



AGE OF PIRATES



A roleplaying handbook for the world of One Piece

CHAPTER 1: CHARACTER CREATION

Your first step into playing *One Piece: Age of Pirates* is to visualize and create a pirate of your own. You'll choose from one of many races, a profession, and even take on specific roles of your pirate ship with your crew as you adventure the seas to accomplish your dreams!

There are six steps to creating a character in One Piece: Age of Pirates.

STEP 1: DETERMINE ABILITY SCORES

In AOP, your character is defined by six statistics, known as Abilities.

Vitality:

Affects your character's health and ability to endure damage.

Power:

Affects your character's athletic ability and damage dealing.

Dexterity:

Affects your character's ability to sneak hide and steal.

Intelligence:

Affects your character's general knowledge of the world at large.

Cunning:

Affects your character's ability to manipulate others and negotiate.

Will:

Affects your character's ability to withstand mentally stressful situations.

Each of the six Abilities is represented by a number, called its Ability Score. Before creating your character, you'll determine your Ability Scores. Think of these as inherent abilities you were born with, something destined. You never know exactly what fate might have in store for you-though you do have some control.

To determine your Ability Scores, roll a total of 12d6. Then, choose any combination of two rolled dice and assign them to one of your six Abilities. Add the two dice results together to create the Ability Score for that Ability. Repeat this process for the remainder of your Abilities until each Ability has an Ability Score.

Next, you must determine your Effort for each Ability. Effort represents how much exertion you put into any particular task, be it attacking, convincing, stealing, etc. The higher your Ability Score, the more Effort you can put into a task.

To determine your Effort for each Ability, half your Ability Score and round down.

ABILITY SCORES AND EFFORT

Score	Effort
2-3	(1)
4-5	(2)
6-7	(3)
8-9	(4)
10-11	(5)
12-13	(6)
14-15	(7)
16-17	(8)
18-19	(9)
20+	(10)

A player's character sheet might look something like the following at this point. Note Effort is placed on top in parenthesis.

Vitality: 9 (4)

Power: 10 (5)

Dexterity: 4 (2)

Intelligence: 10 (5)

Cunning: 5 (2)

Will: 8 (4)

HEALTH POINTS

Next, you must determine your total Health Points. Your Health Points represent how much punishment you can take before you are downed.

Your total Health Points equals your *Vitality Ability Score + your Vitality Effort + your Current Level*. Following the above example, your total Health Points would be $9 + 4 + 1 = 14$.

EFFORT DICE

Just as important as your total Health Points, you must determine your total Effort Dice. Your total Effort Dice is a pool of dice you can use for tasks and combat. Like Health Points, they are limited. We will go into more detail on how to use Effort Dice in a future chapter.

Your total Effort Dice equals your *Health Points + your Will Ability Score + your Current Level*. Again, following the above example, your total Effort Dice would be $14 + 8 + 1 = 23$.

SKILLS

Each Ability has a subset of abilities known as Skills. Skills are more specialized versions of Abilities. Each Ability has two specialized Skills:

Power: Athletics, Force

Dexterity: Stealth, Stealing

Intelligence: History, Investigation

Cunning: Diplomacy, Insight

You will gain points in these abilities as you continue.

STEP 2: CHOOSING A RACE

The world of One Piece is vast and filled with a variety of races. Humans gather and construct cities like Alabasta with its ancient palaces and the floating city of Water 7. Dwarves gather under a chieftain and serve the people they care for. Minks trace their ancestry back generations, surviving atop the giant wandering elephant Zou. Fishmen wander the Grand Line, but call Fishman Island, a paradise under the sea, their true home.

And each race contains all types of people, as varied as the flower fields of Dressrosa. Choosing your race not only affects your character's abilities and skills, but also determines their inherent culture, physical appearance, and ethics. Choosing a race is the first step in truly differentiating who your character truly is.

In AOP, there are four playable races to choose from: Human, Fishman, Dwarf, and Mink.

HUMAN

Human beings are the dominant race in the world, as they outnumber most other races, and are usually among the most technologically advanced and organized of the races. Most islands are inhabited by humans, even in the Grand Line, where most of the stronger races such as the fishmen and giants are found.

FISHMAN

Fishmen are one of two humanoid species that inhabit and rule the seas. Fishmen are more fish-like than merfolk, usually looking like a combination between a man and a fish or other aquatic creature, such as an octopus, or manta ray; however, they still have legs. They also have gills between their shoulders and necks, as well as often having webbed hands. Depending on species, they may have multiple limbs.

DWARF

Dwarves are an extremely small sentient race. In comparison to an average sized human, their difference in height is approximately the same as that between a normal-sized human and an average-sized giant. They are mostly human in shape, apart from having a thick fluffy tail and chibi-like proportions, and often have pointed noses.

MINK

Minks are humanoids with animal features. Similar to fishmen and merfolk, each individual takes after a specific animal. So far, the animalistic traits of the minks have all been fur-covered mammalian. As such, fur, which they also refer to as "mink", covers most of their bodies and is considered their pride and joy. Females tend to look more like humans while males tend to look more bestial. They possess humanoid hands and feet, but those based on animals with paws will also possess paw pads on their palm and up to their first knuckle.

The next few pages detail unique traits that define them. Each race will include an Ability Score Increase, a base walking Speed, a Racial Bonus and a Racial Trait. Choose one of the following four classes before moving on.





Human

The train stopped at Blue Station as a woman hurried out, carrying her luggage under her arms. She had heard of the city of Water 7, but never could she have expected the sights before her. Even from the terminal, she could see the rising central fountain pierce the sky, springing with water. With a smile on her face, she ran through town, past the cities' legendary dock workers, between narrow alleys where the morning sun cut through the packed townhouses, until she stopped before a bar ran by a respectable man named Blueno. Here, she would become a bartender, but as she entered the bar, she held ever tightly onto a suitcase under her arm. She approached the bartender, opened the briefcase, and discreetly slid a sheet of paper in front of him. "Update for CP9," she said. "You have a new target."

HUMAN TRAITS

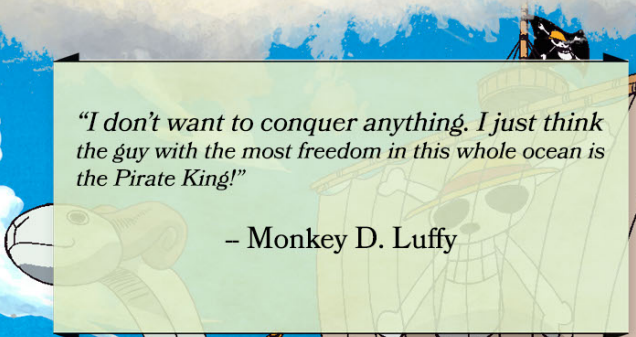
Humans have a variety of natural abilities, the result of hundreds of years of civilizations.

Ability Increase. Your Intelligence Ability increases by +2.

Speed. Your base walking speed as a human is 30 feet.

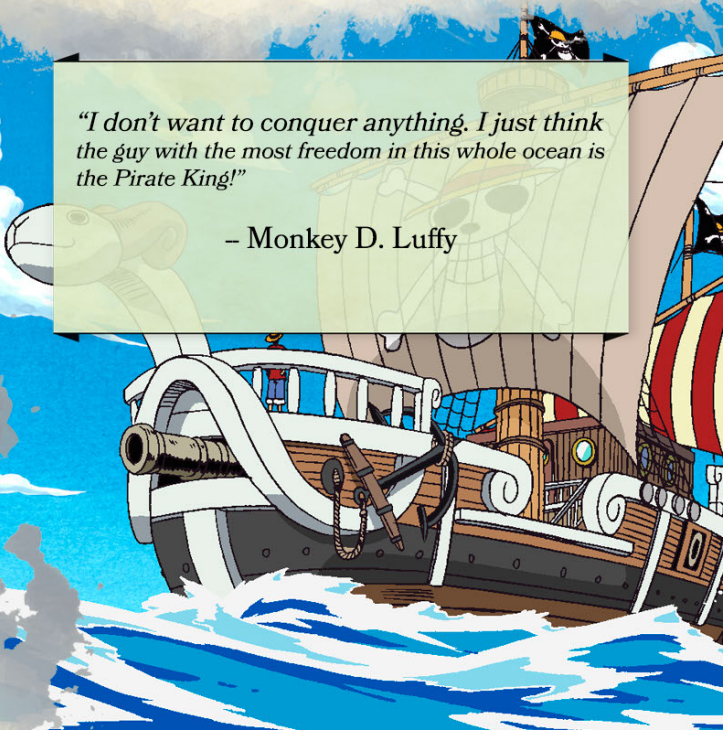
Towns and Civilization. You gain +2 in either History or Investigation.

Ambitious. When choosing a Background, choose two Backgrounds instead of one.



"I don't want to conquer anything. I just think the guy with the most freedom in this whole ocean is the Pirate King!"

– Monkey D. Luffy





Fishmen

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FISHMEN TRAITS

Fishmen have a variety of natural abilities, the result of their fish-like attributes.

Ability Increase. Your Power Ability increases by +2.

Speed. Your base walking speed as a fishman is 35 feet.

Unseen. You gain +2 in either Athletics or Force.

Masters of Sea. Your speed doubles while swimming and you can breathe underwater.

“Insert a quote about fishmen here. Maybe you can think of something interesting, huh!?”

– Someone said this





Dwarf

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DWARF TRAITS

Dwarves have a variety of natural abilities, the result of their small size and speed.

Ability Increase. Your Dexterity Ability increases by +2.

Speed. Your base walking speed as a dwarf is 35 feet.

Unseen. You gain +2 in either Stealth or Stealing.

Our Gifts. Gain advantage when attempting to steal. You don't make noise when sneaking.

"Insert a quote about dwarves here. Maybe you can think of something interesting, huh!?"

- Someone said this



Mink

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There will be a blurb text here, just like with the humans. If you can think of a neat little story, please let me know so I can add it here.

There will be a description of Mink here, like I did with the humans and the dwarves. This is fluff stuff, and I'm not the best writer, so if you can write up a short but concise description of fishmen and their general culture, well, I'd put that here.

MINK TRAITS

Mink have a variety of natural abilities, the result of their animalistic attributes.

Ability Increase. Your Cunning Ability increases by +2.

Speed. Your base walking speed as a mink is 30 feet.

Unseen. You gain +2 in either Diplomacy or Insight.

Electro. When you perform an unarmed attack and hit, deal 1d4 damage. On a 4, the enemy is also stunned.

"Insert a quote about mink here. Maybe you can think of something interesting, huh!?"

– Someone said this

STEP 3: CHOOSING A PROFESSION

When your pirate joins a crew, they take on a role of their own. Your primary profession represents your main role in your crew, an essential part that makes the whole work as one. It represents what you are capable of in combat and how you interact with your crewmates. It is how the world will define you.

Will you become a swordsman, wielding sacred blades to deliver judgement on your enemies? Or perhaps you will choose to become a marksman and take out your foes from afar. Even still, perhaps your destiny lies in becoming the captain of the crew. The choice is ultimately yours.

Whatever profession you choose will provide you with a variety of features, weapon uses, and equipment. At your first level, you will start as a basic archetype of your role, but as you grow in power, you'll learn new skills and increase the capabilities of old ones.

Each primary profession is separated into levels. When you choose to increase your profession level, you gain features and abilities of the newly gained level. Often, you'll have to make choices to define your character further, sacrificing some powers for others. Choose what fits your character and playstyle the best.

There are five primary professions: Captain, Swordsman, Marksman, Martial Artist, and Assassin. The next few pages detail the level path of each of the five primary professions. Choose one before moving on.



PROFESSIONS

PROFESSION	DESCRIPTION	PRIMARY ATTACK ABILITY
Captain	The leader of their crew, they command their mates to unlock their true potential.	<i>Varied</i>
Swordsman	The swordsman use bladed weaponry to delivery powerful and frenzied attacks.	<i>Power Skill - Melee</i>
Marksman	The marksman uses ranged weaponry and munitions to pick off enemies from afar.	<i>Dexterity Skill - Ranged</i>
Martial Artist	The martial artist releases their inner bodily power to defeat enemies unarmed.	<i>Power/Dexterity - Melee</i>
Assassin	The assassin infiltrates enemies lines and defeats foes before they draw their weapon.	<i>Dexterity - Melee/Ranged</i>

CAPTAIN

Every crew has a captain. The captain is the cornerstone of a pirate crew, and have the most responsibility of all. It is the captain's duty to keep the crew coordinated, guide the ship to new, unexplored islands, and settle disputes. Without a captain, a crew would simply fall apart!

Captains tend to be the mightiest on their crew, usually being the founding member. With their might comes wide acclaim, and notable, powerful captians have been known to form alliances with other pirate crews to assist them in battle.

STARTING SKILLS & GEAR

Captains start with the following:

- ♦Gain +1 to any three Skills of your choice.
- ♦Gain any Simple Melee Weapon
- ♦Gain 1 Pirate's Gear of your choice

LEVELING SUMMARY

Below is a summary of what features, Ability increases, Skill increases, and other bonuses you gain as you level as a Captain.

Level	Features	Ability & Skills
1 st	Delivering Commands, Level 1 Commands	+1 Will, +2 to any Skill
2 nd	Choice of 2 new Commands	+1 Will, +2 to any Skill
3 rd	Devoted Leader or Front Lines Path	+2 Will, +2 to any Skill
4 th	Gain 3 Allies	+2 Will, +2 to any Skill
5 th	Choice of 3 new Commands	+2 Will, +2 to any Skill
6 th	Two Awakened Haki	+2 Will, +2 to any Skill

LEVEL 1

Delivering Commands.

A crew is only as good as their captain, and the same vice versa! As the captain, you gain a pool of Command Points. The number of points you have is equal to you Will Ability + your Will Effort. Once per character's turn (including an enemy character), you may expend these points for powerful effects that lead your crew to victory!

Your Command Points will regenerate after a Rest. At higher levels, you will learn new Commands. Whenever you're able to gain a new Command, you may always choose a Command from a lower level.

Level 1 Commands.

You may choose any three of the following Commands.

Sieze the Day. Spend any number of your Comand Points. A character of your choice that can hear you replenishes Effort Dice equal to the number of Command Points spent.



True Strike. Spend 3 Command Points. A crewmate may interrupt to perform an attack. That player doesn't have to spend Effort Dice during this attack.

Reposition. Choose up to two crewmates. They may switch places. Spend 1 Command Point for every 5 ft between the crewmates.

Charge. Spend 2 Command Points. Choose a crewmate. That crewmate may perform a move action. They may move through enemy spaces that enemies occupy during this movement.

Steel the Body. Whenever a crewmate takes damage, reduce that damage by 2 for every Command Point spent, up to 10 damage maximum.

