless of description.

D20 + Fortitude Save Skill Total vs Difficulty Class (DC) of the attack.

Reflex Roll Description

Attacks that are too large to really miss may incur a reflex roll. Most reflex effects have Full and Partial Effects. When making a Reflex Roll, failure exposes you to the full effect of the Reflex effect. Success gives you partial effects as described in the reflex effect itself. If you beat the Difficulty Class by 20 or more, you are spared the effect of the reflex effect regardless of description.

D20 + Reflex Save Skill Total vs Difficulty Class (DC) of the attack.

Willpower Roll Description

Attacks on the mind normally incur a willpower roll to resist. Rolls of this kind use no Tech Points, and are made immediately upon the effect hitting the target or targets. Most willpower effects have Full and Partial Effects. When making a willpower roll, failure exposes you to the full effect of the willpower effect. Success gives you partial effects as described in the willpower effect itself. If you beat the Difficulty Class by 20 or more, you are spared the effect of the willpower effect regardless of description.

D20 + Willpower Save Skill Total vs Difficulty Class (DC) of the attack.

Cover

Low Obstacles and Cover: A low obstacle (such as a wall no higher than half your height) provides cover, but only to creatures within 30 feet (6 squares) of it. The attacker can ignore the cover if he's closer to the obstacle than his target.

Cover and Attacks of Opportunity: You can't execute an attack of opportunity against an opponent with cover relative to you.

Cover and Reflex Saves: Cover grants you a +2 bonus on Reflex saves against attacks that originate or burst out from a point on the other side of the cover from you. Note that spread effects can extend around corners and thus negate this cover bonus.

Cover and Hide Checks: You can use cover to make a Hide check. Without cover, you usually need concealment (see below) to make a Hide check.

Soft Cover: Creatures, even your enemies, can provide you with cover against ranged attacks, giving you a +4 bonus to defense. However, such soft cover provides no bonus on Reflex saves, nor does soft cover allow you to make a Hide check.

Big Creatures and Cover: Any creature with a space larger than 5 feet (1 square) determines cover against melee attacks slightly differently than smaller creatures do. Such a creature can choose any square that it occupies to determine if an opponent has cover against its melee attacks. Similarly, when making a melee attack against such a creature, you can pick any of the squares it occupies to determine if it has cover against you.

Total Cover: If you don't have line of effect to your target he is considered to have total cover from you. You can't make an attack against a target that has total cover.

Varying Degrees of Cover: In some cases, cover may provide a greater bonus to defense and Reflex saves. In such situations the normal cover bonuses to defense and Reflex saves can be doubled (to +8 and +4, respectively). A creature with this improved cover effectively gains improved evasion against any attack to which the Reflex save bonus applies. Furthermore, improved cover provides a +10 bonus on Hide checks.

Resistances

There are five major resistances in One Piece D20; Corrosive, Cold, Electric, Energy, Heat, and Sonic. Each one represents a specific damage reduction (DR) stat against a certain type of damage found in the world. The higher your resistance to a type of damage, the less chance you'll be affected by it. If you have a heat resistance of 10 and are attacked by a fireball which deals 15 damage, you would only take 5 total damage. The other 10 heat damage would be absorbed by your armor or other effects which are providing your character with resistance.

If you are the target of an attack which deals two types of damage, you apply your normal DR and your resistance DR to both. For example, a character is attacked by a sword swipe dealing 12 damage. The sword also has a heat dial imbedded in it, dealing an extra 5 heat damage. This brings to total damage being applied to the character to 17, 12 physical + 5 heat. The character being attacked has 5 physical DR and 3 heat resistance. After applying his DR and resistance to heat, the damage is reduced to 9, 7 physical + 2 heat.

In the case that a character has negative resistance, apply the negative amount to the attack of that type. The negative amount added cannot exceed the amount of original damage. For example, if a character has -5 cold resistance and is attacked for 10 cold damage, they would take 15 cold damage total. However, if a character has -5 sonic resistance and is only hit for 3 sonic damage, they would only take 6 sonic damage total. Negative resistances cannot affect the physical or other portions of damage which aren't the same type as the negative resistance stat. For example, if a character has -10 heat resistance and is hit by a 5 physical / 3 heat attack, the damage would total to 11, 5 physical + 3 fire + 3 resist penalty.

Corrosive – Corrosive damage is based off of harmful materials coming in contact with the character which damage their skin, eyes, and tissues under the skin. It can also apply to things such as inhaled gasses or ingested fluids which chemicals attack the body. Corrosive materials are different from poisons in that corrosives are immediately dangerous to the tissues they contact, whereas poisons may have systemic toxic effects that require time to become evident.

Cold – Characters take cold damage when their bodies are exposed to low temperatures for an extended period of time or when attacked physically with ice-cold objects which freeze their body parts on contact. Characters that develop diseases such as hypothermia and frostbite take cold damage over time. A character who is hit by a large chunk of ice would also take cold damage.

Electric – Electrical damage is applied when your character is struck by lightning or is electrocuted via tasers and other electrical devices.

Energy – There are many types of energy in the world such as kinetic (physical), chemical (corrosive), thermal (heat/cold), electrical (electric), and sound (sonic). This stat, however, applies to every other type of energy which the character comes in contact with and which causes them harm. Some examples may include nuclear or radioactive materials, mental/thought based attacks, or other mysterious sources which are unique or yet undiscovered.

Heat – A character would take heat damage when they are exposed to high temperatures for an extended period of time or if they are burnt by high temperature attacks. Any time a character is burned or they are forced to remain in an area with high temperatures they would take heat damage.

Sonic – Sonic or sound based damage is caused by high intensity air pressure and waves. It's common for sonic attacks to be used at a distance and they often cause deafness in addition to their normal sonic damage.

Combat

Combat is cyclical; everybody acts in turn in a regular cycle of rounds. Combat follows this sequence:

1. Each combatant starts out flat-footed. Once a combatant acts, he or she is no longer flat-footed.
2. Determine which characters are aware of their opponents at the start of the battle. If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds of combat begin. The combatants who are aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take one action (either a standard action or a move action) during the surprise round. Combatants who were unaware do not get to act in the surprise round. If no one or everyone starts the battle aware, there is no surprise round.
3. Combatants who have not yet rolled initiative do so. All combatants are now ready to begin their first regular round of combat.
4. Combatants act in initiative order (highest to lowest).
5. When everyone has had a turn, the combatant with the highest initiative acts again, and steps 4 and 5 repeat until combat ends.

Initiative

At the start of a battle, each combatant makes an initiative check. An initiative check is a Dexterity or Intelligence based check. Each character applies his or her Dexterity or Intelligence modifier to the roll. Characters act in order, counting down from highest result to lowest. In every round that follows, the characters act in the same order.

If two or more combatants have the same initiative check result, the combatants who are tied act in order of total initiative modifier (highest first). If there is still a tie, the tied characters should roll again to determine which one of them goes before the other.

Flat-Footed: At the start of a battle, before you have had a chance to act (specifically, before your first regular turn in the initiative order), you are flat-footed. You can't use your Dexterity bonus to defense (if any) while flat-footed.

Inaction: Even if you can't take actions, you retain your initiative score for the duration of the encounter.

Voluntary Reduction: You may volunteer to reduce your initiative roll. If you do so, the new value lasts the whole battle.

Surprise

When a battle starts, if you are not aware of your opponents and they are aware of you, you're surprised.

Determining Awareness

Sometimes all the combatants on a side are aware of their opponents, sometimes none are, and sometimes only some of them are. Sometimes a few combatants on each side are aware and the other combatants on each side are unaware. Determining awareness may call for Listen checks, Spot checks, or other checks.

