DUNGEONS AND DEVIL FRUITS

Player's Handbook

Modern campaign edition

Revised core rules · One Piece adventures

VERSION 0.2 · PLAYTEST · 22 NOVEMBER 2026

Original game by Cody / OneWorldHD
Rebuilt for Contrary's crew

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Welcome aboard

This is a rebuilt campaign edition of **Dungeons and Devil Fruits**, by Cody / OneWorldHD and the original collaborators. It combines the source handbook with the revised 2024 core rules, a shared Haki and Devil Fruit advancement system, and selected modern setting material.

Version 0.2 · playtest · 22 November 2026. This is unofficial fan homebrew, not an official One Piece or D&D publication. New mechanics have not been table-playtested. Use revised SRD 5.2.1 for ordinary spells and the core Rules Glossary; this book supplies the setting-specific classes and rules. Revised features explicitly identified here supersede older wording in class tables and examples.

Original artwork is not reproduced in this text-led edition. The two-column book layout, typefaces, tables, and parchment treatment follow the original Homebrewery presentation. The table of contents and page references in this edition are generated from its actual pages.

Player boundary: the player book contains the species and power categories of the original handbook, including its existing spoilers. Late-manga named powers and adventure secrets are in the separate Dungeon Master's Guide.

Core rules

- **D20 Test** means an ability check, attack roll, or saving throw. Heroic Inspiration rerolls a die; it is not the old advantage token. A character cannot stockpile it.
- **Surprise** imposes disadvantage on initiative, not a lost first turn. Run hiding and invisibility using the revised Rules Glossary; an unseen attacker is not automatically hidden.
- **Grapple and shove** are Unarmed Strike options. The target chooses a Strength or Dexterity save against 8 + proficiency bonus + the attacker's Strength modifier. The revised Monk exception can use Dexterity. A normal grapple needs a free hand and cannot target a creature more than one size larger. Escaping uses the target's action and an Athletics or Acrobatics check against the escape DC. Do not use the old opposed-check initiation rule.
- **Exhaustion** subtracts twice its level from D20 Tests and 5 feet per level from Speed. Six levels kill. A Long Rest removes one level. Do not import the 2014 exhaustion table.
- **Magic, Utilize, Search, and Study** are distinct actions. A gadget described as casting a spell still uses the spell's casting time and the Magic action when appropriate. Calling it science does not turn it into a free object interaction.
- An **Attack action** permits equipping or unequipping a weapon with each attack, subject to the revised rule. This does not bypass ammunition, loading, hand requirements, or mastery eligibility.
- **Light** grants its one extra attack using a different Light weapon. **Nick** moves that attack into the Attack action; it does not grant another extra attack. Follow each feature's limits when combining Nick with a separately granted Bonus Action attack.
- The revised spellcasting rule limits expenditure of spell slots to cast spells on a turn. Use its exact wording and exceptions. This supplement adds the resource-equivalence restriction in section 11 for fruit techniques.
- Concentration is singular across class powers, Haki effects that require it, fruit techniques, and gadgets. Damage checks use the revised DC, including its maximum of 30.

Chapter 0: The World of One Piece

The World of One Piece

The map below gives a basic outline and potential roadmap for you to use for your own adventure. This section will also brief players who are new to the geography or nature of the One Piece world. You can either use the islands, factions, kingdoms, and objectives established in the main series. Or you could opt to make an entirely separate alternate universe with new factions, islands, and kingdoms custom tailored for your group's adventure.

Alternatively, you could use a mix of both types of settings, giving homage to certain locations, groups, and characters with your own spin while creating several new islands, allies, and villains for the group to meet. However you choose to run your campaign, using this world map will give you and your players an idea of a path to take to move forward toward adventure and the One Piece.

The Four Blue Seas

There are several different seas in the One Piece world.

North Blue. A sea in which many legendary pirates and factions were birthed. The North Blue contains many great kingdoms, as well as once being ruled by the Vinsmoke family, and mostly ocean with smaller islands and some continents.

East Blue. Considered the weakest of all the seas. The East Blue contains mostly ocean with many small islands and some continents.

South Blue. A sea that, similar to the North Blue, was the home of many famous pirates. The South Blue contains many great kingdoms and mostly ocean with smaller islands and some continents.