Second Breath. Choose a friendly crewmate. That crewmate regains Health Points equal to the number of Command Points spent. This cannot be used on a character that is downed.

LEVEL 2

Your experience as Captain has grown, opening up new Commands for you to choose from. Choose 2 new Commands. You may choose a Command from a previous level.

Combo Attack. Spend 1 Command Point. When you perform an attack on an enemy and hit, if you have a crewmate adjacent to you, roll an extra damage dice based on one of that crewmate's weapons.

Demoralize. Spend 2 Command Points. Choose an enemy within 35 ft. That enemy can only take 1 action on their turn. Spend an additional 1 Command point to choose the action they cannot use (either Attack Action or Movement Action).

Inner Conviction. You may spend 2 Command Points whenever you attack an enemy. Gain advantage on that attack. If the attack hits, you may reroll your lowest damage dice result.

LEVEL 3

You've reached a turning point as a Captain, and must choose a path to reflect who you are, either Devoted Leader, or Front Lines.

Devoted Leader: You put most of your effort in commanding your crew, making certain they overcome any obstacle in their path. Choose 2 new Commands. You may choose Commands from a lower level.

Inspire. Choose a crewmate. That crewmate gains extra Effort Dice that they may spend on any attack or Ability check. The number of Effort Dice they gain is equal to the number of Command Points you wish to spend, with a maximum of 3. These Effort Dice must be used within a 24 hour period, or within a single combat encounter.

In addition to your choice of 2 Commands, you gain the following features:

Mandate.

Gain +5 Command Points.

Well Guarded.

When an enemy would hit and deal damage to you, if you are adjacent to a crewmate, the crewmate may take half the damage (rounding down), instead.

Front Lines: You join your crew on the battlefield, fighting alongside them to defeat your enemies in battle. Choose 2 new Commands. You may choose Commands from a lower level.

Captain's Fury. You may transform your Command Points into raw damage. When you declare an attack and hit, you may expend as many Command Points as you want, each dealing 1 additional damage. The maximum amount of extra damage dealt in this way is 15 minus the enemies Vitality Ability score.

In addition to your choice of 2 new Commands, you gain the following features:

Honed.

Gain +2 to your Power Ability, and gain +2 to either Athletics or Force Skill.

Simple Weapon's Master.

All your attacks done with a simple weapon gain advantage.

LEVEL 4

Commander.

You have become a well renowned Captain and pirates are willing to join you in battle and fight by your side. During Combat, as an action, up to 3 Allies join you in battle. These Allies appear within 10 ft of your character.

On your turn, in addition to your regular actions, each of your Allies may perform one action, either a Movement Action or an Attack Action. You may use Commands on these Allies as if they were crewmates.

When you use Commander, choose three of the following allies to join you in battle. Each ally costs 5 Command points to call upon, and each must be different. Your allies' Health Points, Effort, Effort Dice, Ability Scores & Skills equal half of yours.

Swordsman.

A swordsman wielding the simple melee weapon, a sword.

Sniper.

A sniper wielding the simple ranged weapon, a crossbow.

Martial Artist.

A trained martial artist, using unarmed attacks. Has +5 feet to Speed and +5 Health Points.

Assassin.

An assassin using throwing daggers. Whenever the assassin hits and damages a target, you may apply a single condition to the target.

Healer.

A doctor who can perform emergency aid to you and your crew. Cannot attack, but instead can recover +10 Health Points to all crewmates within 15 feet.

Tank.

An ally that can take a lot of damage. Has +15 Health Points, and when an adjacent crewmate takes damage, this ally can take the damage instead. Attacks unarmed.

Grenadier.

An ally that specializes in explosives. Armed with a grenade launcher and 5 ammunition.

You may perform Commander once before requiring a Rest. Alternatively, you may expend 10 Command Points to perform Commander again after only a Breather.

Allies last for 12 hours, or until they are reduced to 0 Health Points, at which point they retreat.

LEVEL 5

You've unlocked your true potential as a Captain, utilizing the highest level commands to deliver devastating results. Choose 3 Commands from the following list:

Pass Control. A crewmate may take a turn with advantage on any checks and attacks.

Prestige. Outside of combat, when performing a check, you may increase your Effort in an Ability by +1 for 2 Command Points each, to a maximum Effort of +5.

Talent. When attempting a task of any kind, you may roll an additional dice when you roll a 5 or a 6.

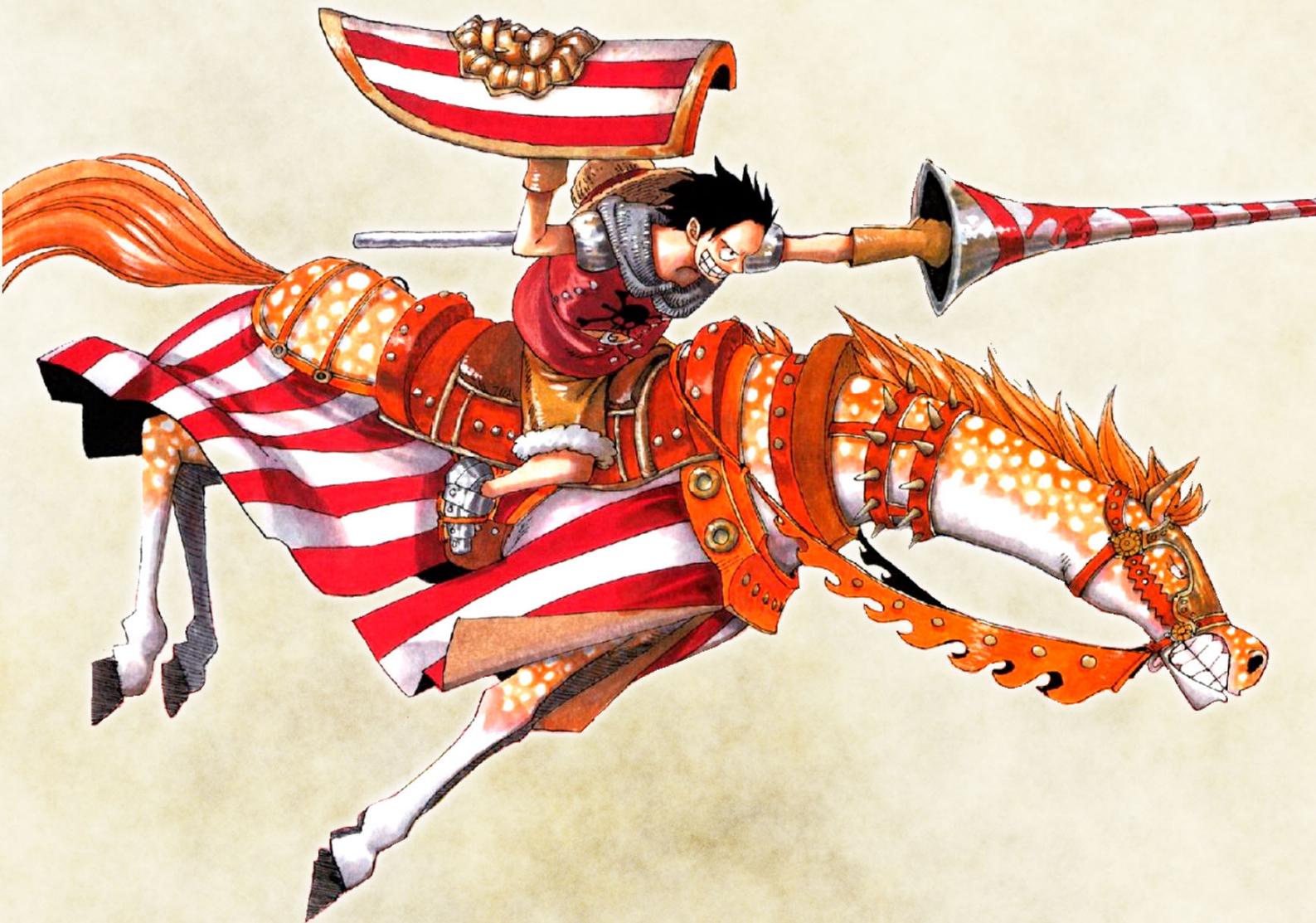
Recover. If you are adjacent to a crewmate who is downed, you may restore 10 Health Points to that crewmate.

One on One. Once per combat encounter, choose an enemy. You may only attack that enemy, and that enemy may only attack you. On your turn, you may end this Command by spending 1 Command Point.

Increased Allies. Spend 5 Command Points to call upon an additional ally from Level 4.

LEVEL 6

You awaken your inherent Haki. Refer to Haki at the end of Choosing your Profession (page x) and, as the Captain, choose two types of Haki. You gain the benefits listed.





SWORDSMAN

Nearly every crew and organization has a swordsman in it. A skilled swordsman is a valuable asset to a crew and swordsmen are often found in positions of high respect.

However, a swordsman is not anyone who wields a sword. Many are capable of using swords to some degree, but true swordsmen are able to channel their energy through their swords to create devastating, sometimes supernatural results.

STARTING SKILLS & GEAR

Swordsmen start with the following:

- ♦ Gain +2 in the Force Skill.
- ♦ Gain +1 in a Skill of your choice.
- ♦ 1 Simple Melee Weapon
- ♦ Swordsman's Gear

LEVELING SUMMARY

Below is a summary of what features, Ability increases, Skill increases, and other bonuses you gain as you level as a swordsman.

Level	Features	Ability & Skills
1 st	Your Blade, Your Style	+2 Vitality, +1 Power +2 Athletics
2 nd	Breath of All Things or Blinking Speed	+2 Vitality, +1 Power, +2 Force
3 rd	Final Blow, Deep Slice & Intimidate	+2 Vitality, +1 Power, +2 Stealth
4 th	Two Special Attacks	+2 Vitality, +1 Power, +2 Insight
5 th	Primal or Disciplined Path	+2 Vitality, +2 Power, +2 Force
6 th	Awakened Haki	+2 Vitality, +2 Power, +2 Force

LEVEL 1

Your Blade.

The heart of a swordsman is their sword, their primary weapon in battle. You start with one specialized melee weapon. You may choose one of the following:

Katana, Rapier, or Longsword

Your Style.

When you first become a swordsman, you adopt a general style to your swordsmanship. There are two styles: Power & Speed. Choose one:

Power: You put your full strength into every blow, delivering true carnage and fury. During combat, when you attack and hit with a bladed weapon, roll an extra damage die for that weapon.

Speed: Your blade moves faster than your enemy can keep up, delivering a flurry of blows with every moment. During combat, you may forego your movement action to perform a second attack.

LEVEL 2

You build upon the style of swordsmanship you chose in Level 1.

Power:

Breath of All Things.

You can sense the presence of all things. In combat, when you perform an attack and hit, you can forego dealing damage to attempt to cut through the enemy's weapon, rendering it useless. Expend Effort Dice to cut the enemy's weapon. The number of Effort Dice you need to expend equates to a Difficulty determined by the Pirate Master.

Follow this table:

Number of Effort to Cut	Difficulty
1	Easy
3	Average
5	Difficult

You cannot use this ability on higher Difficulty levels beyond listed on the table. This ability can be used outside of combat in the same way.

Speed:

Blinking Speed.

Your speed extends beyond human limits. Your base walking speed increases by 5 feet. In combat, you may move a second time, moving half your total speed, rounded up. This second movement does not count as an action.

When moving past an enemy, you do not activate an opportunity of attack. You may move through a space occupied by an enemy.

At the end of your movement (including your bonus second movement), if you perform an attack with a bladed weapon and hit, add 1 damage for every 5 feet (rounding down) you moved up until that attack.

LEVEL 3

Your sword training has earned you three new and powerful abilities.

Final Blow.

You may perform an additional movement action if you reduce an enemy's Health Points to 0.

Deep Slice.

Whenever you deal more than 10 damage to an enemy in a single attack using a bladed weapon, that enemy becomes Bleeding.

Intimidate.

Whenever you attack and hit an enemy, choose another enemy that you can see. That enemy becomes Frightened of you.

LEVEL 4

Through your many battles, you've developed special attacks. These Special Attacks enhance your regular attacks in a variety of ways. You may use each of your Special Attacks once per combat encounter. Special

attacks cost an extra 2 Effort in addition to the regular amount of Effort used during the attack.

Choose any two of the following Special Attacks:

Sweeping Slash.

When you attack and hit an enemy with a bladed weapon, roll an extra damage die for each enemy within 10 feet of you. Then, deal your total damage between these enemies however you like.

Opportunity.

When an enemy moves within 15 feet of your character, you may interrupt to move adjacent to that enemy and perform an attack. Regardless of the weapon used, your max Effort for damage during this attack is 2.

Piercing Blow.

When you declare an attack against an enemy, you may increase your range for your bladed weapon by 5 feet for that attack. Additionally, deal an extra 1d4 damage if you hit.

Counter.

Whenever you take damage from an enemy's attack, you may interrupt to perform an attack with a simple bladed weapon.

Sure Hit.

Whenever you attempt to hit an enemy, their Difficulty to Hit is reduced by one level.

LEVEL 5

You've honed your swordsmanship one step further, and may choose an additional Special Attack from Level 4.

You've also unlocked two types of Paths to follow. These Paths unlock powerful features, but you can only choose one.

Primal:

You release the animal within, seeking prey and going beyond human limits.

Daily Training.

You train your body every chance you get. After you take a short rest, gain a temporary 5 Health Points and a temporary +2 on your Power Ability for the next 24 hours. You may gain these benefits once per long rest.

Worthy Foe.

Taking damage increases your own damage output. For every 10 damage you have taken below your total Health Points, your attacks deal an extra 5 damage on a hit.

Cutting Air.

You've learned to produce sword attacks so powerful that they can travel through the air. You may choose your attacks used with a bladed weapon to become ranged. The attacks range equals 10 feet per Effort used for the attack.

Second Wind.

You can hold onto consciousness even at the brink. If you ever fall to 0 total Health Points, instead stop a 1 Health Point. You then steel your body, making your Difficulty to Hit Impossible until the start of your next turn.

Disciplined:

You've trained yourself in both body and spirit, unlocking the ability to turn your hardships into strengths.

Meditation.

Your time spent meditation has unleashed your true potential. Increase your Will by +4 and gain +2 in any Skill.

Self-Sacrifice.

You're willing to push your body to its limits. Endure 1 level of exhaustion to attack three times as a single attack action. Each attack may target a different enemy. The exhaustion takes affect after the attacks.

Calm the Mind.

You're able to overcome your bodily exhaustion. You may perform a Difficult Will check. If you succeed, reduce your exhaustion by 1 level. This does not count as one of your actions when used during combat.

First to Act.

You're willing to take the lead in battle. At the start of combat, if you are the first player to take their turn, you may perform another action. This action may be an attack. If you forego this additional action, your Difficulty to Hit increases by 1 level until the start of your next turn.