The Surprise Round: If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. Any combatants aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take a standard action during the surprise round. You can also take free actions during the surprise round. If no one or everyone is surprised, no surprise round occurs.

Unaware Combatants: Combatants who are unaware at the start of battle don't get to act in the surprise round. Unaware combatants are flat-footed because they have not acted yet, so they lose any Dexterity bonus to defense.

The Combat Round

Each round represents 6 seconds in the game world. A round presents an opportunity for each character involved in a combat situation to take an action.

Each round's activity begins with the character with the highest initiative result and then proceeds in order from there.

Each round of a combat uses the same initiative order. When a character's turn comes up in the initiative sequence, that character performs his entire round's worth of actions.

For almost all purposes, there is no relevance to the end of a round or the beginning of a round. A round can be a segment of game time starting with the first character to act and ending with the last, but it usually means a span of time from one round to the same initiative count in the next round. Effects that last a certain number of rounds end just before the same initiative count that they began on.

Attack Roll

An attack roll represents your attempt to strike your opponent on your turn in a round. When you make an attack roll, you roll d20 and add your attack bonus. (Other modifiers may also apply to this roll.) If your result equals or beats the target's Defense Roll, you hit and deal damage.

Automatic Misses and Hits: A natural 1 (the d20 comes up 1) on an attack roll is always a miss. A natural 20 (the d20 comes up 20) is always a hit. A natural 20 is also a threat—a possible critical hit.

Attack Bonus

Your attack bonus with a melee weapon is:

Base attack skill rank + attribute modifier + size modifier

With a ranged weapon, your attack bonus is:

Base attack skill rank + attribute modifier + size modifier + range penalty

Size	Modifier	Size	Modifier
Colossal	-4	Small	+1
Gargantuan	-3	Tiny	+2
Huge	-2	Diminutive	+3
Large	-1	Fine	+4
Medium	+0		

Damage

When your attack succeeds, you deal damage. The type of weapon used determines the amount of damage you deal. Effects that modify weapon damage apply to unarmed strikes and the natural physical attack forms of creatures. Damage reduces a target's current hit points.

Minimum Damage: If penalties reduce the damage result to less than 1, a hit still deals 1 point of damage.

Strength Bonus: When you hit with a melee weapon, add your Strength or Dexterity modifier to the damage result. Ranged weapons, such as bows and guns, use either your WIS or DEX modifier as their damage bonus (whichever is higher).

Off-Hand Weapons: When you deal damage with a weapon in your off hand, you add only 1/2 your Strength bonus.

Wielding a Weapon Two-Handed: When you are dealing damage with a two-handed weapon, you add 150% of your STR bonus instead of the normal 100%. However, you don't get this higher Strength bonus when using a light weapon with two hands.

Multiplying Damage: Sometimes you multiply damage by some factor, such as on a critical hit. Roll the damage (with all modifiers) multiple times and total the results. Note: When you multiply damage more than once, each multiplier works off the original damage.

Attribute Damage: Certain creatures and special effects can cause temporary ability damage (a reduction to an attribute score).

Combat Rounds

An action's type essentially tells you how long the action takes to perform (within the framework of the 6-second combat round) and how movement is treated. There are five types of actions: standard actions, move actions, full-round actions, swift actions and free actions.

In a normal round, you can perform a standard action and a move action, or you can perform a full-round action. You can also perform one or more free actions. You can always take a move action in place of a standard action.

In some situations (such as in a surprise round), you may be limited to taking only a single move action or standard action.

Standard Action: A standard action allows you to do something; most commonly make an attack or cast a spell. This type of action takes 3 seconds, or half a round.

Move Action: A move action allows you to move your speed or perform an action that takes a similar amount of time. You can take a move action in place of a standard action. If you move no actual distance in a round (commonly because you have swapped your move for one or more equivalent actions), you can take one 5-foot step either before, during, or after the action.

Full-Round Action: A full-round action consumes all your effort during a round. The only movement you can take during a full-round action is a 5-foot step before, during, or after the action. You can also perform free actions (see below).

Some full-round actions do not allow you to take a 5-foot step.

Some full-round actions can be taken as standard actions, but only in situations when you are limited to performing only a standard action during your round. The descriptions of specific actions, below, detail which actions allow this option.

Free Action: Free actions consume a very small amount of time and effort. You can perform one or more free actions while taking another action normally. However, there are reasonable limits on what you can really do for free.

Swift Action: A swift action is the same thing as a free action, but can only be performed once per turn.

Not an Action: Some activities are so minor that they are not even considered free actions. They literally don't take any time at all to do and are considered an inherent part of doing something else.

Restricted Activity: In some situations, you may be unable to take a full round's worth of actions. In such cases, you are restricted to taking only a single standard action or a single move action (plus free actions as normal). You can't take a full-round action (though you can start or complete a full-round action by using a standard action; see below).

Standard Actions

Standard actions take 3 seconds to execute, which is half a normal round.

Melee Attacks: With a normal melee weapon, you can strike any opponent within 5 feet. (Opponents within 5 feet are considered adjacent to you.) Some melee weapons have reach, as indicated in their descriptions. With a typical reach weapon like a spear, you can strike opponents 10 feet away, but you can't strike adjacent foes (those within 5 feet).

Unarmed Attacks: Striking for damage with punches, kicks, and head butts is much like attacking with a melee weapon. All characters are considered trained how to make an unarmed strike by having ranks in the unarmed strike skill.

Ranged Attacks: With a ranged weapon, you can shoot or throw at any target that is within the weapon's maximum range and in line of sight. The maximum range for a thrown weapon is five range increments. For projectile weapons, it is ten range increments. Some ranged weapons have shorter maximum ranges, as specified in their descriptions.

Attack Rolls: An attack roll represents your attempts to strike your opponent. Your attack roll is 1d20 + your attack bonus with the weapon you're using. If the result is at least as high as the target's Defense Roll, you hit and deal damage.

Automatic Misses and Hits: A natural 1 (the d20 comes up 1) on the attack roll is always a miss. A natural 20 (the d20 comes up 20) is always a hit. A natural 20 is also a threat—a possible critical hit.

Damage Rolls: If the attack roll result equals or exceeds the target's Defense, the attack hits and you deal damage. Roll the appropriate damage for your weapon. Damage is deducted from the target's current hit points.

Multiple Attacks: A character that can make more than one attack action per round must use the full attack action (see Full-Round Actions, below) in order to get more than one attack. Attacking with two weapons at once is only counted as a single attack action (see Two-Weapon Fighting feat).

Shooting or Throwing into a Melee: If you shoot or throw a ranged weapon at a target engaged in melee with a friendly character, you take a -4 penalty on your attack roll.

Critical Hits: When you make an attack roll and get a natural 20 (the d20 shows 20), you hit regardless of your target's Defense Roll and you have scored a threat. The hit might be a critical hit (or "crit"). To find out if it's a critical hit, you immediately make a critical roll—another attack roll with all the same modifiers as the attack roll you just made. If the critical roll also results in a hit against the target's defense, your original hit is a critical hit. (The critical roll just needs to hit to give you a crit. It doesn't need to come up 20 again.) If the critical roll is a miss, then your hit is just a regular hit. A critical hit means that you roll your damage more than once, with all your usual bonuses, and add the rolls together. Unless otherwise specified, the threat range for a critical hit on an attack roll is 20, and the multiplier is x2.

Exception: Extra damage over and above a weapon's normal damage is not multiplied when you score a critical hit.

Increased Threat Range: Sometimes your threat range is greater than 20. That is, you can score a threat on a lower number. In such cases, a roll of lower than 20 is not an automatic hit. Any attack roll that doesn't result in a hit is not a threat.