West Blue. A sea riddled with crime, being ruled by various mafia organizations that run a strong Underworld. The West blue contains mostly ocean with smaller islands.

The Grand Line

The Grand Line attracts an unsurmountable number of pirates and adventurers, both powerful and weak, to its seas. Many fail to even reach this sea, struggling to navigate its treacherous waters, extreme weather conditions, and powerful rival pirate crews or Marine forces. This sea also requires special tools to navigate. "Log Pose" compasses, for example, must be used to properly navigate and point ships to the next island since the sea's abnormal magnetic fields do not allow for ordinary compasses to be used. Moreover, Log Poses only allow for a limited and linear path to be taken because it will only point to one location at a time once it adjusts to the magnetic field of a nearby island.

Reverse Mountain and Red Line

The first half of the Grand Line, often referred to as "paradise" when compared to the latter half of the Grand Line. Despite its name, this sea is notably dangerous and will eliminate most newbie pirates that attempt to explore it. Paradise contains many small continents and islands with extreme weather conditions, many of which never change in season, temperature, or climate. Each piece of land may contain villages, cities, kingdoms, or countries. Weather conditions all across Paradise are often lethal to crews without gifted navigators and sturdy ships.

The Marines, warlords, armies, and established pirate crews will all defend their territories here or attack anyone unfamiliar on sight. Additionally, Sea Monsters and legendary beasts can be found commonly in the oceans or on islands within paradise that can easily threaten to annihilate any unsuspecting ship or traveler.

New World

Both the latter half of the Grand Line and the final frontier, this is the place where the strongest of the strong reside. It is also the deadliest sea, forcing even the most experienced of crews and ships into submission with its ruthless and completely unpredictable weather, hostile climates on many islands, and other supernatural threats that may randomly appear at a moments notice. Much like Paradise, there are many small continents and islands that are spread out across the sea.

Legendary pirate crews rule over their own massive territories, earning their captains the title "Emperor" or "Yonko". Each compete for territory and resources, with some even aiming for the title of "Pirate King". Territory of the Emperor crews may encompass a massive range of kingdoms, countries, or large sections of ocean. It is often said to survive here, one must align with a Yonko crew or inevitably war against them. There are typically four of these emperors, though that number may change depending on the circumstances and balance of power in the New World. Even the Navy is often afraid of exploring these seas or challenging the mighty Yonko, as more than one Yonko alliance or fleet forming an alliance against them could threaten the entire World Government.

Final Island

To avoid massive spoilers, this section will intentionally be left vague.

This legendary place rests at the very end of the Grand Line, within the final stretch of the New World. Within this mysterious location exists a colossal treasure that has had most pirates searching for decades to find. It also contains all the mysteries of the past, which will be useful to those searching for the truth of the world. The nature or exact contents of this location are still left open to interpretation, though any DM running their game can allow their players to reach this place by special means specific to their own adventure and world. The name of this island itself can be changed to fit a different plot or storyline for each world.

However one chooses to run this location, it will most likely be reached at the very end of a campaign and will allow players to access the One Piece in some way. Perhaps it can act as a gateway to the treasure. It could be an underwater city which rises to the sky to carry the players to the treasure. It could even itself be a weapon of some sort that has the capacity to destroy the planet. Because the mystery of the One Piece and Raftel has not been revealed yet (as of 2022), it is fair to insert your own spin on what it could be that players find here.

Chapter 1: Making a Character

Character creation and backgrounds

Start a new crew at level 3 unless the campaign specifically concerns ordinary people discovering their abilities. Use the standard array, point buy, or the table's agreed rolling method. Choose a background, species, class, crew role, dream, and relationship to another crewmate.

Background template

Every converted background grants: three eligible ability scores; +2 to one and +1 to another, or +1 to all three; two skill proficiencies; one tool proficiency; one Origin feat; and either its sensible original starting kit or 50 gp equivalent. No starting ability score exceeds 20. Select languages through revised character creation, adapting the language list to the setting. Poneglyph literacy is not an ordinary free language selection.

Retain the original background's contacts and narrative privileges. Replace an old numerical combat feature with the Origin feat rather than receiving both. The following are complete suggested packages; an equivalent custom background follows the same budget. Feats not included in the SRD require access to the relevant revised book; **Skilled** is the default substitute when unavailable.