LEVEL 6:

You awaken your inherent Haki. Refer to Haki at the end of Choosing your Profession (page x) and choose one type of Haki. You gain all the benefits listed.

"It's still too early to die. My name is Dracule Mihawk! Discover your true self, the true world, become stronger! However long it may take, I shall await you at the top. Surpass this sword! Surpass me! Roronoa Zoro!"

- Dracule Mihawk





Marksman

The marksman of a crew is a person who can not only track enemies from afar, but pick them off one by one as well—without ever getting in range of an enemy’s weapon!

Most marksman’s favor munitions, but some go for the versatility found only in slingshots, powerful customizable weapons that can do a multitude of special effects.

STARTING SKILLS & GEAR

Captains start with the following:

- ◆ Gain +1 in the Stealth Skill and the Insight Skill.
- ◆ Gain +1 in a Skill of your choice.
- ◆ Gain 2 Daggers.
- ◆ Gain 1 Sniper’s Gear.

LEVELING SUMMARY

Below is a summary of what features, Ability increases, Skill increases, and other bonuses you gain as you level as a Marksman.

Level	Features	Ability & Skills
1 st	Primary Weapon, Guns or Slingshot	+1 Dexterity, +2 Stealth
2 nd	Primary Fighting Style, Sniper or Tactical	+1 Dexterity, +2 Insight
3 rd	3 new Features	+1 Dexterity, +2 Athletics
4 th	Gain an Animal Companion	+1 Dexterity, +2 Stealth
5 th	Gain a Customized Weapon	+2 Dexterity, +2 Insight
6 th	One Awakened Haki	+2 Dexterity, +2 Athletics

LEVEL 1

Primary Weapon.

The Marksman profession has a variety of munitions to choose from, and a gun or slingshot is their primary weapon.

Choose one of the following Primary Weapons.

Guns.

Powerful munitions can deliver deadly blows with just the pull of a trigger. Gain one of the following specialized ranged weapons: Flinlock, Sniper, or Bazooka.

During Combat, you automatically hit enemies with Easy Hit Difficulty.

Slingshot.

Slingshots are able to deliver a number of varied ammunitions with many different effects. Gain the specialized ranged weapon Slingshot and three types of specialized ammunition that you can use with a Slingshot.

LEVEL 2

Choose the type of combat most suited for your Marksman. You can either choose Sniper or Tactical Combat. Each type of combat provides you with two additional features.

Sniper.

You rather pick off enemies from long distances rather than getting into the fray of battle. Gain the following features:

Down the Sights.

You may forego your movement action on your turn to double the range of your weapon. As long as you do not move from your current space, you maintain double range.

Grounded.

On your turn, you may spend both actions to become Grounded. While grounded, your attacks deal double damage. Melee attacks against you gain advantage. The effects of Grounded are lost when you move.

Tactical Combat.

You're able to attack from afar, but you are not afraid to jump into the fray of battle.

Blast Damage.

Damage you deal to an enemy are also dealt to up to two adjacent enemies as long as you are within 30 feet of the target.

Combat Gear.

Your Difficulty to Hit increases by 1 level as long as you are adjacent to a crewmate.

LEVEL 3

Your marksman abilities have vastly increased, giving you access to three new features:

Hunter.

Against non-human creatures, you deal double damage on a hit.

Lightning Reaction.

If an enemy moves within 10 feet of you, you may interrupt to perform an attack against that enemy. You may not do this if you are Grounded.

Perfect Aim.

Whenever you attack and hit an enemy, add extra damage equal to your Dexterity Effort.

LEVEL 4

Being an efficient hunter, in and out of combat, you've learned to appreciate nature and the creatures that inhabit it. On your journeys, you've gained an animal companion.

After you take your turn, your animal companion may take a turn. Your animal companion is large

enough to ride. As an action, you may move into your animal companion's space to mount it. If you are already adjacent to your animal companion, you may mount it without spending an action.

While mounted, you do not take damage from simple melee weapons without reach, and your Difficulty to Hit increases by 1 level.

Choose one of the following Animal Companions:

Giant Mantis

Difficulty to Hit: HARD

Health Points: 16

Speed: 35 FT.

Effort Dice: 26

Vitality	Power	Dexterity	Intelligence	Cunning	Will
8 (4)	8 (4)	14 (7)	2 (1)	4 (2)	6 (3)

Attack

Dancing Blades. The Giant Mantis strikes adjacent enemies with its razor sharp appendages. Attack using Dexterity. On a hit, deals 2d10 Damage per Effort (Max 3).

Sabretooth Tiger

Difficulty to Hit: AVERAGE

Health Points: 19

Speed: 40 FT.

Effort Dice: 29

Vitality	Power	Dexterity	Intelligence	Cunning	Will
10 (5)	10 (5)	8 (4)	2 (1)	6 (3)	6 (3)

Attack

Ripping Claws The Sabretooth Tiger pounces and attacks its prey with its slashing claws. Attack using Power. On a hit, deals 2d6 Damage per Effort (Max 4).

Rhinoceros Beetle

Difficulty to Hit: EASY

Health Points: 25

Speed: 30 FT.

Effort Dice: 35

Vitality	Power	Dexterity	Intelligence	Cunning	Will
14 (7)	12 (6)	4 (2)	2 (1)	4 (2)	6 (3)

Attack

Plowing Blow. The Rhinoceros Beetle charges the enemy. Move up to its Speed in a straight line. Any enemy encountered is pushed perpendicular from you 1 space. Then, Attack using Power. On a hit, deal 1d6 Damager per Effort (Max 3) on each enemy that was moved.

LEVEL 5

You've become a master Marksman, and you're ready to forge your own, personalized weapon. Your weapon will have a number of customizable features to make it truly your own.

Choose one of the following to create your custom weapon depending on if you wield a gun or a slingshot.

Custom Gun.

Choose a specialized ranged weapon: Flinlock, Sniper, or Bazooka. Then, choose 3 of the following attributes to create your custom weapon.

+30 ft. Range.

Your weapon may use explosive rounds ammunition.

You may spend 1 additional regular ammunition when dealing damage to deal an additional 3 damage, with a maximum of 15 damage.

When you attack and hit an enemy with Easy to Hit Difficulty within 15 ft of you, that enemy's Health Points is reduced to 0.

Choose a Condition. Whenever you deal at least 10 damage in a single attack against an enemy, that enemy gains that condition.

When an enemy attempts to hit you with a melee attack, your Difficulty to Hit increases by 1 level.

Custom Slingshot.

Choose 3 of the following attributes to create your custom weapon.

+30 ft. Range

Choose three additional types of specialized ammunition that you may now use.

Your weapon may be used as if it were a simple melee sword weapon that deals 1d6 Damage per Effort (Max 2).

You may spend both of your regular actions as Attack actions as long as they target different enemies.

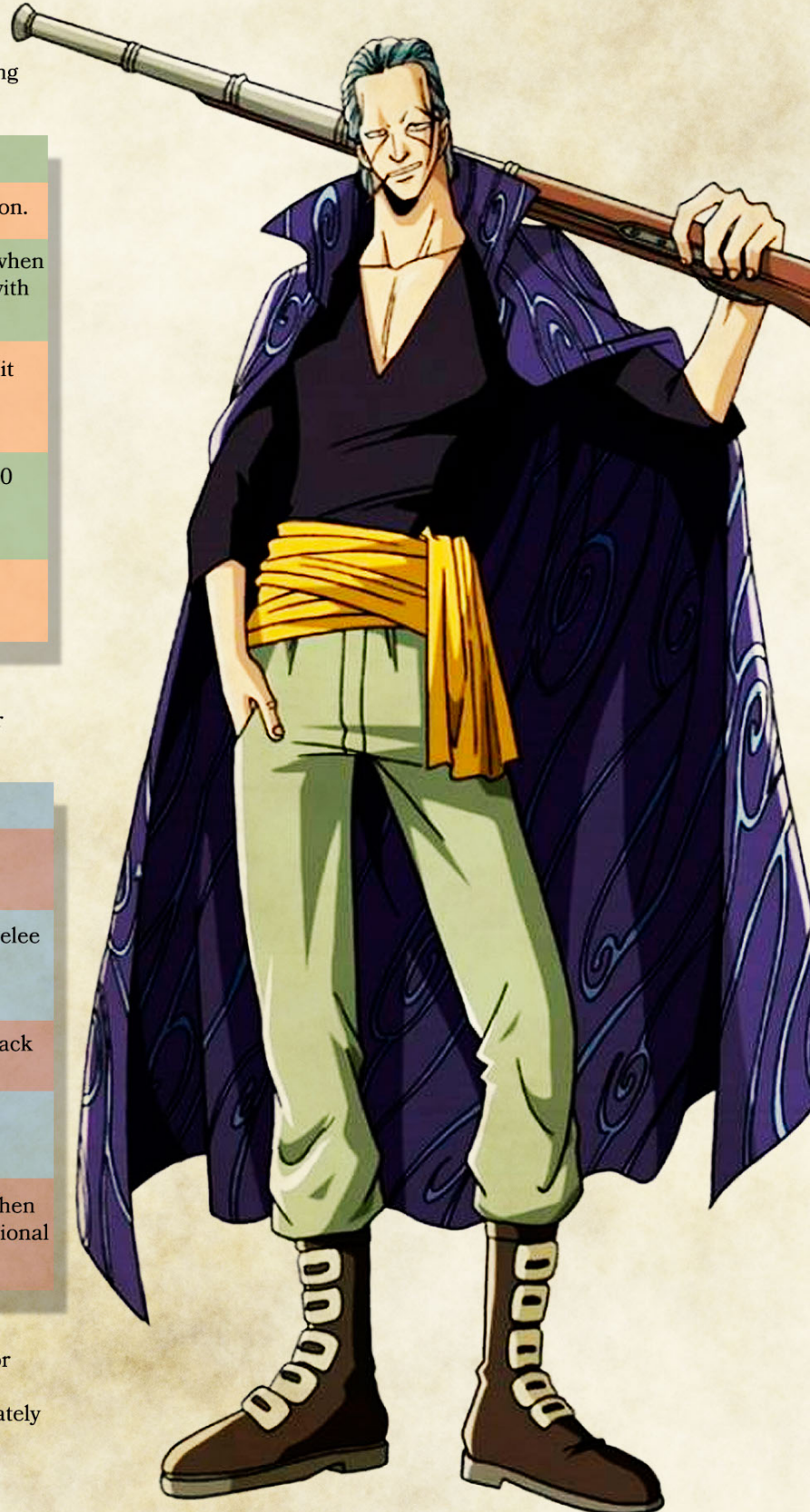
When an enemy attempt to hit you with a ranged attack, your Difficulty to Hit increases by 1 level.

Whenever you deal damage with your slingshot when you are within 30 feet of your target, deal an additional 1d10 damage.

Your customized weapon cannot be destroyed, nor does it require maintenance. If something would cause you to drop your weapon, you may immediately perform an Easy Dexterity check. If you succeed, you don't drop your weapon.

LEVEL 6

You awaken your inherent Haki. Refer to Haki at the end of Choosing your Profession (page x) and choose one type of Haki. You gain all benefits listed.





Martial Artist

What the Martial Artist gives up in weaponry, they make up for in raw power and physical versatility. None can maneuver the battle field, disarm opponents, and perform specialized attacks like they can.

Through years of intense training, Martial Artist's build up their bodily strength to inhuman levels to deliver deadly blows before the enemy can draw their weapon!

STARTING SKILLS & GEAR

Captains start with the following:

- ◆ Gain +2 to your Vitality Ability.
- ◆ Gain +1 in the Force Skill.
- ◆ Gain 1 Simple Weapon.
- ◆ Gain 1 Martial Artist's Gear.

LEVELING SUMMARY

Below is a summary of what features, Ability increases, Skill increases, and other bonuses you gain as you level as a Martial Artist.

Level	Features	Ability & Skills
1 st	Combination Attacks, Unarmed Prowess	+1 Power, +3 Force
2 nd	Disciplined Style or Bralwer Style	+1 Dexterity, +3 Stealth
3 rd	3 new Features	+1 Power, +3 Athletics
4 th	Starting Rokushiki Techniques	+1 Dexterity, +3 History
5 th	Advanced Rokushiki Techniques	+2 Power, +3 Force/Athletics
6 th	One Awakened Haki	+2 Dexterity +3 Force/Athletics

LEVEL 1

Combination Attacks.

The Martial Artist will win their battles through sheer force of physical power, relentless blow after blow, until the enemy falls.

Whenever you attack and hit in combat, gain 1 Combo Point. You may have a maximum number of Combo Points equal to your Will Ability + your Current Level.

Whenever you attack and hit in combat, you may spend any number of Combo Points to deal an extra 2 damage each.

Unarmed Prowess.

Martial Artists primarily attack without weaponry. If they choose to attack with a weapon, they do not gain Combo Points and may not expend Combo Points with those attacks.

At your first level, your physical attacks are simple kicks and punches, though at higher levels you'll gain

more defined attacks. Since the Martial Artist does not primarily use weapons, below are the starting two attacks they may use:

Punch.

Power-Athletics Attack (Melee)

1d6 Damage per Effort (Max 3)

Weak Point: If you roll a 6 on any of your damage dice, the enemy becomes Stunned.

Kick.

Power-Athletics Attack (Melee)

1d4 Damage per Effort (Max 4)

Force Blow: If you roll a 4 on any of your damage dice, push the enemy in the opposite direction up to 10 ft. If they come into contact with any object, they take 1 additional damage.

Grapple.

Power-Force Attack (Melee)

1d10 Damage per Effort (Max 2)*

Grapple Attack: Perform a Dexterity check where the Difficulty equals the enemies Difficulty to Hit. If you succeed, push the enemy 10 ft in any direction. This attack only deals damage if you succeed on the Dexterity check.

LEVEL 2

The Martial Artist can follow two different, distinct paths: Karate or Brawler. Your path will determine how you act in battle. Choose one:

Karate.

These disciplined Martial Artists have trained in combat under a master, and thus have better control over their physical attacks in combat.

During combat, whenever you attack and miss, you may spend 2 Combo Points to attempt the attack again (without having to expend Effort Dice again).

Additionally, gain 2 Unarmed Attacks:

Concentrated Blast.

Power-Force Attack (Melee)

2d6 Damage per Effort (Max 4)

You may spend 5 Combo Points. If you do, you automatically hit with this attack.

Dodge and Attack.

Dexterity-Stealth Attack (Melee)

X Damage per Effort (Max X)

When an enemy performs a melee attack against you, interrupt by spending 5 Combo Points. The attack automatically misses. Then, you may perform a Level 1 attack.

Brawler.

The brawler doesn't follow rules. They clench their fists and go at the enemy until they're finished!

During combat, after you hit and deal damage, you may spend 2 Combo Points to roll another damage dice.

Additionally, gain 2 Unarmed Attacks:

Charge.