Increased Critical Multiplier: Some weapons deal better than double damage on a critical hit. *Some have even higher multipliers.*

Fighting Defensively as a Standard Action: You can choose to fight defensively when attacking. If you do so, you take a -4 penalty on all attacks in a round to gain a +2 dodge bonus to defense for the same round.

Total Defense

You can defend yourself as a standard action. You get a +4 dodge bonus to your defense for 1 round. Your defense improves at the start of this action. You can't combine total defense with fighting defensively or with the benefit of the Combat Expertise feat (since both of those require you to declare an attack or full attack).

Changing Stances

You can enter, leave, or swap between stances as a standard action. It's much faster to swap between two stances in a single action rather than leaving a stance and then entering a different stance later.

Movement Actions

With the exception of specific movement-related skills, most move actions don't require a check. They take 3 seconds to execute, which is half a normal round.

Move: The simplest move action is moving your speed. If you take this kind of move action during your turn, you can't also take a 5-foot step. Many nonstandard modes of movement are covered under this category, including climbing (up to one-quarter of your speed) and swimming (up to one-quarter of your speed).

Accelerated Climbing: You can climb one-half your speed as a move action by accepting a -5 penalty on your Climb check.

Crawling: You can crawl 5 feet as a move action. Crawling incurs attacks of opportunity from any attackers who threaten you at any point of your crawl.

Draw or Sheathe a Weapon: Drawing a weapon so that you can use it in combat, or putting it away so that you have a free hand, requires a move action. This action also applies to weapon-like objects carried in easy reach. If your weapon or weapon-like object is stored in a pack or otherwise out of easy reach, treat this action as retrieving a stored item. If you have the Two-Weapon Fighting feat, you can draw two light or one-handed weapons in the time it would normally take you to draw one. Drawing ammunition for use with a ranged weapon (such as arrows, bolts, sling bullets, or shuriken) is a free action.

Ready or Loose a Shield: Strapping a shield to your arm to gain its shield bonus to your defense, or unstrapping and dropping a shield so you can use your shield hand for another purpose, requires a move action. Dropping a carried (but not worn) shield is a free action.

Manipulate an Item: In most cases, moving or manipulating an item is a move action. This includes retrieving or putting away a stored item, picking up an item, moving a heavy object, and opening a door.

Direct or Redirect a Spell: Some spells allow you to redirect the effect to new targets or areas after you cast the spell. Redirecting a spell requires a move action and does not provoke attacks of opportunity or require concentration.

Stand Up: Standing up from a prone position requires a move action.

Mount/Dismount a Steed: Mounting or dismounting from a steed requires a move action.

Fast Mount or Dismount: You can mount or dismount as a free action with a DC 20 Ride check (your armor check penalty, if any, applies to this check). If you fail the check, mounting or dismounting is a move action instead. (You can't attempt a fast mount or fast dismount unless you can perform the mount or dismount as a move action in the current round.)

Full-Round Actions

A full-round action requires 6 seconds (an entire round) to complete. Thus, it can't be coupled with a standard or a move action, though if it does not involve moving any distance, you can take a 5-foot step.

Full Attack: If you get more than one attack per round because your base attack bonus is high enough, because you fight with two weapons or a double weapon or for some special reason you must use a full-round action to get your additional attacks.

You do not need to specify the targets of your attacks ahead of time. You can see how the earlier attacks turn out before assigning the later ones.

The only movement you can take during a full attack is a 5-foot step. You may take the step before, after, or between your attacks.

If you get multiple attacks because your base attack bonus is high enough, you must make the attacks in order from highest bonus to lowest. If you are using two weapons, you can strike with either weapon first. If you are using a double weapon, you can strike with either part of the weapon first.

Deciding between an Attack or a Full Attack: After your first attack, you can decide to take a move action instead of making your remaining attacks, depending on how the first attack turns out. If you've already taken a 5-foot step, you can't use your move action to move any distance, but you could still use a different kind of move action.

Fighting Defensively as a Full-Round Action: You can choose to fight defensively when taking a full attack action. If you do so, you take a -4 penalty on all attacks in a round to gain a +2 dodge bonus to defense for the same round.

Cleave: The extra attack granted by the Cleave feat or Great Cleave feat can be taken whenever they apply. This is an exception to the normal limit to the number of attacks you can take when not using a full attack action.

Run: You can run as a full-round action. (If you do, you do not also get a 5-foot step.) When you run, you can move up to four times your speed in a straight line (or three times your speed if you're in heavy armor). You lose any Dexterity bonus to defense unless you have the Run feat.

You can run for a number of rounds equal to your Constitution score, but after that you must make a DC 10 Constitution check to continue running. You must check again each round in which you continue to run, and the DC of this check increases by 1 for each check you have made. When you fail this check, you must stop running. A character that has run to his limit must rest for 1 minute (10 rounds) before running again. During a rest period, a character can move no faster than a normal move action. You can't run across difficult terrain or if you can't see where you're going. A run represents a speed of about 12 miles per hour for an unencumbered human.

Free Actions

Free actions don't take any time at all, though there may be limits to the number of free actions you can perform in a turn. Some common free actions are described below.

Drop an Item: Dropping an item in your space or into an adjacent square is a free action.

Drop Prone: Dropping to a prone position in your space is a free action.

Speak: In general, speaking is a free action that you can perform even when it isn't your turn. Speaking more than few sentences is generally beyond the limit of a free action.

Reloading: As long as a character is proficient with their projectile weapon, they can reload it as a free action. If not, reloading is a standard action. You must specify any specialized ammo you are loading; otherwise it'll be assumed you have reloaded with normal ammo.

Swift Actions

Only one swift action can be executed each turn. In all other ways, swift actions are treated the same way as free actions.

Advanced Combat



Attacking Multiple Targets with One Attack

When a character absolutely must take down a number of targets but he or she does not have enough extra attacks to do so, the character may attempt to use one attack to strike multiple targets. For each additional target beyond the first, the character suffers a -4 check penalty. Only one attack check is made, not one check per target. Each target, however, is allowed to make a defense check as normal. Additionally, the damage inflicted to each target is reduced by one half. For example, if a character attempted to swing his sword and strike three people in one blow, he would make one attack check with a -8 penalty (-4 for each of the two extra targets). If he successfully hits any of the targets, his damage is reduced by half. Characters with certain Feats (for example, Cleave or Whirlwind Attack) are exempt from these penalties.

Attacking Multiple Weaker Opponents

Sometimes a character wants to attack multiple significantly weaker opponents with one offensive action. This action is very cinematic (representative of a powerful warrior battling hoards of lowly minions), and consequently the attack penalties are not as severe. For each additional target who is at least 5 character Levels (or 5 CRs) lower than the attacker, the penalty is only -2 instead of -4. The attacker does not suffer any penalties for each additional target that is at least 10 character Ranks (or 10 CRs) lower than the attacker.

Attacks With Two+ Weapons

A character with more than one weapon may use them at the same time against the same target or attack two or more different targets (even if he or she does not have extra attacks) but at a severe penalty to their checks. The first weapon attack suffers a -6 penalty and each after that suffers an additional -4. An additional -2 penalty is applied on each attack if the attacks are aimed at different targets. If a character has extra attacks, he or she can only use this option with one attack and not every attack. The penalty applied to the offhand attacks are reduced by 2 if the character has the Two-Weapon Fighting Feat. Additionally, each time the Two-Weapon Fighting Feat is assigned, penalties applied to multi-weapon attacks are reduced by 1.

Called Shots

An attacking character may opt to suffer a penalty to hit in exchange for a Called Shot that provides some special advantage. For example, a Called Shot may ignore Armor (by attacking a small, unarmored spot) or strike a vital point, inflicting greater-than-normal damage results. Players must specify a Called Shot before rolling the dice. Depending on where the called shot is, the DM will apply a penalty to the attacker's offensive roll.