Background	Eligible scores	Skills	Tool	Origin feat
Resistance archivist	Int, Wis, Cha	History, Investigation	Calligrapher's supplies	Skilled

Magic Initiate powers need a setting explanation, such as medical practice, weather devices, or spiritual ritual. That explanation changes presentation, not action costs, components, or targets.

Starting powers

The first supernatural or specialist advancement arrives at character level 3. A starting fruit uses that advancement; it is not a free class. A fruitless character receives an equally valid Haki or specialist choice. The original optional free feat/Haki/fruit at creation is replaced, not added. Cosmetic manifestations before level 3 have no combat benefit.

Power advancement and Drive

Replace Spirit Surge rarity farming, purchased training surges, the original free starting-power option, and the old chapter-7 feature shopping with this track. Training and dramatic victories explain advancement, but do not create extra picks beyond the track.

Character level	Total advancement picks	Maximum technique tier
1–2	0	Cosmetic only
3	1	Initiate
5	2	Adept
7	3	Adept
9	4	Adept
11	5	Master
13	6	Master
15	7	Master
17	8	Apex
19–20	9	Apex

Spend a pick on a listed Haki technique, specialist technique, or fruit investment. Meet every prerequisite. A mixed fruit-and-Haki build uses the same nine picks as a pure swordsman. Encounter XP does not grant an extra pick; training can retrain one pick between adventures while maintaining all dependencies.

Drive: once you gain your first pick, choose Constitution, Wisdom, or Charisma as your Drive ability. Maximum Drive equals twice proficiency bonus plus that ability modifier, minimum 2. Regain all Drive after a Long Rest. Once between Long Rests, after a Short Rest regain Drive equal to proficiency bonus. Drive never converts into spell slots, Focus, Fury, Hybrid Points, or hit dice. Your technique save DC is 8 + proficiency bonus + Drive ability modifier. Technique attack modifier is proficiency bonus + that modifier.

Grant-credit rule: an original class, species, or feat that grants an old Haki/fruit advancement instead unlocks the corresponding new technique without consuming an additional pick, but counts toward the table's maximum number of known advancements. If already at that maximum, replace one known technique or hold the grant until the next slot opens. Multiple grants never accelerate the maximum. Ordinary class features that merely resemble Haki are not converted into extra grants.

Chapter 2: Species

Species rules

Remove every original species ability-score increase, decrease, and increased score maximum. Remove alignment prescriptions. Keep age and culture descriptive. Mixed heritage uses one complete mechanical species package, not all parent traits.

Unless replaced below, retain the original species traits. Natural weapons count as Unarmed Strikes when their entry permits; revised unarmed rules determine grappling and shoving. Choose Intelligence, Wisdom, or Charisma for species-granted spells at creation and keep that choice. Use revised spells, retaining the original casting frequency and spell level.

Conversion register

Species or option	Required change beyond removing ability bonuses
Human and variant human	Use revised Human: Resourceful, Skillful, Versatile; no old free General feat
Large human variant	Choose revised Human, or the large-bodied package below; never both
Kuja human option	Revised Human with Kuja background; Haki uses the shared advancement track
Fish-Man, all four subtypes	Keep amphibious movement and subtype traits. Fruit weakness prevents self-propelled swimming but not water breathing
Merfolk	Keep original aquatic physiology. Fruit weakness overrides swimming; use mobility aids or a protective bubble when needed
Sky Islander, all three cultures	Keep traits; small wings alone grant no additional flight
Mink	Keep Electro and animal traits; replace Sulong with the controlled form below
Longarm, Longleg, Snakeneck, Three-Eye	Keep the chosen original tribe traits; no automatic Poneglyph translation or extra actions from anatomy
Cyborg	Keep the source's standalone species package, or choose another species plus the paid augmentation feat; do not stack both packages
Tontatta and Automata	Keep their original packages, but use Small combat size in a mixed crew; tiny appearance is descriptive and does not grant passage through any gap
Lunarian	Replace its Flight trait with the flame-mode package below; retain original Fire Resistance and Ignite spells
Elbaf Giant	Replace the entire original Gargantuan player package with one of the two giant options below
Buccaneer-descended character	Use the complete new large-bodied package below
Seraphim or other engineered clone	An origin, not a second free species. Choose Lunarian or another single species; additional copied powers consume advancements