Power-Athletics Attack (Melee)

1d6 Damage

Move up to half your Speed. Any enemy you move through that takes damage becomes Prone. You may spend 2 Combo Points to move up to your full Speed instead.

Smash.

Power-Force Attack (Melee)

1d20 Damage

You wildly attack all enemies adjacent to you. Roll to hit for each enemy. Then, for each enemy you hit, roll a d20 and deal that much damage. You may spend 3 Combo Points to reroll a d20 once per enemy.

LEVEL 3

Through your many battle encounters, you've improved your martial abilities. Gain the following three general features:

Increase Combo.

Whenever you attack and hit, you may spend any number of Combo Points to deal an extra 4 damage than the regular 2 damage.

Disarm.

When you are adjacent to an enemy, you may perform a Dexterity check of Difficulty equal to the enemies Difficulty to Hit. If you succeed, you disarm the enemy. Their weapon lands 15 ft away in a spot of your choice.

Deflect.

When you are attacked by an unarmed or blunt weapon, your Difficulty to Hit increases by 1 level.

LEVEL 4

Rokushiki.

Your martial ability has reached super human levels and you've been trained in the use of Rokushiki.

Choose 3 Rokushiki techniques from the list below:

Geppo.

You may move through the air as if it were solid ground up to your Speed. After your movement using Geppo, you may attack an enemy on the ground with one of your unarmed attacks. If you do, the attack deals an extra 1 damage per 5 ft of movement. You land adjacent to the enemy you attacked.

Tekkai.

You may forego your movement action to activate Tekkai. Spend Effort Dice up to your Power Effort to reduce damage you take by 5 per attack until the start of your next turn.

Shigan.

Your unarmed attacks using your arms deal an additional +5 damage and the enemy gains Bleeding. If you use Shigan on an enemy a second time, Bleeding deals double damage.

LEVEL 6

You awaken your inherent Haki. Refer to Haki at the end of Choosing your Profession (page x) and choose one type of Haki. You gain all the benefits listed.

Rankyaku.

Your unarmed attacks using your legs deal an additional +5 damage. Those attacks also gain an additional range. The range the attacks gain is equal to 10 ft per Effort used in the attack.

Soru.

When you perform a Movement action, triple your speed. You may only use Soru for one Movement action per turn.

Kami-e.

When an enemy attacks you with an unarmed or melee attack, you may increase your Difficulty to Hit by 2 levels. If you do, you get 1 less action on your next turn to regain form.

Extra Effort.

Additionally, you have gained the ability to will yourself to increase your abilities beyond their regular limits.

You may increase one of your Ability Scores by +1 for every 2 Combo Points you choose to spend. The effect lasts for the next hour. In this way, you cannot increase an Ability Score beyond 14.



LEVEL 5

Advanced Rokushiki.

You have mastered Rokushiki. Choose 3 Rokushiki techniques from the list on Level 4.

No Limits.

You have broken all limits when it comes to combat power.

You may spend 2 Combo Points when you perform an attack and hit to remove the maximum number of damage dice you may roll.



Assassin

The Assassin is the one member in your crew that can get in – and out – of any situation, usually unseen, but always leaving a strew of bodies in their wake.

If by some unlikely chance they are discovered, it is a simple task to decieve the enemy and get their way. Not to mention – they’re deadly with even the simplest of weapons. With poisons and potions of all types, no enemy will last long against the Assassin.

STARTING SKILLS & GEAR

Captains start with the following:

- ◆Gain +2 to your Cunning Ability.
- ◆Gain +1 in the Stealth Skill.
- ◆Gain 1 Simple Melee and Ranged Weapon.
- ◆Gain 1 Assassin’s Gear.

LEVELING SUMMARY

Below is a summary of what features, Ability increases, Skill increases, and other bonuses you gain as you level as an Assassin.

Level	Features	Ability & Skills
1 st	Sneak Attacks, Assassin Weaponry	+1 Dexterity, +2 Stealth
2 nd	3 new Features	+1 Power, +2 Stealing
3 rd	Inner Shadow or Specialized Weaponry	+1 Dexterity, +2 Stealth
4 th	3 Unique Attacks	+1 Power, +2 Stealing
5 th	True Shadow or Toxic Weaponry	+2 Dexterity, +4 Stealth
6 th	One Awakened Haki	+2 Power, +4 Stealing

LEVEL 1

Sneak Attacks.

The Assassin can deliver deadly blows without ever being seen. At your first level, you’re able to hide efficiently behind anything larger than you, including other crewmates.

If you perform an attack and hit from a hidden position with a Simple Melee Weapon, deal an additional 1d6 damage. Once you attack, you are seen and you cannot hide from the same enemy from the same hiding spot.

Assassin Weaponry.

The Assassin can use simple weapons, but when they just won’t get the job done, they can rely on their own set of specialized weaponry. No other profession has access to this weaponry. Gain the following weapons and their listed amounts:

Throwing Star.*Dexterity-Stealth Attack (Ranged)*

Range: 40 ft

1d4 Damage per Effort (Max 5).

Supply: 10/10

Throwing Knife.*Dexterity Attack (Ranged)*

Range: 30 ft

1d6 Damage per Effort (Max 3).

Supply: 5/5

Blow Dart.*Dexterity-Stealth Attack (Ranged)*

Range: 50 ft

2 Damage and Poison

Supply: 15/15

Knife with Chain.*Dexterity Attack (Ranged)*

Range: 20 ft

1d6 Damage per Effort (Max 2)

Versatile: You may use this weapon to attack as a Power-Force Melee Attack, but only if you are adjacent to the target.

You may craft up to 5 Assassin Weaponry during a Breather as long as you are hidden. You may craft up to your maximum when you Rest.

Unknown Source.

If you attack with Assassin Weaponry while hidden, other than the Knife with Chain, you stay hidden.

LEVEL 2

Through extensive use of your Assassin weaponry and stealthy skills, you acquire 3 new features.

Disengage.

When an adjacent enemy attempts to attack you, you may perform an Average Difficulty Dexterity check. If you succeed, you may move up to your Speed.

Critical Hit.

When you roll the maximum on any one of your damage dice, you may reroll your lowest value damage dice.

Human Shield.

As long as you are adjacent to a downed enemy, your Difficulty to Hit increases by 1 level.

LEVEL 3

As a skilled Assassin, you've reached a point where you must choose a path. There are two paths an Assassin can take: Inner Shadow or Toxic Weaponry.

Inner Shadow.

A dark side exists within you that you are now able to harness and release at will. Once per combat encounter, you may activate your Inner Shadow by

expending Effort Dice equal to your Will Effort. While in this form, you gain the following features:

Shadow Walk.

You gain the ability to jump from shadow to shadow. If you are adjacent to an enemy, expend 1 Effort Dice to move up to your Speed. If you end your movement adjacent to another enemy, you may move up to your Speed again.

Each time you end your movement adjacent to an enemy, you may repeat this movement.

Shadow Strength.

Before dealing damage after you attack, you may expend Effort Dice equal to 6 - your current Assassin level to upgrade one of your damage dice. You may do this multiple times on either the same die or different die.

Follow this upgrade path: d4→ d6→ d12→ d20.

Toxic Weaponry.

You've determined ways to increase the potency of your Assassin's Weaponry, making them even more deadlier than before. You may now apply a variety of toxins onto the tips of your weapons.

During combat, before rolling to hit, declare what kind of toxin you apply to the weapon. On a hit, the enemy gains the condition associated with the toxin. Additionally, the enemy suffers an extra 1d4 Damage.

Your choice of toxins follows:

Death's Breath.

The enemy becomes Poisoned. If you use this toxin with a Blow Dart, the poison deals double damage.

Milky Sight.

The enemy becomes Blinded.

Soul Sucker.

The enemy becomes Prone.

Midnight Silence.

The enemy becomes Deafened for two of their turns.

LEVEL 4

You've advanced as an Assassin and have unlocked new potentials of your weaponry and abilities. Choose 3 of the following features to gain:

Throwing Star Flurry.

You have no maximum Damage per Effort when attacking with at least 3 Throwing Stars.

Fan of Knives.

Choose 5 contiguously adjacent spaces. Expend up to 5 of your Throwing Knives to attack up to 5 enemies in the chosen spaces. If you have Toxic Weaponry, each knife may have a different toxin.

Counter.

When you use Disengage, you may expend 1 Throwing Star or Throwing Knife to deal 4 damage to the enemy before you move.

Redirect.

When you are attacked by a melee weapon from an enemy adjacent to you and the attack misses, the attack instead hits an enemy adjacent to the attacking enemy.

Assassin's Training.

Increase your Speed by 5 ft. On your turn, you may traverse up vertical surfaces equal to your Speed, as long as you expend 1 Throwing Star for a foothold every 15 ft. You may not end your movement on a vertical surface.

Enhanced Knife with Chain.

Your Knife with Chain's Range increases to 40 ft. When you attack with Knife and Chain, any enemy directly between you and the target roll a Hard Dexterity check. If they fail, they become Prone and take 1d6 Damage.

LEVEL 5

You've mastered your Assassin's path, unleashing the true potential of your abilities. Depending on which path you adopted in Level 3, gain the following abilities:

Inner Shadow.

You've given in to your dark side, and allow it full control, unleashing true carnage. Whenever you're in shadow form, gain the following benefits:

Shadow Walk Slash.

Whenever you perform Shadow Walk, deal 1d4 Damage to each enemy you move adjacent to. You may not use Shadow Walk Slash on the same enemy twice in one turn.

Overwhelming Shadow Strength.

Whenever you use Shadow Strength, upgrade one of your damage dice by 2 levels instead of 1.

Stamina Drain.

Whenever you down an enemy adjacent to you, gain Health Points and Effort Dice equal to your Will Effort.

Fury.

Whenever you down an enemy, you may attack again.

Toxic Weaponry.

You've mastered the potency of your toxins and have moved one step further. You now have an arsenal of potions you encase in vials. These potions may be thrown into enemies for devastating effects. The Range you can throw a potion is equal to (your Dexterity Effort + your Power Effort) x 10ft. For every 10 ft you are vertically up, your range increases by 5ft.

Below is a list of potions you have. You may craft 1 potion during a Breather, or all during a Rest. Using a potion does not count as an Attack action.

Potion of Splintering.

Choose a space within Range. All enemies within 20 ft of the space suffer 1d6 damage. Any enemies within 10 ft suffer an additional 1d6 damage and gain Bleeding.

Potion of Invisibility.

Choose a space within Range. All crewmates, including yourself, within 20 ft of the chosen space become invisible for their next turn. While invisible, the Difficulty of sneaking becomes Easy.

Potion of Sleep.

Choose a space within Range. All enemies within 10 ft of the chosen space fall asleep. While asleep, an enemy is prone and does not attempt to stand up. Once an enemy is attacked, they awaken.

Potion of Weakening.

Choose a space within Range. All enemies within 20 ft of the chosen space become Weakened until the end of their next turn.

LEVEL 6

You awaken your inherent Haki. Refer to Haki at the end of Choosing your Profession (page x) and choose one type of Haki. You gain all benefits listed.



Archeologist

The archeologist of the crew has vast knowledge when it comes to history, civilization, and is always striving to learn more. They also have a general knowledge of many of the cultures of the world and can assist a crew when venturing to a new, unknown island.

LEVEL 1

Archeologists are well studied on the many cultures of the world.

When you do an Ability check of any kind that references or relates to the history or culture of an island, peoples, or object, gain 1 + your current Level for that check.

LEVEL 2

Archeologists have some knowledge on Devil Fruits.

When attempting to identify a Devil Fruit or do any other check related to a Devil Fruit, you may perform an Intelligence-History check at Very Hard Difficulty. At Level 3, this check becomes Hard Difficulty. At Level 4, this check becomes Average Difficulty.

LEVEL 3

Archeologists know the history of many cultures and keep up to date.

When entering a new island that isn't hostile toward you, you automatically know of any noteworthy features of the island and the current leader of the island.

LEVEL 4

Advanced archeologists have the ability to read the Poneglyphs.

If you encounter a Poneglyph, you can read it and gain any knowledge transcribed upon it. Additionally, reading a Poneglyph vastly increases your knowledge of the world, gaining you +3 in History and Investigation Skills whenever you read one.



Musician

The musician of the crew provides morale between the long and grueling journeys between islands. If they are well trained in their instrument of choice, they can also provide much needed bonuses to their crew members that can last hours after their songs have ended.

LEVEL 1

Every musician has their musical instrument of choice.

You start with any musical instrument. While playing this instrument during a Rest, you and your crew that can hear you gains temporary Effort Dice equal to 1 + your current musician level.

LEVEL 2

Musicians can play their instruments in towns and cities to gain the favor of the people.

For every day you spend performing in a city, gain +2 to your Diplomacy during your stay in that city, for a maximum of +6.

LEVEL 3

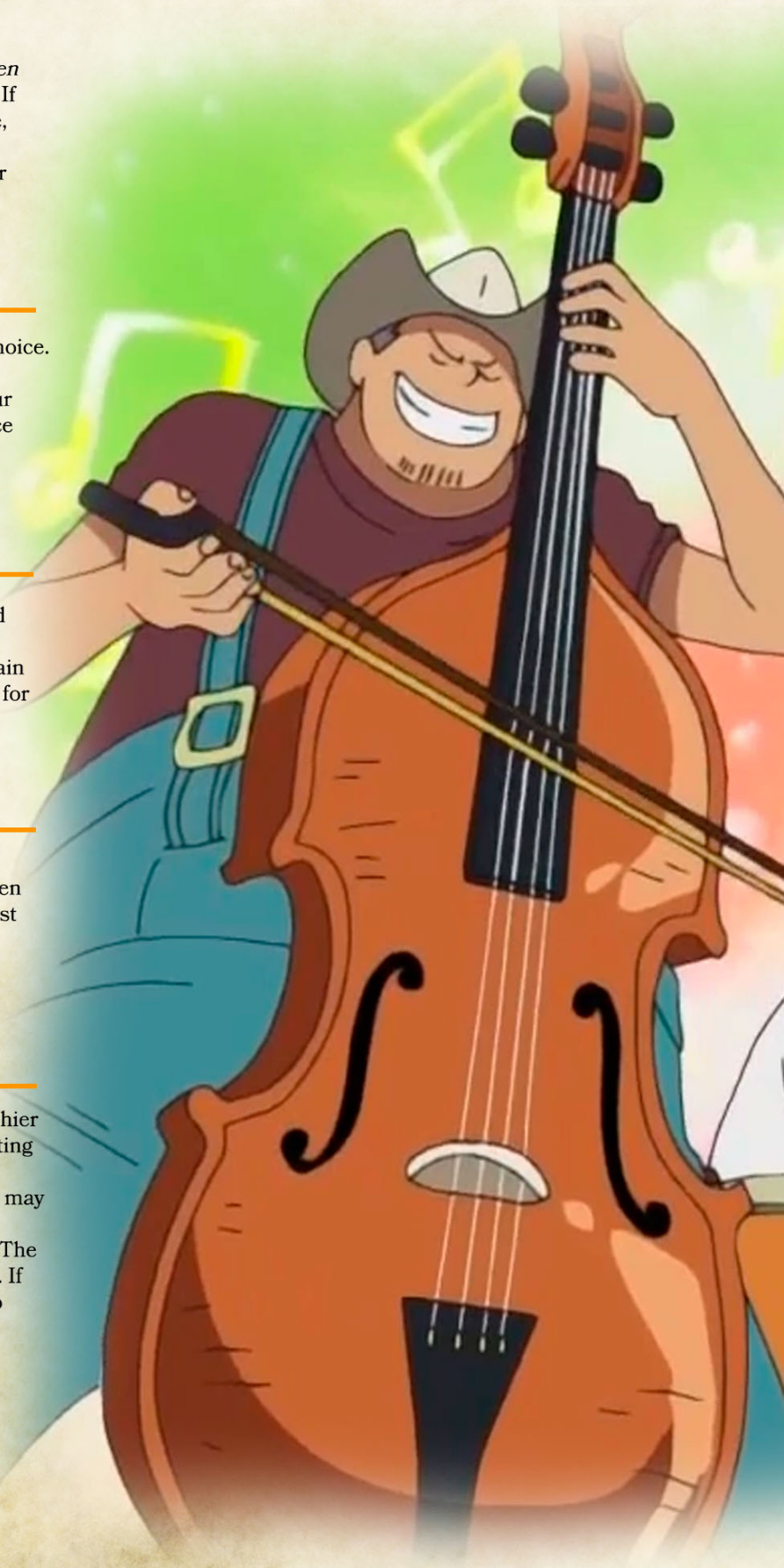
With time, musicians can improve in their craft.