Combined Attacks

Sometimes, characters will find themselves facing an extremely tough opponent whose damage reduction is tough enough to prevent the characters from inflicting harm. In these situations, characters will often co-ordinate their attacks, attempting to strike the same point at the same time in the hopes of overwhelming the target's defenses. For each character attempting a combined attack after the first, the attackers each suffer a -2 penalty to their attack check. The character may not execute a "full round attack" when performing a combined attack, only a single attack action. Each character must hold his or her attack until the slowest character's Initiative (or later) before launching the attack. Each character makes an attack check to see if he or she hits the target. If the character hits, he or she determines how much damage is inflicted by the attack normally.

All successful attackers combine their damage values into one total and this amount is inflicted upon the target as if from one attack. If one attack fails to hit with the combined attack penalty but otherwise would normally hit, the character still hits the target but does not successfully co-ordinate with the other characters. Naturally, if only one character co-ordinates, a combined attack does not occur. If the character misses, no damage is delivered. The target of a successful combined attack is only required to make a single defense roll to determine if she or he is hit by the incoming combined attack.

Example:

Our characters are fighting a giant, heavily armored, armadillo.

Character 1 initiates a combined attack by striking the target in the chest at an attack roll of 20 and damage of 10.

Character 2 continues the combined attack by striking the same spot at an attack roll of 22 and damage of 18.

Character 3 continues the combined attack by striking the same spot at an attack roll of 16 and damage of 6.

Character 4 continues the combined attack by striking the same spot at an attack roll of 23 and damage of 20.

The armadillo rolls a defense roll of 19. The initial attacker rolled a 20, so they hit successfully. Each character after the first must roll a 21 to hit, due to the -2 penalty on combined attacks. This means three of our characters successfully hit the armadillo.

We combine the damage of all successful attacks. $(10 + 18 + 20) = 48$

The armadillo has a very high DR of 23, so $48 \text{ total damage} - 23 \text{ DR} = 25 \text{ damage total}$.

If the characters attacked individually, they wouldn't have done any damage. However, attacking together, they managed to hit the armadillo for 25 damage total.

Extra Aim

A character making a ranged attack may deliberately take extra time to aim. If a character aims a ranged weapon for an entire round and does not move during that period, he or she receives a +2 attack check bonus, or +3 if he or she is using a scope. If an aiming character chooses to move or suffers any damage before he or she can fire, the character loses the benefit of Extra Aim.

Striking To Incapacitate

A character attacking in hand-to-hand combat or with a blunt melee weapon may attempt to knock a surprised opponent unconscious. The target of the attack must be unaware of the attack to be vulnerable. The attacker makes his or her attack check with a -6 penalty. If the target suffers any damage (after all defensive Attributes are applied), he or she must make a Fort Save (DC 10 + the character's level + attacker's Strength modifier). If the target succeeds on this save, he or she maintains consciousness. If the target fails this check, however, he or she falls unconscious. Damage inflicted by an Incapacitating Strike is one-quarter of the attack's maximum damage (round down).

Striking To Wound

A character in combat can elect to reduce his or her delivered damage below the normal damage value to a minimum of 1 (known as striking to wound).

Total Attack

A character can take this option in conjunction with an attack. It means he or she focuses intently on an offensive action with little thought given to defense. The character gains a +5 bonus to a single attack check, but the character's Defense Skills decreases by 5 for the entire round in which he or she is making a Total Attack.

Flanking

When making a melee attack, you get a +2 flanking attack bonus if your opponent is threatened by a character or creature friendly to you on the opponent's opposite border or opposite corner. When in doubt about whether two friendly characters flank an opponent in the middle, trace an imaginary line between the two friendly characters' centers. If the line passes through opposite borders of the opponent's space (including corners of those borders), then the opponent is flanked.

Aid Another

In melee combat, you can help a friend attack or defend by distracting or interfering with an opponent. If you're in position to make a melee attack on an opponent that is engaging a friend in melee combat, you can attempt to aid your friend as a standard action. You make an attack roll against defense 10. If you succeed, your friend gains either a +2 bonus on his next attack roll against that opponent or a +2 bonus to defense against that opponent's next attack (your choice), as long as that attack comes before the beginning of your next turn. Multiple characters can aid the same friend, and similar bonuses stack.

Bull Rush

You can make a bull rush as a standard action (an attack) or as part of a charge (see Charge, below). When you make a bull rush, you attempt to push an opponent straight back instead of damaging him. You can only bull rush an opponent who is one size category larger than you, the same size, or smaller.

Initiating a Bull Rush: First, you move into the defender's space. Doing this provokes a free-action attack from each opponent that threatens you, including the defender. (If you have the Improved Bull Rush feat, you don't provoke a free attack from the defender.) Any attack made by anyone other than the defender against you during a bull rush has a 25% chance of accidentally targeting the defender instead.

Second, you and the defender make opposed Strength checks. You each add a +4 bonus for each size category you are larger than Medium or a -4 penalty for each size category you are smaller than Medium. You get a +2 bonus if you are charging. The defender gets a +4 bonus if he has more than two legs or is otherwise exceptionally stable.

Bull Rush Results: If you beat the defender's Strength check result, you push him back 5 feet. If you wish to move with the defender, you can push him back an additional 5 feet for each 5 points by which your check result is greater than the defender's check result. You can't, however, exceed your normal movement limit.

If you fail to beat the defender's Strength check result, you move 5 feet straight back to where you were before you moved into his space. If that space is occupied, you fall prone in that space.

Charge

Charging is a special full-round action that allows you to move up to twice your normal movement distance and attack during the action.

However, it carries tight restrictions on how you can move.

Movement during a Charge: You must move before your attack, not after. You must move at least 10 feet (2 squares) and may move up to double your speed directly toward the designated opponent.

You must have a clear path toward the opponent, and nothing can hinder your movement (such as difficult terrain or obstacles).

First, you must move to the closest space from which you can attack the opponent. (If this space is occupied or otherwise blocked, you can't charge.) Second, if any line from your starting space to the ending space passes through a square that blocks movement, slows movement, or contains a creature (even an ally), you can't charge. (Helpless creatures don't stop a charge.)

If you don't have line of sight to the opponent at the start of your turn, you can't charge that opponent. You can't take a 5-foot step in the same round as a charge. If you are able to take only a standard action or a move action on your turn, you can still charge, but you are only allowed to move up to your speed (instead of up to double your speed).

Attacking on a Charge: After moving, you may make a single melee attack. You get a +2 bonus on the attack roll and take a -2 penalty to your defense until the start of your next turn. Even if you have extra attacks, such as from having a

high enough base attack bonus or from using multiple weapons, you only get to make one attack during a charge.

Lances and Charge Attacks: A lance deals double damage in a charge.

Weapons Readied against a Charge: Spears, tridents, and certain other piercing weapons deal double damage when readied (set) and used against a charging character.

Disarm

As a melee attack, you may attempt to disarm your opponent. If you do so with a weapon, you knock the opponent's weapon out of his hands and to the ground. If you attempt the disarm while unarmed, you end up with the weapon in your hand.

Step 1: Your opponent gets a free action to perform a single melee attack on you when you're attempting a disarm.

Step 2: You and the defender make opposed attack rolls with your respective weapons. The wielder of a two-handed weapon on a disarm attempt gets a +4 bonus on this roll, and the wielder of a light weapon takes a -4 penalty. (An unarmed strike is considered a light weapon.) If the targeted weapon isn't a melee weapon, the defender takes a -4 penalty on the roll.

Step 3: If you beat the defender, the defender is disarmed. If you attempted the disarm action unarmed, you now have the weapon. If you were armed, the defender's weapon is on the ground in the defender's square.