Large-bodied heritage

A homebrew package for a large human or Buccaneer-descended adventurer. Humanoid; Medium; Speed 30 feet. Gain Athletics proficiency. Count as one size larger for carrying, lifting, pushing, and dragging, but not for weapon dice, grappling, or space. When you take damage, use a Reaction to reduce it by 1d10 + proficiency bonus; uses equal proficiency bonus per Long Rest. After failing a death saving throw, you may reroll it once per Long Rest and must use the new roll. Heritage does not automatically grant an ancestor's unique powers.

Giants

Mixed-crew mode: use the revised Goliath package, reskinned as a young, unusually small, or magically accommodated giant. This is an explicit scale abstraction, not the claim that canonical adult giants are Medium.

Full-scale mode: a giant-focused campaign can instead retain Gargantuan size and Speed 40 from the source, but not its ability bonuses or increased score caps. Keep Warrior Training, Sheer Size, and Overwhelming Charisma. Normal size rules apply to space and grapples. Do not automatically multiply weapon damage. Accommodate ship berths, food, corridors, and encounter geometry. The GM designs the whole campaign for that scale; this is not assumed compatible with the mixed-crew encounter estimates.

Controlled Sulong

Replace the original Sulong feature. At level 3, exposure to an unobscured full moon allows a Bonus Action transformation for 1 minute, once per Long Rest. While transformed, Speed increases by 10 feet and once on each of your turns an Unarmed Strike hit deals extra lightning damage equal to proficiency bonus. You have advantage on Wisdom (Perception) checks. The form ends if you are Incapacitated or choose to end it without an action. Losing moonlight ends it at the end of your next turn. This player-facing control is a balance adaptation; involuntary transformations belong to an agreed story premise, not surprise loss of player agency.

Lunarian flame modes

Replace Flight with these modes. Choose a mode at the end of each Long Rest; switching uses a Bonus Action. **Flame on:** no flight, and once per round reduce damage from one hit by proficiency bonus, without a Reaction. **Flame off:** increase walking Speed by 10 feet. Starting at level 5, gain a flying Speed equal to walking Speed while not wearing Medium or Heavy armor. Do not also use the old 50-foot flight. Flame-on resilience is reduction, not immunity, and does not accumulate across hits.

The races in One Piece all have a variety of distinct traits that set them apart from one-another. While humans are the most common and reside on most islands, other demihuman races have their own islands and territories that they reside in around the world. These demihuman races also have a wide variety sizes, characteristics, abilities, and cultures. In many cases, non-human races can be seen as much stronger by default than ordinary humans. However, many humans may opt to regularly train to be on par with these races as well.

Typically, non-human races don't mingle well with human civilzation and culture due to the severe level of racism and oppression often being brought non-humans by the Navy and World Government, which further fuels anti-human sentiments among the human populace. When a non-human is introduced into a human society, it will most likely be treated more harshly than their human counterpart, oftentimes alienating them completely. Likewise, Humans may also be treated differently when entering a non-human tribe or country due to the resentment they hold. It is up to the DM to decide how to run these encounters during roleplay.

Remember, the One Piece world is very divided and has many themes of slavery and extreme hatred toward non-humans. If these themes are too extreme or uncomfortable to run, feel free to remove most of the racial tension for a more relaxed experience for non-human player characters.

Player Races

In the world of One Piece, humans can be considered highly invasive and territorial to most other races and creatures. While there are many good-spirited humans out there, the World Government and Navy often tarnish the reputation of humans among non-humans. Due to this fact, most non-human races don't get along well with humans on average. However, there can very well be brotherhood among these races in certain circumstances, so long as compassion and friendship is shown.

Conquerors. Humans will settle in and take control of just about anywhere they can reach. The exception to this rule may be places like Fish-man Island or Zou, which are too inconvenient and out-of-reach to settle on for most human civilizations. Most of the world is conquered and ruled by humans under the World Government.

Great Kingdoms. As humans have expanded over the centuries, they have established many large cities, kingdoms, and fortresses across various islands and continents. Human culture can also be very different depending on where you look. While some human settlements can be more open-minded and accepting, other places may be far less tolerant toward outsiders and different ideas or cultures.