The amount of Effort Dice your crew gains when they hear you playing your instrument during a rest is now doubled.

LEVEL 4

With time and hard work, musicians can master their instrument, capable of swaying enemies into trusting you.

When you first encounter hostile enemies, you may attempt to soothe them by performing a Cunning-Diplomacy check where the Difficulty is Average. The Difficulty increases by 1 level for every 2 enemies. If you succeed this check, the enemies decide not to attack and allow you passage. Enemies with Will Ability Scores of 10 or greater are not affected.



Navigator

The navigator of the crew's speciality is to tame the seashen sailing from island to island. Without a skillednavigator, many ships fall pray to the wild seas, losing their bearings and drifting off never to be seen again.

LEVEL 1

Navigators have the knowledge on how to sail the seas.

You start with a log pose and one vivre card. You may refer to your log pose or vivre card when sailing to ensure your bearings.

LEVEL 2

Navigators are usually well versed in map making.

When sailing to an island you've already visited, you face 1 less encounters. At level 3, you face 2 less encounters. Additionally, whenever you make a check related to navigation, gain 1 + your Navigator level for that check.

LEVEL 3

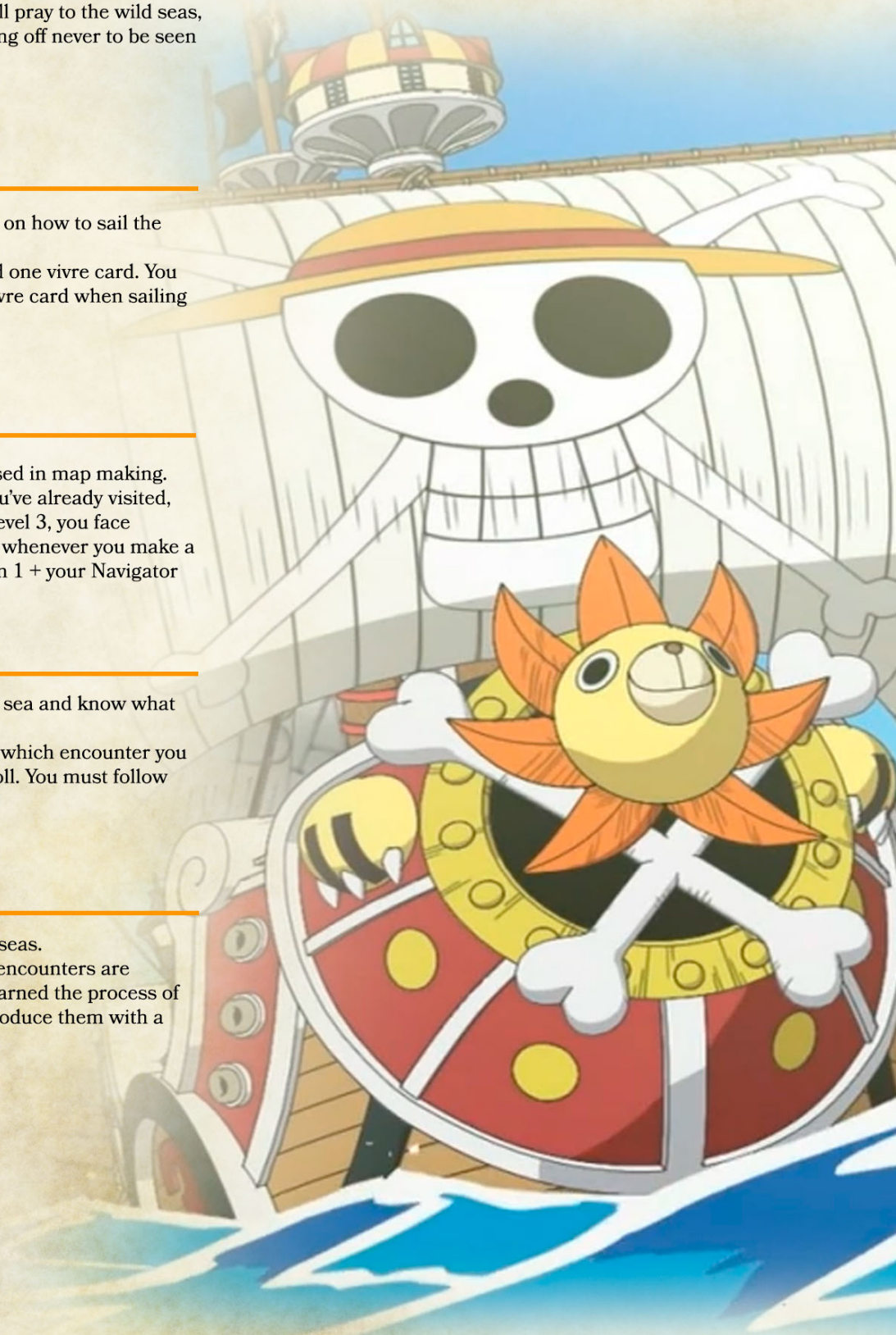
Navigators are able to read the sea and know what they might encounter.

When you roll to determine which encounter you face while sailing, you may reroll. You must follow the second result.

LEVEL 4

Advanced navigators tame the seas.

When sailing to any island, encounters are optional. Additionally, you've learned the process of creating vivre cards and can produce them with a sinlge day's effort.



Doctor

The doctor of the crew provides much needed medical care between islands, but can also provide care during combat if the need arises. Additionally, doctor's can treat a variety of illnesses the crew might attract from foreign islands on the sea.

LEVEL 1

Most doctors know of medical herbs in the wild that can be harvested and used to heal their crew.

For every day you spend searching in any area with plant growth, gain 2 medicinal herbs.

LEVEL 2

Even without the use of medicinal herbs, doctors can provide basic medical care.

During a Breather, you may restor 1 + your current Doctor level of Health Points to an adjacent crew member. This counts as your movement action if in combat.

LEVEL 3

With time, doctors learn to better use their medical equipment.

You may combine 1 medicinal herb and 1 bandage to create a Health Kit. This Health Kit can be used in or out of combat to recover Health Points equal to 1d12 + your current Doctor Level.

LEVEL 4

Master doctors can treat almost any ailment and provide tremendous care to their crew.

If a crewmate is suffering from any Condition, you may spend 1 Effort to remove that condition. While in combat, you must be adjacent and it costs an action to remove the condition.



Cook

The cook of the crew provides sustenance to their crew while on the high seas. Without a proper cook on board, crew members might suffer exhaustion during their long travels without proper food. The meals cook's create can provide huge bonuses to their crew members.

LEVEL 1

Cooks are able to scavenge and hunt food ingredients.

For every day you spend hunting, gain 3 meat and or vegetable ingredients. You may spend an additional 2 Effort to gain an exotic ingredient once per day. These ingredients can be used to sustain your crew.

LEVEL 2

When simple rations will not do, cooks can create meals.

With 1 meat and 1 vegetable, a cook can create a meal. One meal can be consumed during a Rest. The meal provides +5 temporary Health Points.

LEVEL 3

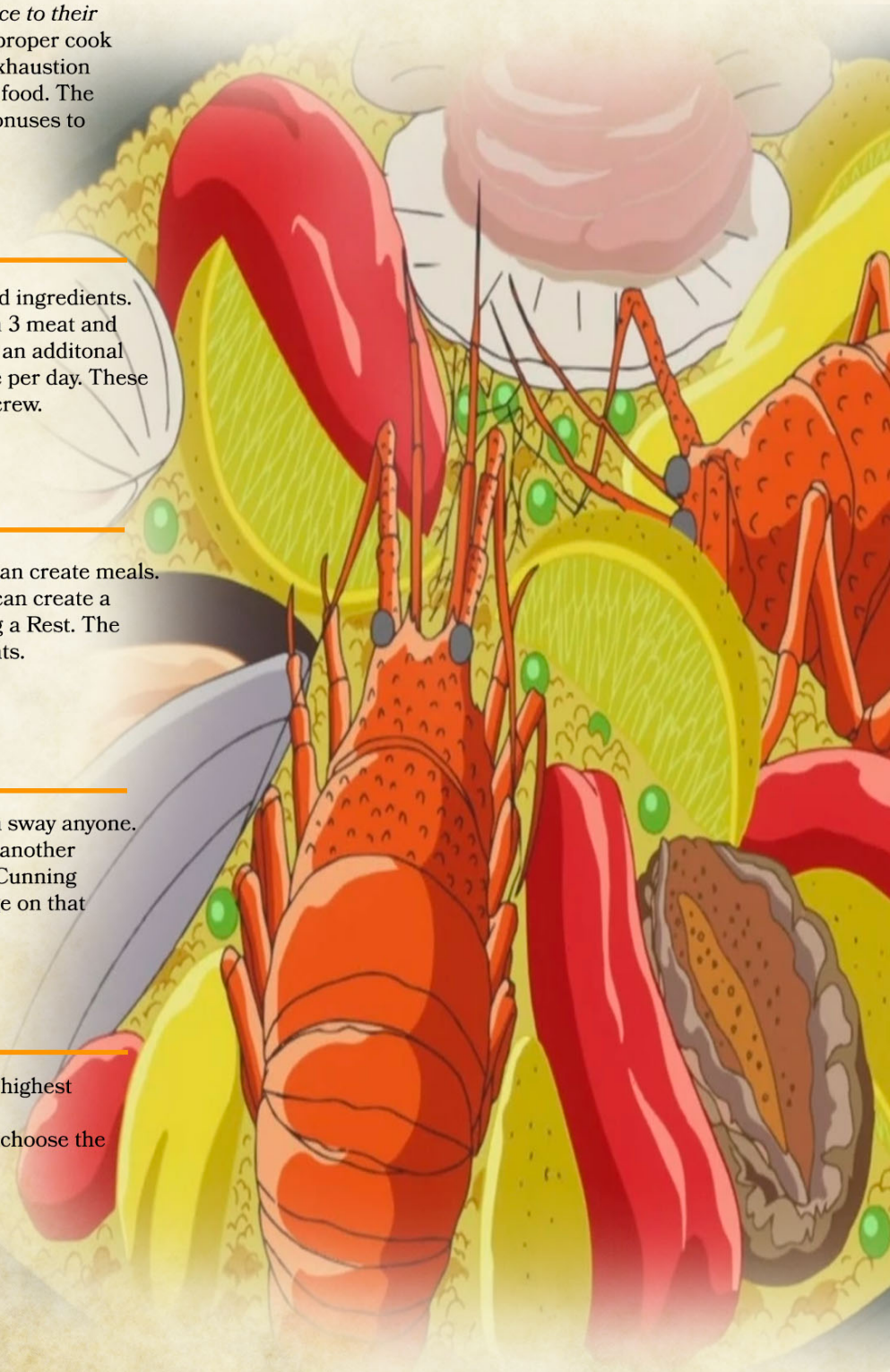
Cooks can craft delicious meals that can sway anyone.

If you have a meal, you can offer it to another character. The next time you perform a Cunning check with that character, gain advantage on that check.

LEVEL 4

Master chefs can create any meal of the highest quality.

When you create an exotic meal, you choose the benefits it provides.



Haki

Haki is a mysterious power that is found in all living creatures in the world. When unleashed, their powers can be otherworldly.

You gain a Haki ability when you reach level 6 in your primary profession.

Choose one of the following Haki powers:

Kenbunshoku Haki

Kenbunshoku Haki allows you to perceive the presence of others, even if they are concealed from view or too far to see naturally.

Gain the following benefits:

Gain +4 to your Insight Skill.

At any time, you may perform a Cunning-Insight check to determine if there are any living creatures around you in any direction, including behind walls, on upper floors, or underground.

Refer to the table below for the Difficulty of this check:

Range	Difficulty
5 ft - 30 ft	Easy
31 ft - 50 ft	Average
51 ft+	Hard

If you detect any living creatures, you immediately know their general gize and features and whether they are hostile or not. You can be certain if the creature is human, fishmen, mink or dwarf, but if it is an animal or monster, you are not certain of it's exact species.

Enemies are unable to sneak when within 30 ft of you.

Busoshoku Haki

Busoshoku Haki allows you to use your very life force to create powerful armor around you.

Gain the following benefits:

You no longer take damage if you are pushed through a physical object like a wall or fall from any height. You also may choose not to be pushed when you otherwise would be.

During combat, you may activate your Busoshoku Haki as an action. For the rest of that combat encounter, your Difficulty to Hit increases by 2 levels against all physical attacks (but not from other attacks, like lightning, fire, or large explosions). You also gain the ability to hit enemies with Logia Devil Fruits.

Your Difficulty to Hit does not increase by any levels when you're fighting an enemy who also has Busoshoku Haki.

During combat, as an action, you may imbue a weapon with Busoshoku Haki. For the rest of that combat encounter, your weapon gains the following attribute: Decrease the Difficulty to Hit on an enemy by 1 level. For ranged weapons, you may imbue your ammunition with this same attribute.