Feint

Feinting is a standard action. To feint, make a Bluff check opposed by a Sense Motive check by your target. If your Bluff check result exceeds your target's Sense Motive check result, the next melee attack you make against the target does not allow him to use his Dexterity bonus to defense (if any). This attack must be made on or before your next turn.

When feinting in this way against a non-humanoid you take a -4 penalty.

Grapple

Grapple Checks: Repeatedly in a grapple, you need to make opposed grapple checks against an opponent. A grapple check is like a melee attack roll. Your grapple check roll is: Unarmed Strike total + Strength modifier.

To start a grapple, you need to grab and hold your target. Starting a grapple requires a successful melee attack roll. If you get multiple attacks, you can attempt to start a grapple multiple times (at successively lower base attack bonuses as usual).

Step 1: You provoke a single free melee attack from the target you are trying to grapple. Roll this attack normally against your defense.

Step 2: You make an unarmed melee attack (grapple check) to grab the target. If you fail to hit the target, the grapple attempt fails. If you succeed, proceed to Step 3.

Step 3: Make an opposed grapple check as a free action against the target. If you succeed, you and your target are now grappling, and you deal damage to the target as if with an unarmed strike. If you lose, the grapple ends and you are no longer holding the target. If this is a tie, roll again to break the tie.

Step 4: To maintain the grapple for later rounds, you must move into the target's space. (This movement counts as your free 5ft step for the turn.) If you can't move into your target's space, you can't maintain the grapple and must immediately let go of the target. To grapple again, you must begin at Step 1.

While Grappling

You lose your Dexterity bonus to Defense (if you have one) against opponents you aren't grappling.

You can move half your speed (bringing all others engaged in the grapple with you) by winning an opposed grapple check. This requires a standard action.

You can hold your opponent immobile for 1 round by winning an opposed grapple check (made in place of an attack). Once you have an opponent pinned, you have a few options available to you (See "Pinned" in the Status Effect section).

Overrun

You can attempt an overrun as a standard action taken during your move. With an overrun, you attempt to plow past or over your opponent (and move through his square) as you move. You can only overrun an opponent who is one size category larger than you, the same size, or smaller. You can make only one overrun attempt per round.

Step 1: Since you begin the overrun by moving into the defender's space, they may take a free action to try and block you or avoid you.

Step 2: The defender has the option to simply avoid you. If he avoids you, he doesn't suffer any ill effect and you may keep moving. The overrun attempt doesn't count against your actions this round (except for any movement required to enter the opponent's square). If your opponent doesn't avoid you, move to Step 3.

Step 3: If your opponent blocks or attacks you, make a Strength check opposed by the defender's Dexterity or Strength check. If you win, you knock the defender prone. If you lose, the defender may immediately react and make a Strength check opposed by your Dexterity or Strength check to try to knock you prone.

Step 4: If you succeed in knocking your opponent prone, you can continue your movement as normal. If you fail and are knocked prone in turn, you have to move 5 feet back the way you came and fall prone, ending your movement there. If you fail but are not knocked prone, you have to move 5 feet back the way you came, ending your movement there. If that square is occupied, you fall prone in that square.

Sunder

You can use a melee attack with a slashing or bludgeoning weapon to strike a weapon or shield that your opponent is holding. If you're attempting to sunder a weapon or shield, follow the steps outlined here. (Attacking held objects other than weapons or shields is covered below.)

Weapon or Shield	Hardness(DR)	HP	Weapon or Shield	Hardness(DR)	HP
Light blade	8	3	Projectile weapon	5	5
One-handed blade	8	6	Armor	Varies	Armor bonus x5
Two-handed blade	8	9	Buckler	4	15
Light metal-hafted weapon	8	9	Light wooden shield	5	20
One-handed metal-hafted weapon	8	10	Heavy wooden shield	5	25
Light halfed weapon	5	10	Light steel shield	8	20
One-handed hafted weapon	5	10	Heavy steel shield	8	25
Two-handed hafted weapon	5	20	Tower shield	9	30

Step 1: Your opponent gets a single free melee attack against you.

Step 2: You and the defender make opposed attack rolls with your respective weapons. The wielder of a two-handed weapon on a sunder attempt gets a +4 bonus on this roll, and the wielder of a light weapon takes a -4 penalty.

Step 3: If you beat the defender, roll damage and deal it to the weapon or shield. If you fail the sunder attempt, you don't deal any damage.

Trip

You can try to trip an opponent as an unarmed melee attack. You can only trip an opponent who is one size category larger than you, the same size, or smaller.

Step 1: Make an unarmed melee attack against your target. In response your opponent may attack you with a single free melee attack.

Step 2: If your attack succeeds, make a Strength check opposed by the defender's Dexterity or Strength check.

Step 3: If you win, you trip the defender. If you lose, the defender may immediately react and make a Strength check opposed by your Dexterity or Strength check to try to trip you.

Being Tripped: A tripped character is prone (see the Status Effect page for more information). Standing up from a prone position requires a movement action.

Injury and Death

Your hit points measure how hard you are to kill. No matter how many hit points you lose, your character isn't hindered in any way until your hit points drop to 0 or lower.

Loss of Hit Points

The most common way that your character gets hurt is to take lethal damage and lose hit points

What Hit Points Represent: Hit points mean two things in the game world: the ability to take physical punishment and keep going, and the ability to turn a serious blow into a less serious one.

Effects of Hit Point Damage: Damage doesn't slow you down until your current hit points reach 0 or lower. At 0 hit points, you're disabled.

At from -1 hit points, you're dying.

At -1/2 maximum hit points or lower, you're dead.

Massive Damage: If you ever sustain a single attack which deals 50 points of damage or more and it doesn't kill you outright, you must make a DC 15 Fortitude save. If this saving throw fails, you die regardless of your current hit points. If you take 50 points of damage or more from multiple attacks, no one of which dealt 50 or more points of damage itself, the massive damage rule does not apply.

Disabled (0 HP)

When your current hit points drop to exactly 0, you're disabled.

You can only take a single move or standard action each turn (but not both, nor can you take full-round actions). You can take move actions without further injuring yourself, but if you perform any standard action (or any other strenuous action) you take 1 point of damage after the completing the act. Unless your activity increased your hit points, you are now at -1 hit points, and you're dying.

Healing that raises your hit points above 0 makes you fully functional again, just as if you'd never been reduced to 0 or fewer hit points.

You can also become disabled when recovering from dying. In this case, it's a step toward recovery.

Dying (-1 HP)

When your character's current hit points drop to between -1 and -1/2 your character's max HP inclusive, he's dying.

A dying character immediately falls unconscious and can take no actions.

A dying character loses 1 hit point every round. This continues until the character dies or becomes stable (see below).

Dead (-1/2 Max HP or Lower)

When your character's current hit points drop to -1/2 his/her max HP or lower, or if he/she takes massive damage (see above), he's dead. A character can also die from taking ability damage or suffering an ability drain that reduces his Constitution to 0.

Stable Characters and Recovery

On the next turn after a character is reduced to between -1 and -1/2 your character's max HP inclusive and on all subsequent turns, roll d% to see whether the dying character becomes stable. He has a 10% chance of becoming stable. If he doesn't, he loses 1 hit point.

(A character that's unconscious or dying can't use any special action that changes the initiative count on which his action occurs.)

If the character's hit points drop to -1/2 his max HP or lower, he's dead.

You can keep a dying character from losing any more hit points and make him stable with a DC 15 Heal check.

If any sort of healing cures the dying character of even 1 point of damage, he stops losing hit points and becomes stable.