Human Traits

Creature type: Humanoid. **Size:** Small or Medium, chosen at creation. **Speed:** 30 feet.

Resourceful. Gain Heroic Inspiration whenever you finish a Long Rest.

Skillful. Gain proficiency in one skill of your choice.

Versatile. Gain an Origin feat of your choice. You must meet its prerequisites.

Large human and Buccaneer-descended characters may instead use the complete Large-bodied heritage package at the start of this chapter. Kuja characters use Human and the Kuja background; there is no additional free Haki pick.

Fishman

Fishmen, along with Merfolk, are one of the two races of humanoids that inhabit the sea. Fishmen are a roughly equal mix of Human and Fish, with human-like appendages and faces crossed with sea creatures such as sharks, blowfish, and other fish. They also have gills between their shoulders and necks, as well as often having webbed hands. Some species of fish-men may have extra appendages depending what on what species of fish they represent.

Fishmen have both lungs and gills, which allow them to breathe underwater and on land. Their webbed fingers and agile bodies allow them to move quickly in water for as long as they want. Some fishmen use their naturally strong bodies and unique features as a reason to believe they are superior to Humans. Despite these beliefs, fish-men often end up being the ones to become enslaved and oppressed by Humans, which drives their hatred for them even further. However, not all fish-men think this way and can actually get along well with humans as equals.

Amphibious. You can breathe air and water.

Underwater Athlete. You have proficiency in the Athletics skill. While underwater, you face no penalties or disadvantage as a result of underwater combat rules.

Adapted to the Sea. With the ability to adapt to extreme underwater depths, you have Resistance to cold damage.

Fish-Man Subraces

Subrace. Breeding among fish-people resulted in three main subraces: Shark, Manta Ray, Octopus, or Smelt-Whiting variants. Choose one of these Subraces and add its traits to your racial features alongside the ones listed above.

Shark Traits

These fish-men are known to have sharp shark-like teeth, light blue-tinted skin, large back fins, and extreme strength.

Apex Predtaor You have proficiency in the Intimidation skill.

Bite. Your razor-sharp teeth are a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an Unarmed Strike.

Manta Ray Traits

These fish-men are known to have wide side-fins and light-blue skin, moving at high speeds underwater.

Underwater Acrobatics You gain proficiency in the Acrobatics skill. You have advantage on acrobatics check made while underwater.

Sea Glide. You have a Swimming speed of 40 feet.

Octopus Traits

Octopus fish-men tend to have six arms and red or brown-tinted skin, with a lot of flexibility with their multiple appendages.

Deadly Precision You gain proficiency in one of the following: sleight of hand or an Artisan's tool of your choice.

Multi-Armed. You have four additional arms, six in total. While you cannot efficiently wield weapons with these arms, you may use them to hold smaller items such as potions and trinkets. Additionally, you have advantage on grapple checks with your arms.

Smelt-Whiting Traits

Smelt-whiting fish-men are known to have more dominant fish-like characteristics compared to other fish-men, and can spit water at their enemies.

Speed. Your base walking speed is 10 feet, and you have a Swimming speed of 50 feet. Once you reach age 30 as a female, your walking speed becomes 30 feet.

Amphibious. You can breathe air and water.

Merfolk Training. You have proficiency with the spear, Trident, and net.

Merfolk Combat. Being trained in underwater combat, you can control the flow of water to attack your enemies (ice and cold damage is treated as water). You can cast Ray of Frost with this trait. Starting at 3rd Level, you can cast Ice Knife with it, and starting at 5th Level, you can also cast Rime's Binding Ice with it. Once you Cast a Spell with this trait, you can't cast that spell with it again until you finish a Long Rest. Charisma is your Spellcasting Ability for these Spells.

Adapted to the Sea. With the ability to adapt to extreme underwater depths, you have Resistance to cold damage.

Languages. Merfolk can all speak and understand the universal spoken language of this world. Additionally, using gestures and sounds, you can communicate simple ideas with any beast that has an innate Swimming speed.

Sky Islander

Those who live up in the Sky Islands have adapted and adjusted to live in such an environment. There are three main factions that exist up here: Shandians, Birkans, and Skypieans. All three of these groups descended from a moon, sometimes referred to as "Fairy Vearth". On this moon, a great civilization existed named Shandoria. These three groups were a part of this civilization and were believed to have worked in unison.