Kenbunshoku Haki

Haoshoku Haki allows a user to exert their will power over others, as a king would rule a kingdom.

Gain the following benefits:

Gain +4 to your Will Ability score.

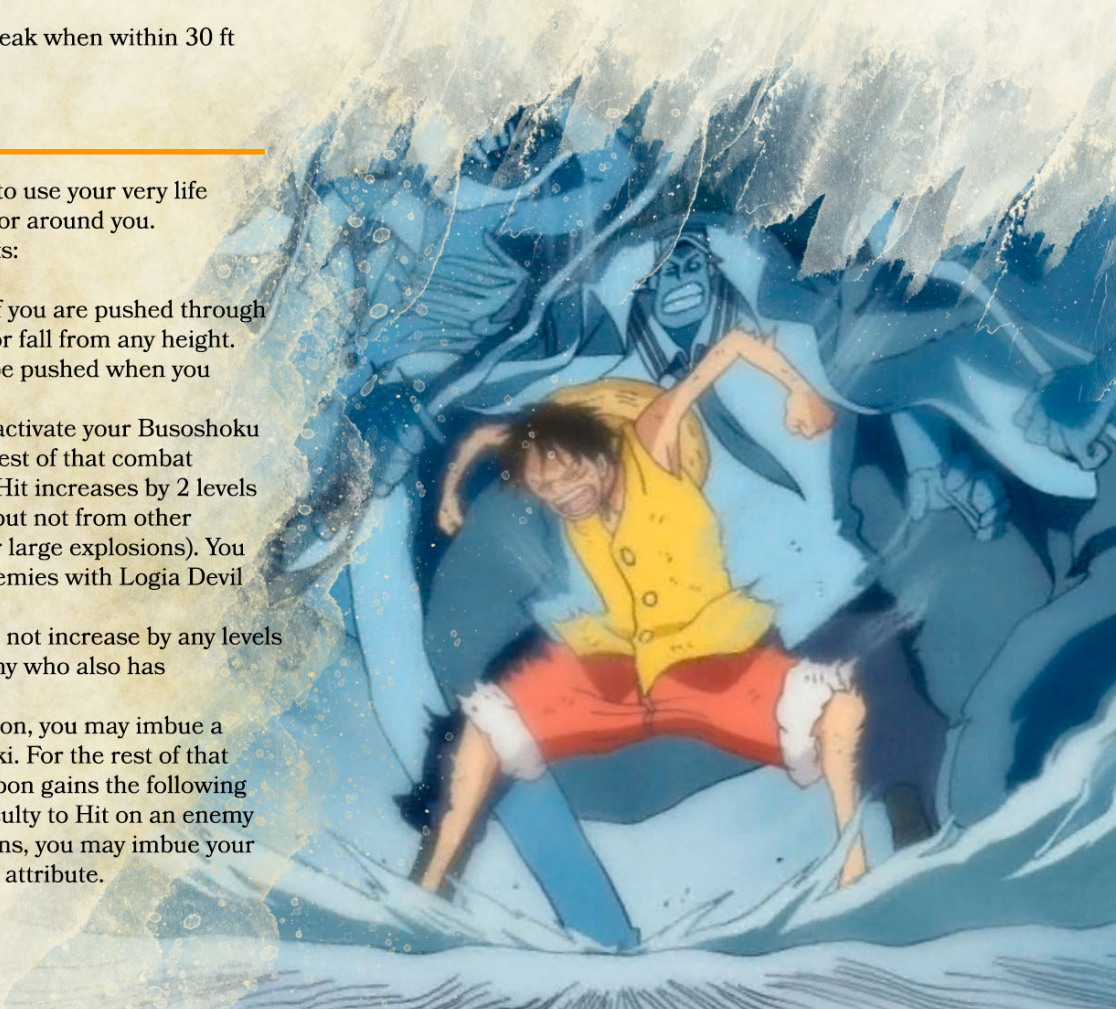
During combat, you may expend Effort Dice to render a number of enemies unconcious. You can render any enemy unconcious as long as their Will Ability score is less than yours. The following table details how many Effort Dice must be expended to render enemies unconcious.

# of Effort Dice	# of Enemies Unconcious
2	Up to 5
3	Up to 10
4	Up to 15
5	Up to 20
6	Up to 30

Your Haoshoku Haki affects all enemies within 30 ft Range around your character.

You may also use your Haoshoku Haki to tame wild animals who have a Will Ability score lower than yours. You may either have them fall unconcious or make them an ally for the remainder of the combat encounter. As an ally, you control their movement and their attacks.

An enemy who falls unconcious due to Haoshoku Haki awakens after a six-hour period if not disturbed, or three hours if disturbed.



STEP 5: CHOOSING A BACKGROUND

Your background describes where you came before joining your current crew. This can vary, from bounty hunter, to prisoner, to ex-marine. Your background will provide you with one trait.

Backgrounds

Bounty Hunter

You hunted many pirates in your day. You can determine the strength of your enemies just by looking at them. When you want, attempt an Intelligence-Insight check to determine the Health Points of an enemy. The more well known the enemy, the lower the Difficulty of the check. Additionally, you start with double berry.

Thief

Before becoming a pirate, you were a master thief, taking what you want when you wanted it. When you try to steal from a character, the Difficulty decreases by 1 level.

Sky Islander

You hail from the legendary islands in the sky. Start with 2 dials of your choice. You know the routes to some sky islands and are welcomed there by the natives.

Prisoner

You were once a prisoner, and your days in prison hardened you. If you are ever imprisoned again, you can pick locks without a lock pick at Average Difficulty. Additionally, gain +1 to Athletics Skill.

Noble

You were once a proud noble, perhaps an aristocrat of a kingdom, but have decided to take to the seas. You still hold on to some of your past connections, and the leader or king of an island will allow only you to speak with them if you wish. Gain +1 to Diplomacy Skill.

Ex-Marine

Once a marine, you've decided to follow the life of a pirate. You bring insight against your old allies. When you encounter one or two low ranking marines alone, you can trick them in thinking you too are a marine. Additionally, gain +1 to Insight Skill.

Scholar

You've decided to become a pirate and explore the world you've studied so much about. When in a place of learning, people respect you and do what they can for you. If you're searching for some kind of knowledge while in a place of learning, you know exactly where to look. Additionally, gain +1 to your History Skill.



Leveling

Congratulations!

You've finished creating your character. You start at level 1 in both your primary profession and secondary profession, thus your total character level starts at 2.

Usually, all characters in a crew will level up at the same time. A character levels up at the discretion of the Pirate Master. Usually, a character will level up after a major story arc has come to its completion.

When a character level up, they gain 1 level point that they can spend either in their primary profession or their secondary profession (but not both). Your primary profession can never be more than 2 levels higher than your secondary profession. You must keep a balance!

Additionally, your character gains more Health Points when they level up. Gain +2 to your Vitality Ability Score every time you level up.

Effort Dice

In One Piece: Age of Pirates, your actions are determined by how much effort you put into them. During character creation, you determined your Effort for each of your six Abilities. You also determined your total Effort Dice.

Your Effort Dice is a pool of six sided dice that you can pull from when performing actions. Let's take a look at how Effort and Effort Dice are used.

Let's say you are aboard an enemy's ship in one of their holds and have discovered behind some barrels and creates a hidden locked chest. You're certain there must be plenty of treasure inside, but first you have to unlock it.

First, you'll have to say how you want to break into the chest. Perhaps you want to try and pick the lock. The Pirate Master would call for you to use your Dexterity-Stealing Skill. If you wanted to brute force the chest open, he'd call for you to use your Power-Force Skill.

Next, you need to determine how much effort you can put into this task. Let's look at your related Ability scores and total Effort Dice.

Total Effort Dice: 23/23

Dexterity: 8 (4)
Stealing: +1

Your Ability Score for Dexterity is 8, and your Effort is 4. This means that you can spend up to 4 of your Total Effort Dice in your attempt to unlock the chest.

The more dice you expend from your Total Effort Dice, the higher your chance to succeed. However, you must keep in mind that once Effort Dice are spent, it takes precious times to recover them.

Let's say you decide you don't want to spend your full effort; this chest looks easy enough to open to you. So, you choose to spend 3 Effort Dice.

You'd roll 3 Effort Dice (being sure to adjust your Total Effort Dice from 23/23 to 20/20). Then, add the dice totals together. Since the Stealing Skill directly relates to this situation, you also get to add

the +1 from your Stealing Skill. Give the full total to the Pirate Master.

The Pirate Master will then determine if the task was successful or if it failed. The Pirate Master will compare your total result to the following Difficulty table:

DIFFICULTY TABLE

Impossible	1-9	10-18	19-27	28-36
Very Hard	1-7	8-15	16-23	24-30
Hard	1-6	7-12	13-18	19-24
Average	1-4	5-9	10-14	15-18
Easy	1-3	4-6	7-9	10-12
	No with Detriment	No	Yes	Yes with Benefit

The Pirate Master determines the Difficulty before the check is carried out. The Difficulty is determined by a variety of factors that surround the situation. For example, if the character was under pressure to quickly open the chest, the Difficulty might be higher, or if they have plenty of time to work on it, the Difficulty might be lower.

There are 5 levels of Difficulty: Impossible, Very Hard, Hard, Average, and Easy. The Pirate Master decided the Difficulty of the current situation is Hard. They are, after all, aboard an enemy ship!

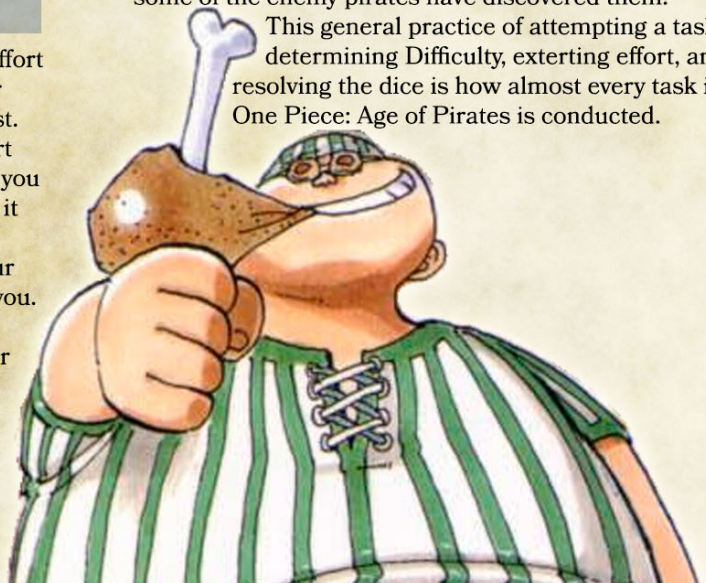
Let's say the character's total roll from the 3 dice they used to attempt to open the chest equals 13. They would announce this to the Pirate Master who would cross reference the above Difficulty Table. Since the Difficulty was Hard, they would check that row, referencing the given number, 13.

The number 13 falls under "Yes". Therefore, the character succeeds in opening the chest and has earned its rewards!

If the player failed, by rolling a 9 for example, they could attempt to open the chest again, but they'd have to expend even more Effort Dice and the situation might have changed the Difficulty level.

If you roll particularly high or particularly low, you might end up with a "No with Detriment" or a "Yes with Benefit" result. Poor results will incur a detriment to the task, while good results will give the character some sort of additional benefit. For example, if the player rolled a "No with Detriment" when trying to open the chest, the Pirate Master might say that some of the enemy pirates have discovered them!

This general practice of attempting a task, determining Difficulty, exerting effort, and resolving the dice is how almost every task in *One Piece: Age of Pirates* is conducted.



Replenishing Effort Dice

As you can tell, as you attempt tasks, you will begin to run low on your Total Effort Dice. There are two primary ways to replenish your Total Effort Dice: Taking a *Rest* and taking a *Breather*.

Rest.

Resting requires you to spend at least 8 hours of time either asleep or at rest with minimal movement or communication. You cannot rest during any type of diplomacy or combat. After you rest, you replenish all of your Health Points and Effort Dice.

Breather.

You may take a breather when you otherwise cannot or do not wish to take a rest, including in combat. When you take a breather, you replenish Effort Dice equal to your Will Ability Score + your character level. If you take a breather during combat, you cannot do any other actions or abilities during that turn, including moving or attacking.

You are limited in the number of breathers you can take before you **must** take a rest. This limit is equal to your Will Ability Score - 3.

Combat

You will often find yourself and your crew in combat situations. The world of One Piece is a dangerous place, especially when you're a pirate!

Combat is initiated when either a player declares combat, or the Pirate Master declares combat.

In One Piece: Age of Pirates, combat is performed on a square grid where each square represents roughly 5 ft (the space your character comfortable inhabits).

Combat is separated into turns. Each character gets their own turn. Whichever side declared combat, either the players or the Pirate Master, gets to take their turn first. The players as a group decides the order in which they play their turns.

Between each player's turn, the Pirate Master will have a turn where they will lay out the enemy characters.

On your Turn

On your turn, you have a total of two actions. These actions can be spent on moving, attacking, or taking a special action. You can spend both your actions on moving, but you can only attack or use a special action once per turn.

To perform a move action, move a number of spaces up to your Speed. Each square moved equals 5 ft.

To perform an attack action, choose one of your character's attacks. Let's take a look at a basic attack action to see exactly how combat resolves.

Let's say your character wants to use their sword to attack against an enemy pirate adjacent to them. The sword attack reads:

Sword: Power-Force Attack (Melee)
1d4 Damage per Effort (Max 3)

First, we must determine the accuracy of your attack. For this particular attack, you focus on your

Power-Force Ability Effort.

Power: 8 (4)
Force: +2

Your Effort for Power is 4. This means you can spend up to 4 of your Effort Dice to attempt the attack. The more you dice you spend, the greater your chance of hitting the enemy. Roll as many Effort dice as you want, up to your maximum, and then add any Skill bonuses (in the above example, +2 from Force).

You will give this total number to the Pirate Master, who will compare it against the enemies Difficulty to Hit (all enemies have a predetermined Difficulty to Hit).

If the hit is unseccessful, nothing happens and the attack fails. If the hit is successful, you can now deal damage! Looking back at the sword attack, we find that you deal 1d4 Damage per Effort (Max 3).

This means that for every Effort you spent to hit, you can roll a damage die. So, if you spent 3 Effort Dice when trying to hit the enemy, you can roll 3d4. Roll the dice, and the Pirate Master will apply the damage, reducing the enemy's total Health Points. This resolves combat.

You can see how the amount of Effort you choose to expend on an attack impacts both your chance to hit and the amount of damage dealt.

Enemies will attack the players as well. The Pirate Master controls their movement and attacks, and they work in the same way, with the enemy expending their own Effort Dice to try and hit and damage players.