Healing that raises the dying character's hit points to 0 makes him conscious and disabled. Healing that raises his hit points to 1 or more makes him fully functional again, just as if he'd never been reduced to 0 or lower.

A stable character who has been tended by a healer or who has been magically healed eventually regains consciousness and recovers hit points naturally. If the character has no one to tend him, however, his life is still in danger, and he may yet slip away.

Healing

Natural Healing: With a full night's rest (8 hours of sleep or more), you recover 1 hit point per character level. Any significant interruption during your rest prevents you from healing that night. If you undergo complete bed rest for an entire day and night, you recover twice your character level in hit points.

Healing Limits: You can never recover more hit points than you lost. Healing won't raise your current hit points higher than your full normal hit point total.

Healing Ability Damage: Ability damage is temporary, just as hit point damage is. Ability damage returns at the rate of 1 point per night of rest (8 hours) for each affected ability score. Complete bed rest restores 2 points per day (24 hours) for each affected ability score.

Fast Healing: A creature with fast healing has the extraordinary ability to regain hit points at an exceptional rate. Except for what is noted here, fast healing is like natural healing.

At the beginning of each of the creature's turns, it heals a certain number of hit points (defined in its description).

Unlike regeneration, fast healing does not allow a creature to regrow or reattach lost body parts.

A creature that has taken both nonlethal and lethal damage heals the nonlethal damage first.

Fast healing does not restore hit points lost from starvation, thirst, or suffocation.

Temporary Hit Points

Certain effects give a character temporary hit points. When a character gains temporary hit points, note his current hit point total. When the temporary hit points go away the character's hit points drop to his current hit point total. If the character's hit points are below his current hit point total at that time, all the temporary hit points have already been lost and the character's hit point total does not drop further. When temporary hit points are lost, they cannot be restored as real hit points can be, even by magic.

Increases in Constitution Score and Current Hit Points: An increase in a character's Constitution score, even a temporary one, can give her more hit points (an effective hit point increase), but these are not temporary hit points. They can be restored and they are not lost first as temporary hit points are.

Nonlethal Damage

Certain attacks deal nonlethal damage. Other effects, such as heat or being exhausted, also deal nonlethal damage. When you take nonlethal damage, keep a running total of how much you've accumulated. **Do not deduct the nonlethal damage number from your current hit points.** It is not "real" damage. Instead, when your nonlethal damage equals your current hit points, you're staggered, and when it exceeds your current hit points, you fall unconscious. It doesn't matter whether the nonlethal damage equals or exceeds your current hit points because the nonlethal damage has gone up or because your current hit points have gone down.

Nonlethal Damage with a Weapon that Deals Lethal Damage: You can use a melee weapon that deals lethal damage to deal nonlethal damage instead, but you take a -4 penalty on your attack roll.

Lethal Damage with a Weapon that Deals Nonlethal Damage: You can use a weapon that deals nonlethal damage, including an unarmed strike, to deal lethal damage instead, but you take a -4 penalty on your attack roll.

Staggered and Unconscious: When your nonlethal damage equals your current hit points, you're staggered. You can only take a standard action or a move action in each round. You cease being staggered when your current hit points once again exceed your nonlethal damage. When your nonlethal damage exceeds your current hit points, you fall unconscious. While unconscious, you are helpless.

Healing Nonlethal Damage: You heal nonlethal damage at the rate of 1 hit point per hour per character level. When a spell or a magical power cures hit point damage, it also removes an equal amount of nonlethal damage.

Strength Tables

A character's carrying capacity indicates how much weight they can handle before they are unable to run, and eventually unable to move at all. Your character's maximum light load is the most they can carry before they can no longer run comfortably. When the character reaches their maximum full load, they become completely encumbered and cannot move.

Every character has two general throwing capacities to judge off of. A light throwing load can be thrown up to 50ft away from the character while a heavy throwing load can only be tossed about 10ft. With these two extremes, you should be able to determine the throwing distance of any object based on its weight and your character's strength.

Strength Score	Maximum Light Load	Maximum Full Load
2	13lb	20lb
4	26lb	40lb
6	40lb	60lb
8	53lb	80lb
10	66lb	100lb
12	86lb	130lb
14	116lb	175lb
16	153lb	230lb
18	200lb	300lb
20	266lb	400lb
22	346lb	520lb
24	466lb	700lb
26	613lb	920lb
28	800lb	1,200lb

Strength Score	Light Throwing Load (50ft)	Heavy Throwing Load (10ft)
2	1lb	13lb
4	2lb	26lb
6	4lb	40lb
8	6lb	53lb
10	10lb	66lb
12	14lb	86lb
14	19lb	116lb
16	26lb	153lb
18	40lb	200lb
20	53lb	266lb
22	66lb	346lb
24	86lb	466lb
26	116lb	613lb
28	153lb	800lb

Status Effects

Ability Damaged - The character has temporarily lost 1 or more ability score points. Lost points return at a rate of 1 per day unless noted otherwise by the condition dealing the damage. A character with Strength 0 falls to the ground and is helpless. A character with Dexterity 0 is paralyzed. A character with Constitution 0 is dead. A character with Intelligence, Wisdom, or Charisma 0 is unconscious. Ability damage is different from penalties to ability scores, which go away when the conditions causing them go away.

Ability Drained - The character has permanently lost 1 or more ability score points. The character can regain drained points only through magical means. A character with Strength 0 falls to the ground and is helpless. A character with Dexterity 0 is paralyzed. A character with Constitution 0 is dead. A character with Intelligence, Wisdom, or Charisma 0 is unconscious.

Bleeding – A character who is bleeding takes 1d4 damage per turn. At the start of their turn, the character may attempt to stop the bleeding by applying pressure. This takes a standard action and requires a fortitude roll vs a DC of 20 to form a clot. A failed roll means your character continues to bleed. Any additional blow to the bleeding area may cause a hemorrhage.

Blinded - The character cannot see. He takes a -2 penalty to defense rolls, loses his DEX bonus to defense (if any), moves at half speed, and takes a -4 penalty on search checks and on most Strength- and Dexterity-based skill checks. All checks and activities that rely on vision (such as reading and Spot checks) automatically fail. All opponents are considered to have total concealment (50% miss chance) to the blinded character. Characters which remain blinded for a long time grow accustomed to these drawbacks and can overcome some of them.

Charmed – A charmed creature will perceive their master's words and actions in the most favorable way. The master can try to give the subject orders, but they must win an opposed Charisma check to convince the creature to do anything it wouldn't ordinarily do. (Retries are not allowed.) The creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by the master or their apparent allies that threatens the charmed creature will break the effect. The master must speak the creature's language to communicate their commands, or else be good at pantomiming.

Confused - A confused character's actions are determined by rolling d% at the beginning of his turn: 01-10, attack caster with melee or ranged weapons (or close with caster if attacking is not possible); 11-20, act normally; 21-50, do nothing but babble incoherently; 51-70, flee away from caster at top possible speed; 71-100, attack nearest creature (for this purpose, a familiar counts as part of the subject's self). A confused character that can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character that is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes.

Dazed - A dazed creature can take no actions, but has no penalty to defense.

Dazzled - The creature is unable to see well because of overstimulation of the eyes. A dazzled creature takes a -1 penalty on attack rolls, Search checks, and Spot checks.

Dead - The character's hit points are reduced to -1/2 his maximum, his Constitution drops to 0, or he is killed outright by an effect. The character's soul leaves his body. Dead characters cannot benefit from healing. They cannot be revived unless by very specific and special means which don't exist naturally. A special devil's fruit ability is probably the only possible way to bring a soul back. The corpse might be used for other various things however.

Disabled - A character with 0 hit points, or one who has negative hit points but has become stable and conscious, is disabled. A disabled character may take a single move action or standard action each round (but not both, nor can she take full-round actions). She moves at half speed. Taking move actions doesn't risk further injury, but performing any standard action (or any other action the game master deems strenuous, including some free actions such as casting a quickened

spell) deals 1 point of damage after the completion of the act. Unless the action increased the disabled character's hit points, she is now in negative hit points and dying.

A disabled character with negative hit points recovers hit points naturally if she is being helped. Otherwise, each day she has a 10% chance to start recovering hit points naturally (starting with that day); otherwise, she loses 1 hit point. Once an unaided character starts recovering hit points naturally, she is no longer in danger of losing hit points (even if her current hit points are negative).

Dying - A dying character is unconscious and near death. He/She has -1 to -1/2 maximum total hit points. A dying character can take no actions and is unconscious. At the end of each round (starting with the round in which the character dropped below 0 hit points), the character rolls d% to see whether he/she becomes stable. He/She has a 10% chance to become stable. If he/she does not, they lose 1 hit point. If a dying character reaches -1/2 maximum total hit points, he/she is dead.

Enraged - The character becomes crazed, attacking the closest enemy to them with no regard for their safety. The character must switch to any offensive stance they have access to and may only use normal attacks or damage-based abilities during their turn.

Entangled - The character is ensnared. Being entangled impedes movement, but does not entirely prevent it unless the bonds are anchored to an immobile object or tethered by an opposing force. An entangled creature moves at half speed, cannot run or charge, and takes a -2 penalty on all attack rolls and a -4 penalty to Dexterity.

Exhausted - An exhausted character moves at half speed and takes a -6 penalty to Strength and Dexterity. After 1 hour of complete rest, an exhausted character becomes fatigued. A fatigued character becomes exhausted by doing something else that would normally cause fatigue.

Fatigued - A fatigued character can neither run nor charge and takes a -2 penalty to Strength and Dexterity. Doing anything that would normally cause fatigue causes the fatigued character to become exhausted. After 8 hours of complete rest, fatigued characters are no longer fatigued.

Flat-Footed - A character who has not yet acted during a combat is flat-footed, not yet reacting normally to the situation. A flat-footed character loses his Dexterity bonus to defense (if any) and cannot perform any counter or free-action attacks.

Frightened - A frightened creature flees from the source of its fear as best it can. If unable to flee, it may fight. A frightened creature takes a -2 penalty on all attack rolls, saving throws, skill checks, and ability checks. A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

Frozen - Frozen in place and unable to move or act. Has effective Dexterity and Strength scores of 0 and is helpless. Winged creature flying in the air at the time that it becomes frozen cannot flap its wings and falls. A frozen swimmer can't swim. If the frozen character is attacked, they have a 10% chance of shattering, killing the character instantly.

Grappling - Engaged in wrestling or some other form of hand-to-hand struggle with one or more attackers. A grappling character can undertake only a limited number of actions. He does not threaten any squares, and loses his Dexterity bonus to defense (if any) against opponents he isn't grappling. See Grapple.

Helpless - A helpless character is paralyzed, held, bound, sleeping, unconscious, or otherwise completely at an opponent's mercy. A helpless target is treated as having a Dexterity of 0 (-5 modifier). Melee attacks against a helpless target get a +4 bonus (equivalent to attacking a prone target). Ranged attacks get no special bonus against helpless targets. Some characters can sneak attack helpless targets.

Hemorrhage - A character who is bleeding heavily takes 1d10 damage per turn. At the start of their turn, the character may attempt to stop the bleeding by applying pressure. This takes a full round action and requires a fortitude roll vs a DC of 30 to form a clot. A failed roll means your character continues to bleed. The best way to treat a hemorrhaging wound is to quickly find a doctor.

Intoxicated - An intoxicated creature takes a -2 penalty to all actions which require visual or physical effort. They also

take a -2 penalty to CHA rolls. Roll 1d4, if they roll a 4 they are unreasonably angry, anything else means they are unusually happy.

Invisible - Visually undetectable. An invisible creature gains a +2 bonus on attack rolls against sighted opponents, and ignores its opponents' Dexterity bonuses to defense (if any).

Knocked Down - Depending on their size, creatures can be knocked down by winds of high velocity. Creatures on the ground are knocked prone by the force of the wind. Flying creatures are instead blown back $1d6 \times 10$ feet.

Low on Fuel - Must be a cyborg. A cyborg that is low on fuel (at or below $\frac{1}{2}$ a bottle of fuel remaining) can neither run nor charge and takes a -2 penalty to Strength and Dexterity. The cyborg may still use any cyborg implants which use $\frac{1}{2}$ or less of fuel. If they no longer have any fuel, their status becomes "running on fumes". After refueling, a cyborg will no longer be under this effect.

Memory Loss – This effect causes the target to permanently forget random events from their short term memories. These events may be who they are fighting, why they are fighting them, where they are, who they are, and who their allies are.

Nauseated - Experiencing stomach distress. Nauseated creatures are unable to attack, use skills, or do anything else requiring attention. The only action such a character can take is a single move action per turn.

Paralyzed - A paralyzed character is frozen in place and unable to move or act. A paralyzed character has effective Dexterity and Strength scores of 0 and is helpless, but can take purely mental actions. A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A paralyzed swimmer can't swim and may drown.

Pinned – Held immobile (but not helpless) in a grapple. The character that is pinned cannot take any movement actions and must participate in the rules of grappling to perform any actions.

Prone - The character is on the ground. A character that is prone has a -4 penalty on melee attack rolls. A defender who is prone gains a +4 bonus to defense against ranged shots, but takes a -4 penalty to defense against melee attacks. Standing up is a move-equivalent action.

Running on Fumes - Must be a cyborg. A cyborg moves at half speed and takes a -6 penalty to Strength and Dexterity. The cyborg is unable to use any of their cyborg implants. After refueling, the cyborg is no longer running on fumes.

Shaken – A shaken character takes a -2 penalty on attack rolls, saving throws, skill checks, and ability checks.

Sickened - The character takes a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

Sleeping – A sleeping creature is helpless. They can be awakened by injury, or an ally may sacrifice a standard action to wake them up.

Slowed – A slowed creature takes a -2 to attack, defense, and any DEX based skill rolls. They can only use one standard action during their turn and cannot execute any full round actions.

Staggered - A character whose nonlethal damage exactly equals his current hit points is staggered. A staggered character may take a single move action or standard action each round (but not both, nor can she take full-round actions). A character whose current hit points exceed his nonlethal damage is no longer staggered; a character whose nonlethal damage exceeds his hit points becomes unconscious.

Stunned – A stunned creature drops everything held, can't take actions, takes a -2 penalty to defense rolls, and loses his DEX bonus to defense (if any).

Unconscious - Knocked out and helpless. Unconsciousness can result from having current hit points between -1 and -1/2 maximum, or from nonlethal damage in excess of current hit points.

Example Scenario

This is an example scenario that illustrates how various rolls work in different situations and how a typical story may unfold. New players to D20 games should read this section to get a feel for how the game works and how stories unfold. In this example, we'll use 4 player characters. There is John the brawler/pirate, Rachael the marksman/scientist, Tom the specialist/musician, and Bob the swordsman/bounty hunter. Our story begins with our heroes entering a small cave on a seemingly deserted island. The DM narrates the story while the players make decisions and roll to discover if they succeeded or failed.

DM: "As your crew enters the cave, cool and damp air hits your face violently. After a second or two the air calms and you find yourself in a cavern filled with a dense mist. At the back of the cavern is a small opening, off to your left is a flat, dark pond. What would you like to do?"

Rachael: "I'd like to investigate the pond before moving on. I'm going to roll my spot skill to see if I can spot anything in the water."