Weapons

Weapons are how you carry out the majority of your attacks. There are two types of weapons in One Piece: Age of Pirates: Simple Weapons and Specialized Weapons. Any character can use a Simple Weapon. However, only certain professions can utilize Specialized Weapons. Characters of other professions can use these weapons, but at disadvantage.



Simple Weapons

Sword.

Power Attack (Melee)
1d6 Damage per Effort (Max 3)

Dagger.

Power Attack (Melee)
1d4 Damage per Effort (Max 2)
You may throw this weapon. Replace Power-Force with Dexterity and Melee with Range 20 ft.

Spear.

Power-Force Attack (Melee)
1d6 Damage per Effort (Max 2)
This attack can target enemies 10 ft away.

Brass Knuckles.

Power-Athletics Attack (Melee)
1 Damage per Effort

Pistol.

Dexterity Attack (Range 75ft)
1d6 Damage per Effort (Max 4 - 1 for every 25 ft)
Each attack spends 1 ammo. If within 25 ft of enemy, the Difficulty to Hit increases by 1 level.

Crossbow.

Dexterity-Stealth Attack (Range 50 ft)
1d4 Damage per Effort (Max 3)
Each attack spends 1 amo.

Club.

Power-Force Attack (Melee)
2 Damage + X
X Damage is equal to your Power Effort.

Specialized Weapons

Katana.

Power-Force Attack (Melee)
1d6 Damage per Effort (Max 4)

Rapier.

Power Attack (Melee) or Dexterity Attack (Melee)
1d6 Damage per Effort (Max 3)

Longsword.

Power-Force Attack (Melee)
1d10 Damage per Effort (Max 2)
This attack can target enemies 10 ft away.

Flintlock.

Dexterity Attack (Range 20 ft - 80 ft)
1d6 Damage per Effort (Max 4)
Each attack spends 1 ammo.

Sniper Rifle.

Dexterity-Stealth Attack (Range 50ft - 200 ft)
1d10 Damage per Effort (Max 4)
Each attack spends 1 ammo. For ever 50 ft away from target, reduce total damage by 2.

Bazooka.

Dexterity Attack (Range 20 ft - 50 ft)
1d12 Damage per Effort (Max 3)
Each attack expends 1 ammo. Choose a space within Range. All characters in spaces adjacent to the chosen space also take damage.

Slingshot.

Dexterity-Stealth Attack (Range 10 ft - 70 ft)
X Damage per Effort (Max X)
Damage and Max Dice depends on the type of ammo used. Slingshots use only Slingshot ammo. Each attack expends 1 ammo.

Cannon.

Dexterity Attack (Range 100 ft - 250 ft)
10 Damage
Must spend 1 action to load.

Ammunitions

Ammunitions are used for almost all Ranged type weapons.

Basic Ammo.

Used for most munitions. A character may carry a maximum of 25 ammo. Any character starting with a Ranged weapon automatically starts with 25 ammo.

Explosive Ammo.

Used for the Bazooka only. A character may carry a maximum of 10 explosive rounds. A character starting with a Bazooka automatically starts with 10 explosive rounds.

Arrow.

Used for the crossbow. A character may carry a maximum of 35 arrows at a time. A character starting with a crossbow automatically starts with 35 arrows. If possible, an arrow may be lit on fire to deal an additional 2 damage on a hit.

Cannonball.

Used for the cannon. Players can carry up to 2 cannons, but players can store as many as their ship can hold.

Slingshot Ammunitions

A character who carries slingshot ammunitions can only carry a number of rounds equal to their Power Ability + their Dexterity Ability + their character level.

These types of ammunitions take up more room than simple bullets.

Basic Star.

1d4 Damage per Effort (Max 2 per Level)
Basic Star ammunition does not count against the total number of ammunition a character can carry.

Smoke Star.

2 Damage.
After dealing damage, all spaces within 20 ft of the target becomes enveloped in smoke. Enemies move in random directions while in smoke and do not attack.

Exploding Star.

1d10 Damage per Effort (Max 1 per Level)
After dealing damage, all enemies within 10 ft Range take 3 Damage.

Firebird Star.

1d10 Damage per Effort (Max 1 per Level)
After dealing damage, the target enemy catches fire. Any flammable objects within 10 ft also catch fire.

Caltrop Star.

No Damage.
Choose 5 adjacent spaces within Range. These spaces are now covered in caltrops. Enemies who attempt to move into/through/or out of these spaces must succeed at a Hard Dexterity check for each space. On a fail, they suffer 2 Damage.

Thorn Star.

No Damage.
The target becomes stunned and must succeed on a Hard Power-Force check to lose stun. Each time they fail this check, they take 2 damage.

Oil Star.

No Damage.
Choose a single row or column of spaces from your character up to 8 spaces. These spaces now become slick with oil. Enemy characters who attempt to pass through this space must succeed at an Average Dexterity Check. If they fail, they become prone and their turn ends.



Items and Supplies

There are a variety of items found in the world. Below is a general list of items you might find out and about or in a shop and their properties.

Basic Items

Lantern.

Provides light in a 20 ft area for 1 hour per Oil.

Oil.

Provides fuel for lanterns.

Rations.

Prevents exhaustion once per day. Cooks can create these within spending any time.

Water Skin.

Prevents exhaustion once per day.

Disguise Kit.

Can change your appearance to someone you've seen, within reason.

Lock Pick.

Can attempt a Dexterity-Stealing check at a predetermined Difficulty.

Local Map.

Provides a general layout of a town.

Island Map.

Provides a general layout of an island.

Bandages.

Recover 5 Health out of combat. If used with Medicinal Herbs, recover an additional 5.

Medicinal Herbs.

Recover 3 Health out of combat.

Log Pose.

When sailing, you know the direction of the next island.

Vivre Card.

May be split and given to another person. Always points in that person's direction. Deteriorates when that person begins to lose Health Points.

Whetstone.

When used during a rest with a melee weapon, deal an extra 1d6 damage on that weapon's next attack. If a whetstone is not used for 1 week, your weapon deals 1d4 damage less.

Weapon Oil.

Use to maintain quality of your ranged weapons. If not used for 1 week, your weapon deals 1d4 less damage.

Ingredients and Meals

Simple Meat/Vegetable Serving.

Can be used as an ingredient in creating a Simple Meal by a Cook. Otherwise, acts as a ration.

Exotic Meat/Vegetable Serving.

Can be used as an ingredient in creating a Simple Meal or Exotic Meal by a Cook. Otherwise acts as a ration.

Simple Meal.

Can be created by a Cook using 1 Simple Meat and 1 Simple Vegetable. Gain a +5 Health Points once consumed.

Exotic Meal.

Can be created by a Cook using 1 Exotic Meat and 1 Exotic Vegetable. Roll 1d6 to determine the additional effect:

1	+5 Temporary Effort Dice
2	+2 to Power for the next day.
3	+2 to Dexterity for the next day.
4	+2 to Intelligence for the next day.
5	+2 to Cunning for the next day.
6	+10 Temporary Health Points.

Pirate's Gear

There are 4 types of Pirate's Gear. Character's start with gear based on their primary profession. They gain the list of equipment and items included below.

Swordsman's Gear.

Bedroll, backpack, 20 ft rope, lantern, 2 oils, 2 weeks rations, water skin, whetstone.

Marksman's Gear.

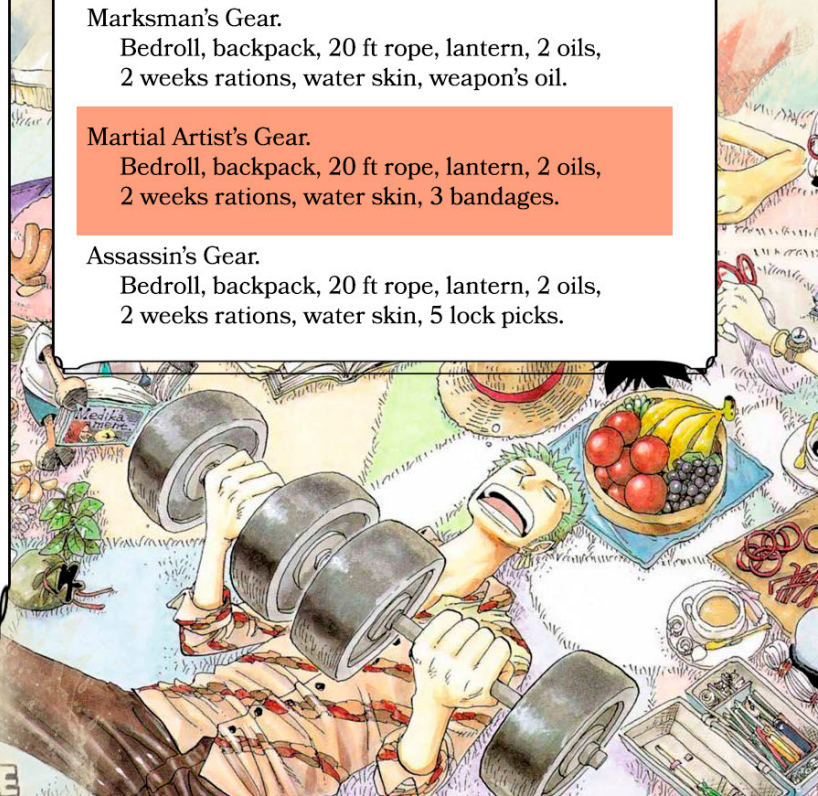
Bedroll, backpack, 20 ft rope, lantern, 2 oils, 2 weeks rations, water skin, weapon's oil.

Martial Artist's Gear.

Bedroll, backpack, 20 ft rope, lantern, 2 oils, 2 weeks rations, water skin, 3 bandages.

Assassin's Gear.

Bedroll, backpack, 20 ft rope, lantern, 2 oils, 2 weeks rations, water skin, 5 lock picks.



Dials

Dials are shell-like devices that can produce a variety of bizarre and powerful effects. Dials can be found on many Sky Islands, and extremely rarely at regular shops on the Grand Line and New World. They can never be found in a shop in any of the four Blues. Dials can be used in and out of combat without using an action.

Axe Dial.

Creates a blade-like blast causing 3 Damage. May be used up to 2 times per combat encounter.

Ball Dial.

Creates a puff of cloud that can be ridden. Lasts up to 3 hours.

Breath Dial.

Creates a soft breeze, enough to blow open a door already ajar.

Flame Dial.

Creates fire in a space directly adjacent. Can set an enemy on fire. May be used 1 time per combat encounter.

Flash Dial.

Creates a blast of light. Automatically blinds an enemy adjacent. May be used 2 times per combat encounter.

Jet Dial.

Blows a large gust of wind, enough to blow a table off its legs. In combat, can push an enemy up to 15 ft away. May be used 2 times per combat encounter.

Lamp Dial.

Creates a light that extends 20 ft in all directions. Lasts 3 hours and can be used once per day.

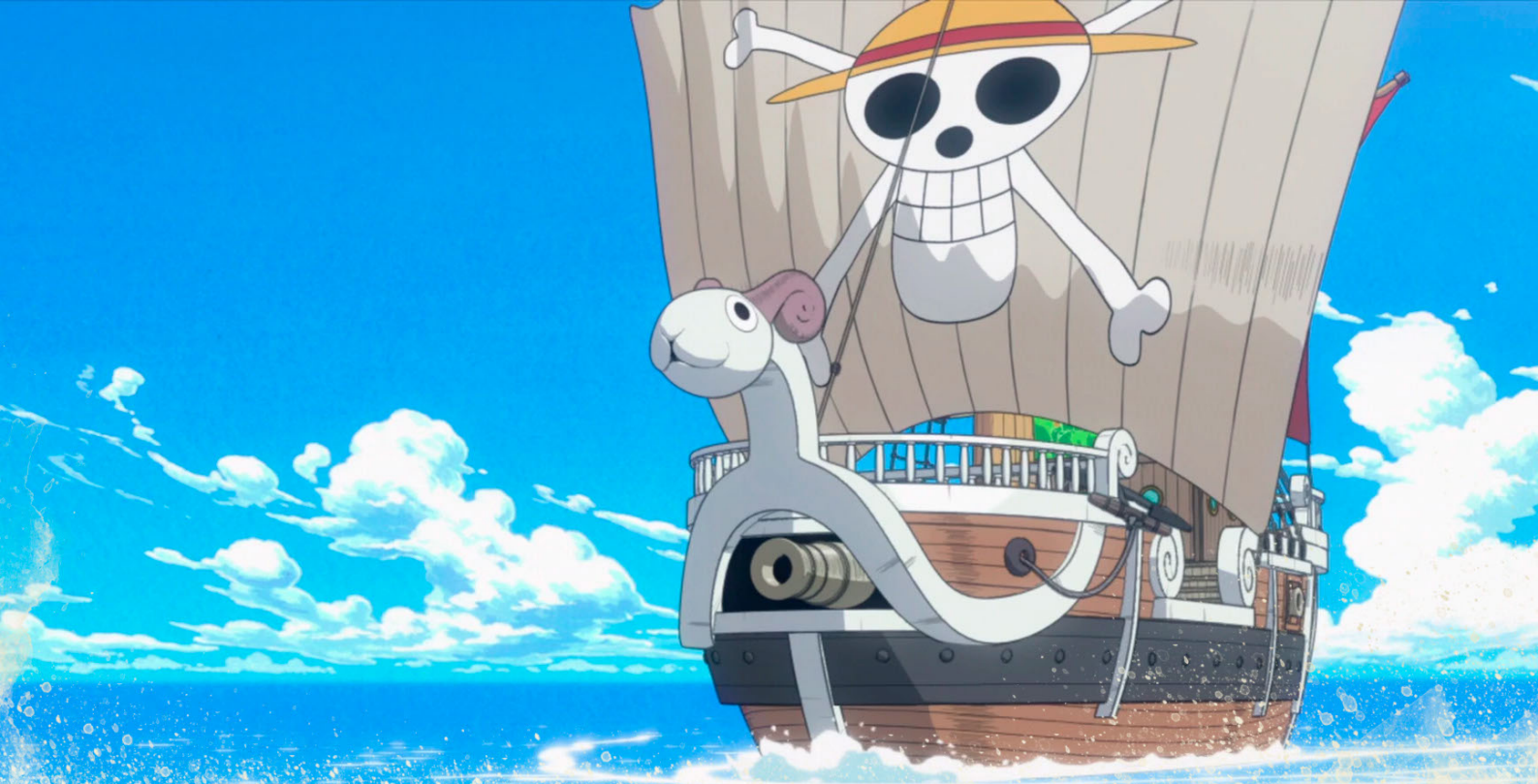
Impact Dial.

When you would take damage in combat, negate the damage. On your turn, you may use the Impact Dial as a Power-Force Melee attack action. If it hits, deal twice the damage you would have taken. Then, take the damage you would have taken and suffer 1 level of exhaustion.

Reject Dial.