After the DM approves the action, Rachael rolls her spot check. She rolls a D20 which gives her a result of 7. She takes this 7 and adds it to her total Spot skill value. Since she has 12 Ranks in spot and another +4 in bonuses, her total is $12 + 7 + 4 = 23$ which is the number she reports to the DM.

DM: "As Rachael stares into the crystal clear water her eyes spot something glowing at the bottom of the pond. It's a sword of some kind, but it's too dark to see any more details."

Bob: "I've needed a new sword for a while now, I'm going to swim down and get it."

As a Fishman, Bob shouldn't have any trouble swimming to the bottom of the pond. Swimming in One Piece D20 is an effortless action and doesn't require a skill roll. Bob moves his water-based movement speed in distance towards the bottom.

DM: "As Bob approaches the sword, he can see it's a katana. The blade begins to glow slightly stronger when he goes to grab the handle. When his hands grip it, he pulls it free after a bit of effort. The mist which was calm before has become violent and seems to be flowing towards the entrance of the cave. Tom, John, and Rachael watch as the mist condenses and takes the form of a large bear. The bear does not look happy, you can hear it growling and roaring as it stands on its back legs. The bear is large, at least 10 feet tall when it's standing upright. Bob is unaware this is happening."

Like all combat situations, all of the relevant characters roll their initiative.

Tom rolls a 2, which he adds to his initiative total of 13. Initiative = 15

John rolls a 12 which he adds to his initiative total of 15. Initiative = 27

Rachael rolls a 18 which she adds to her initiative total of 13. Initiative = 31

The bear, controlled by the DM, rolls a 9 which it adds to its initiative total of 9. Initiative = 18.

The DM writes down all of these values as they are given. The DM then instructs Rachael to take her turn first. Rachael, being a marksman with a ranged weapon, has an advantage here since the bear is still at a distance.

Rachael: "I'm going to attack as a standard action and see how it reacts."

Rachael rolls a d20 and gets a 10, then adds that to her ranged shot skill which has a total of 15, for a total of 25. Since the

bear can see Rachael clearly, it has an opportunity to defend itself. The bear rolls a 10 and adds its defense skill total which is 12 for a total of 22. 25 vs 22, Rachael hits the bear.

To calculate the damage, Rachael rolls the weapon damage of her longbow which is 1d8. She can then roll the damage of her ammunition which in this case is an anti-personnel arrow, adding 1d4 physical damage. Her damage after rolling ends up being 11 (8+3). She then adds her wisdom attribute modifier, since her ranged shot is based on wisdom (it could also be based on dexterity but Rachael's wisdom is higher). Since she has 18 wisdom, that's a +4 wisdom modifier bonus bringing her total damage to 15.

DM: "As the arrow pierces the bear, the place it hit instantly turns into mist. The arrow passes through the bear, harmlessly. The area then condenses again."

Rachael: "I thought as much, this bear has eaten a Logia Devil Fruit. It's immune to normal weapons, they'll just pass through it like the mist it's made of. Let's try a different approach. I'm going to use a fire bomb arrow as my second standard action."

Rachael succeeds in hitting the bear again, only this time her arrow explodes on impact dealing 9 fire damage.

DM: "The bear explodes into mist as the arrow hits it, but reforms afterward. You can't be sure but it seems to be injured, it's not putting its full weight on its back right leg like it was before."

Rachael's turn is now over, each character can only take two standard actions per round, or one full round action.

John: "I don't have any attacks which could help against a Logia type; I'm going to get Bob."

DM: "John jumps into the pond as a movement action and signals for Bob to come up quickly as a standard action. Since the water is so clear, Bob easily sees this signal and can now roll initiative."

Bob gets an initiative roll of 22.

Bob: "I'm going to sheath the new sword and swim up to the surface with enough force to launch myself out of the water and onto the cave floor so I can find out what's wrong."

DM: "As a standard action Bob sheaths the sword, then as a movement action he swims up to the surface so quickly he launches himself out and lands next to Rachael. Bob sees the bear for the first time."

DM: "The bear charges at Bob, its misty eyes glaring at the sheath on his belt. He attacks with a large swipe of his giant paw."

The bear rolls its unarmed strike vs Bob's defense. Bob easily dodges the attack. Next, it's Tom's turn.

Tom: "Well, since fire seems to work, I'm going to use Grease Fire on the bear's current square and two other squares adjacent to him where none of us are standing."

Tom rolls his Grease Fire ability, which is a feat under the Specialist class. Unlike a standard attack, the bear cannot roll defense. However, the bear is given a chance to roll its reflex save to suffer only half damage. The DC of this save is 18, this means the bear must roll a reflex save of 18 or greater to succeed in only taking half damage. The bear rolls a 4 which it adds to its 11 reflex save total. With a 15, it fails the roll and takes full damage.

DM: “The grease thrown by Tom harmlessly passes through the bear’s body but once it hits the ground it quickly grows into an intense flame. The bear howls in agony and takes 8 damage. The flame quickly runs out of fuel however, and goes out. When the mist bear reforms, it walks away from your party and curls up into a ball, moaning painfully. This ends combat; the bear seems to have no more fight left in him”

Rachael: “Hmm, I’m going to roll a Sense Motive and try to figure out what this bear is thinking.”

Rachael rolls a sense motive check of 23.

DM: “You sense the bear is afraid, and if you had to describe it, sad. Not because of its injuries, something else seems to be bothering it. As you observe him, he continues to look from the sword on Bob’s belt to the small opening at the back of the cave.”

Rachael: “I’d like to walk over and investigate the opening at the back of the cave.”

DM: “As you approach the opening, you can now see the opening stops only a few yards in like a small nook. Resting at the back of the nook is a skeleton. His clothes are shredded and he didn’t seem to have any possessions except a small book which he is still gripping.”

Rachael: “I’ll pick up the book and bring it back over to everyone else.”

DM: “Rachael picks up the book and walks back over to everyone else. When the bear sees you holding the book, he makes another small moaning noise. As you open it, you realize it’s a journal written by Samuel B. Loowz.”

Rachael: “I’ll read the last few pages to find out what happened to him.”

DM: “The last few pages mention Samuel landing on the island after being attacked by a Sea King. Samuel was a pirate and swordsman, but his only crew was a grizzly bear named “Griz”. Samuel had just gotten his hands on a Devil’s Fruit when the Sea King attacked his ship. During the battle, Samuel was injured badly, but was able to get Griz to eat the Devil Fruit. With his new found powers, Griz turned into mist and enveloped the Sea King long enough for the ship, and Samuel, to get away. Samuel never saw Griz again. His last entries talk about how much he missed Griz and hoped he was okay. He also mentions placing the sword at the bottom of the pond, so it would stay pure.”

Bob: “I’m going to pull out Samuel’s sword and offer it to the bear; I didn’t know it had such a history.”

DM: “As you approach the bear with the sword, he growls but stops once you place the sword at his feet. The bear considers you for a second, looks at the sword, looks at you, and then gets up. The bear no longer looks like mist at all, he is just like any other giant bear. He picks up the sword with his mouth and seems to offer it back to Bob.”

Bob: “I’ll take it and thank the bear.”

DM: “Griz lets go of the sword as Bob grips it, he then tackles Bob who feels a giant wet tongue licking his face.”

Tom: “Well... I guess someone has a new pet...”

Credits

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[onepiece.wikia.com](#): This was a great resource for all things One Piece. Their detailed descriptions gave us a lot of information on the One Piece universe and the characters who inhabit it.

[d20srd.org](#): This website gives a good overview of the d20 system and acts as an encyclopedia of sorts. If you ever have a question about complex game mechanics which you can't find in this document, feel free to look it up on d20srd. Chances are you'll find something close to what you're looking for there.

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