When you would take damage in combat, negate the damage. On your turn, you may use the Reject Dial as a Power-Force Melee attack action. If it hits, deal five times the damage you would have taken. Then, take the damage you would have taken and suffer 1 level of exhaustion.





Traveling Between Islands

Traveling between islands on one of the four blues is relatively safely, but traveling on the Grand Line can be incredibly dangerous.

When you set sail from one island to another on the Grand Line, roll a 1d6 to determine how many days it will take you to reach that island.

On any day out at sea, you may perform 1 action:

1. Rest. Recover your full Health Points and Effort Dice.
2. Rerform maintenance on your ship or your weapons.
3. Any other major action, such as speaking with a prisoner you've captured or studying a rare book you've found. Ultimately, the decision of what constitutes a major action is determined by the Pirate Master.

For each day on the sea, you must roll on the Encounter table below. You may perform your major daily action either before or after your random encounter. Roll a 1d6 to determine your encounter.

1. **Clear Weather.**
Nothing happens.
2. **Sea Monster.**
A random sea monster attacks.
3. **Terrible Weather.**
Increase your ship's damage by 1 level.
4. **Pirate Attack.**
A number of regular pirates equal to 1d10 attack your ship.
5. **Salvage.**
You manage to find an old, abandoned ship filled with treasures. Gain 1d10 x 1000 Berry.
6. **Clear Weather.**
Nothing Happens.

Ship Damage

Your ship can suffer damage on your travels and during battles. As damage builds up, your ship's efficiency suffers. There are four levels of ship damage:

1. **Minor Damage.**
Your ship has suffered minor damage, but maintains efficiency.
2. **Serious Damage.**
Your ship has suffered damage. The next time you travel to a new island, it takes you 1 more day to reach that island.
3. **Major Damage.**
Your ship has major damage. The next time you travel to a new island, it takes you 2 more days to reach that island.
4. **Extreme Damage.**
Your ship is on the verge of destruction. You are unable to use your ship to travel to a new island.
5. **Catastrophic Damage.**
Your ship is unable to be repaired.



Conditions

Conditions are effects that apply to a character. They can be caused in a number of ways, both in and out of combat. Below is a list of conditions and their associated effects.

Burning.

A character suffers 1d4 damage at the start of their turn. A character may attempt to put out the fire by performing a Dexterity check of Average Difficulty.

Stunned.

A character cannot perform a move or attack action this turn unless they succeed at a Will check of Average Difficulty.

Prone.

A character falls flat onto the ground. They must spend 1 action to stand. While prone, attacks against that character gain advantage.

Blinded.

A character cannot move on their next turn. They may attack with melee weapons with disadvantage. Any attacks targeting a blinded enemy reduces the target's Difficulty to Hit by 1 level.

Deafened.

A character cannot hear on their next turn. While deafened, a character that would usually follow commands cannot. Additionally, sneaking out of a deafened character's line of sight creates no noise.

Bleeding.

A character suffers 2 damage at the start of their turn. A character can spend their turn patching their wounds to stop bleeding.

Poisoned.

A character suffers 1 damage at the start of their turn. Their speed is also reduced by 10 ft and their Power Ability Score is reduced by 2.

Weakened.

A character who is weakened moves at half speed and attacks deal half damage on their next turn.

Advantage.

A character with advantage rolls twice when attempting to hit or for a check. They take the higher results.

Disadvantage.

A character with disadvantage rolls twice when attempting to hit or for a check. They take the lower results.

Special Movements

Sometimes terrain will be more difficult to trek than simply moving or walking. The following list details alternative movement.

Sneaking.

As a movement action, you may attempt to sneak past enemies. Perform a Dexterity-Stealth check. The Difficulty of the check is equal to the number of spaces you are away from the enemy, starting at Impossible when adjacent and decreasing the Difficulty level by 1 for each space away. If you fail, complete your movement action and the enemy becomes aware of you.

Hide.

As a movement action, you may attempt to hide from enemies. To hide, perform a Dexterity-Stealth check against Difficulty determined by the Pirate Master. If you succeed, enemies will not target you for an attack. You must perform this check at the start of each turn if you wish to continue to hide.

Climbing.

When you climb, reduce your total Speed by half. You may perform a Power-Athletics or Dexterity check to attempt to climb at full Speed. The Difficulty is determined by the Pirate Master.

Falling.

When you fall, you may attempt a Power-Athletics or Dexterity check to fall safely. The Difficulty is determined by the Pirate Master. If you fail, you hit the ground and take 1d4 damage per 10 ft fallen.

Swimming.

While swimming, your speed is reduced by 10 ft.

Diving.

While diving, you must hold your breath. For every minute beyond the first submerged, take 1d4 damage. If you resurface after more than 3 minutes, suffer 1 level of exhaustion.

Exhaustion

Exhaustion can occur for a multitude of reasons, but is usually from extraneous activity or lack of rest or nourishment. Each day without food or water incurs 1 level of exhaustion. Each day with resting incurs 1 level of exhaustion. Resting and eating reduces your level of exhaustion by 1.

Level 1: Disadvantage on checks outside of combat.

Level 2: Disadvantage when attempting to hit.

Level 3: -1 to each Ability Effort. -1 additional Ability Effort beyond this level.

Devil Fruits

Devil Fruits are strange, magical fruits that, when consumed, give the user some incredible and unique power at the cost of becoming a hammer when submerged in water.

Although Devil Fruits can be incredibly powerful, they are also incredibly rare. When a player attempts a search, at the discretion of the Pirate Master, they may discover a Devil Fruit. Roll a 1d20, and only a 20, they have discovered a Devil Fruit.

A character can attempt to identify a Devil Fruit, but the Difficulty is always Impossible.

A player may eat a Devil Fruit whether they have identified the fruit or not. The results are irreversible. Once eaten, the results are irreversible. The user gains all traits of the Devil Fruit and immediately identify it. Additionally, anyone who eats a fruit cannot swim and will drown in water waist high.

Identifying a Devil Fruit

To identify a Devil Fruit, the Pirate Master will roll a 1d20.

1-10: Paramecia
11-18: Zoan
19-20: Logia

Once you know which type of Devil Fruit you have, refer to its corresponding table to determine which Devil Fruit has been found.

Paramecia Devil Fruit

Paramecia fruits are the most common type of Devil Fruit in the world. They cause some physical change to a user's body.

Paramecia users gain a special attribute. Additionally, they may use their powers in any other way they find suitable, within reason.

Roll a 1d20 and refer to the following table to determine a random Devil Fruit.

Paramecia Devil Fruits:

1. Chop-Chop Fruit.

You gain the ability to split your body into pieces!

In combat, you may separate your limbs and move them independently of your main body. Their movement speed is 10 ft and as an attack action, they may perform an attack.

2. Gum-Gum Fruit.

Your body becomes rubber!

In combat, your unarmed attacks have reach up to 30 ft. You are immune to electrocution damage from ranged weapons that use basic ammo.

Paramecia Devil Fruit Continued...:

3. Smooth-Smooth Fruit.

Your skin is super slippery!

You can make your feet slippery, increasing your speed by 10 ft. When an enemy attacks you with a melee weapon, increase your Difficulty to Hit by 2 levels.

4. Kilo-Kilo Fruit.

You can increase and decrease your weight!

If you are pushed or pulled for any reason, you may increase your weight to prevent being pulled. If you fall upon an enemy, you may deal 1d6 damage to that enemy for every 10 ft fallen.

5. Bomb-Bomb Fruit.

You've become a bomb man!

You are immune to explosive damage. Whenever you perform an unarmed melee attack, deal 1d6 additional damage. Any character within 10 ft of you also take 2 damage.

6. Flower-Flower Fruit.

You can sprout body parts on any surface!

You may perform an unarmed attack as if they are ranged. The range equals your movement speed x2. Your attacks used this way have a maximum damage dice roll of 1.

7. Clone-Clone Fruit.

You can become other people!

If you have touched someone in the past, you can transform your physical look to that person.

8. Dice-Dice Fruit.

You can turn your body into razor sharp blades!

Your unarmed melee attacks now cause bleeding when you deal more than 10 damage in one attack.

9. Bubble-Bubble Fruit.

You can create power-sapping soap bubbles!

While adjacent to a character, you may perform a Dexterity check against that character's Difficulty to Hit. If you succeed, the enemy's Power Ability score is reduced by 4 points.

10. Wheel-Wheel Fruit.

Your limbs can become wheels!

Increase your movement speed by 25 ft when using your Devil Fruit power.

Paramecia Devil Fruits Continued...

11. Revive-Revive Fruit.

You can come back to life!

If your character would die, instead return that character to life with full Health Points and Effort Dice.

12. Love-Love Fruit.

When people fall in love with you, they turn to stone!

You may perform a Cunning check upon enemies where the Difficulty is Easy but increases 1 level for every 2 enemies. If you succeed, the enemies turn to stone. This ability does not affect enemies with a Will Ability score of at least 10.

13. Venom-Venom Fruit.

You can turn your body into pure poison!

Whenever you hit an enemy adjacent to you with an unarmed attack, they become poisoned. You may increase the damage of the poison by 1 for each Effort Dice you choose to spend, with a maximum equal to your character's level.

14. Tremor-Tremor Fruit.

You can create earthquakes!

You gain a new attack:

Earthquake

Power-Force (Melee & Range 100 ft)

1d10 Damage per Effort (Max 1 per Level)

Suffer 1 level of exhaustion after each

combat encounter when you use this attack.

15. Float-Float Fruit.

You've gained the ability to float!

You may fly, increasing your speed in the air by 15 ft. You may also levitate other objects into the air up to 50 ft.

16. Arms-Arms Fruit.

You can turn into a gun!

As an action, you may transform one of your body parts into a simple melee or ranged weapon. You do not need ammo to attack with these weapons.

17. Barrier-Barrier Fruit.

You can create force fields!

In combat, as an action, you may create a barrier that surrounds a 25 ft area. Enemies can attempt to break your barrier. The Difficulty of breaking a barrier is Easy, but increases by 1 level for every 2 of your character's level.

18. Glare-Glare Fruit.

You can read people's minds!

You can attempt to read people's minds. People can attempt to resist by performing a Will check where the Difficulty is Easy, but increases by 1 for every 2 of your character's level.

19. Heal-Heal Fruit.

Your tears have the power to heal!

When adjacent to a character, you may spend an action. The adjacent character recovers 3 Health Points + your character's level.

20. Puff-Puff Fruit.

You can create a genie!

You may summon a genie in a space adjacent to you. It stays adjacent when you move. It's Ability scores are equal to yours and shares your Effort Dice. It is equipped with a simple melee spear weapon. It has Health Points equal to 5 times your character's level.



Zoan Devil Fruit

Zoan Devil Fruits allow the user to transform into animals of all kinds, gaining the strengths and benefits of that animal.

When a user gains a Zoan power, they can change form, from human, to half-beast, to beast. Half-beast and beast form give benefits that include Ability score increases. Beast form grants the user a new attack. In Beast form, users cannot use normal attacks.

Roll a 1d6 and refer to the following table to determine a random Devil Fruit.

Zoan Devil Fruits:

1. Ox-Ox Fruit, Bison Model.

Human-Beast: +4 to Power Ability

Beast: +6 to Power Ability

Ramming Blow.

Power-Force Attack (Melee)

1d4 Damage per Effort (Max 1 per Level)

This attack only deals damage if you first move up to your speed and end your movement adjacent to an enemy.

2. Tweet-Tweet Fruit, Falcon Model.

Human-Beast: +2 Power Ability

Beast: +2 Power Ability and +20 ft Speed when flying.

High Drop.

Dexterity Attack (Melee)

No Damage.

If you hit, you may pick up the enemy and fly up to your Speed. Then, you may drop the enemy and they suffer falling damage.

3. Cat-Cat Fruit, Leopard Model.

Human Beast: +2 Dexterity Ability

Beast: +2 Dexterity Ability, +4 Stealth Skill

Piercing Bite.

Dexterity Attack (Melee)

1d6 Damage per Effort (Max 0+ character's level)

4. Elephant-Elephant Fruit.

Human Beast: +4 Power Ability

Beast: +6 Power Ability, -1 Difficult to Hit

Stomp.

Power-Force Attack (Melee)

1d12 Damage per Effort (Max 3)

Any enemy that takes more than 15 damage from this attack becomes prone.

Zoan Devil Fruits Continued...

5. Snake-Snake Fruit, King Cobra Model.

Human-Beast: +2 Dexterity Ability

Beast: +2 Dexterity Ability, +1 Stealth Skill, +1 Insight Skill.

Cobra Strike:

Dexterity-Stealth Attack (Melee or Range 10 ft)

1d4 Damage per Effort (Max 3)

The enemy becomes poisoned.

6. Turtle-Turtle Fruit.

Human-Beast: Increase your Difficulty to Hit by 1 level.

Beast: Increase your Difficulty to Hit by 2 levels.

Spin Attack.

Dexterity Attack (Range 10 ft - 30 ft)

X Damage

The damage you do with this attack equals your Power Effort x4. Enemies are also pushed up to 20 ft. For this attack, the enemy's Difficulty to Hit decreases by 1 level.



Logia Devil Fruit

Logia Devil Fruits are the most rare and the most powerful. With extreme power comes extreme effort.

On your turn, as an action, you may activate your Logia Devil Fruit at the cost of x Effort Dice, where x equals 15 - your character's level. You must again pay this cost every turn you start with your Logia powers active.

While your Logia powers are active, enemy's ranged and melee attacks cannot hit you. You must materialize to use your own weapons.

Each Logia user has a special action they can take on their turn. These special actions do not count towards your two usual actions. Roll a 1d6 to determine your random Devil Fruit.

Logia Devil Fruits

1. Smoke-Smoke Fruit.

Element of Smoke.

Once per turn, you may cause an area of 20 by 20 ft to be flooded by smoke, causing all enemies within to become blinded. Additionally, all enemies take 1d6 damage.

2. Sand-Sand Fruit.

Element of Sand.

Once per turn, cause an adjacent enemy to become permanently weakened. They become unweakened only after drinking water.

3. Flame-Flame Fruit.

Element of Fire.

Once per turn, you may choose a space within 40 ft Range. That space, and all spaces adjacent to it, and all enemies in those spaces, become burning. Additionally, deal 2d12 damage to any enemy in the targeted space.

4. Rumble-Rumble Fruit.

Element of Electricity.

Once per turn, choose a space that you can see. Deal 15 damage to an enemy in that space and they become stunned.

5. Ice-Ice Fruit.

Element of Ice.

Once per turn, you may freeze an enemy adjacent to you that you hit with an attack. They skip their next turn and their Difficulty to Hit decreases by 2 levels.

6. Glint-Glint Fruit.

Element of Light.

Once per turn, choose a space within 300 ft. Move to that space, and then all enemies adjacent to you become blinded.