Centuries after leaving the moon, these races have split apart and can be considered mostly divided into different tribes. These tribes now live mostly on Sky Islands and form civilizations in the clouds with their own cultures and technology. Some use a seemingly magical power called Mantra, which is actually Observation Haki.

Some sky islanders descent from the skies down to land, known as "Vearth" to them, and can interact with the various other races.

These three tribes can be described in the following ways:

Shandians

Once Shandians descended from the moon, they lived on a land-based island named Jaya. However, this island was blasted into the sky by a knockup stream, leaving the Shandians stranded in the sky for many centuries. Like the others that live on these sky islands, Shandians are known to grow wings on their backs. However, unlike the other groups, their clothing is similar to real-world native Americans. Additionally, they can often be seen with large tattoos decorating their bodies. Shandians fight as fierce and skilled warriors, surviving for many long centuries with these skills.

Age. Sky islanders reach adulthood in their teens and live for around a century.

Size. Sky islanders in the One Piece World are typically 5-6 feet tall. Some can rest far outside this range, but your size will count as medium.

Speed. Your base walking speed is 30 feet.

Protection of the Clouds. You are able to form fluffy floating clouds around you to reduce the speed of your fall. You gain the ability to cast Feather Fall. Once you use this ability, you cannot use it again until you complete a Short or Long rest.

Dial Proficiency. You innately understand dials that have came from sky islands and can carry one with you. Roll once on the Simple Dial Table in Chapter 5 to determine which one you start with.

Languages. Sky islanders can all speak and understand the universal spoken language of this world.

Sky Islander Subraces

Subrace. The separation of groups living on the "Fairy Vearth" resulted in three main subraces splitting off: Shandian, Birkan, or Skypiean variants. Choose one of these Subraces and add its traits to your racial features alongside the ones listed above.

Shandians

Your Shandian heritage has gifted you with great strength and combat expertise.

Shandian Weapon Training. You have proficiency with the quarterstaff, halberd, pike, glaive, spear, and heavy firearms.

Birkans

Your Birkan heritage has gifted you with powerful observation and foresight through mantra.

Mantra Specialist. You can choose to take the Color of Observation Training feat if you meet the prerequisite.

Skypieans

Your Skypiean heritage has gifted you with great knowledge of dials.

Advanced Dial Proficiency. You start with an additional Dial, allowing you to roll once more on the Simple Dial Table to determine what other Dial you start with. Additionally, you gain advantage on all checks made to find a dial.

Mink

Beast's Slash. Because of your beast-like features, you have a climbing speed of 20 feet. In addition, your body is a natural Weapon, which you can use to make unarmed strikes. You can choose to deal slashing for your unarmed strikes, and your unarmed strike damage dice becomes a minimum of 1d6.

Animal Instinct. You have proficiency in the Perception and Stealth Skills.

Electro. You know the Shocking Grasp cantrip. Wisdom is your Spellcasting Ability for this Spell. Additionally, you are Resistant to lightning damage.

Sulong Transformation. Use Controlled Sulong at the start of this chapter; that is your complete transformation rule.

Yokai Tribesman

There are several races of human-like tribes that have greatly moderated or exaggerated features that set them apart from regular people. These races are called the yokai tribes (though not officially), due to their resemblance to certain yokai in Japanese folklore. Only so much is known about these tribes in the One Piece world.

There are three main types of yokai tribes to choose from: the longleg tribe, the longarm tribe, and the three-eye tribe.

Yokai Tribesman Traits

Your yokai tribesman will have these traits.

Age. Yokai Tribesmen reach adulthood in their teens and live for around a century.

Tribal Charisma. The pride of your race and features has made you unbelievably confident in conversations. You have proficiency in the Intimidation and Persuasion skills.

Crafty. You gain proficiency in one tool or instrument of your choice.

Yokai Tribesman Subraces

Subrace. There are several variants of yokai tribesmen: the longleg tribesmen, the longarm tribesmen, and the three-eye tribesmen. Choose one of these Subraces and add its traits to your racial features alongside the ones listed above.

Longleg Tribesman

Your longleg tribesman has been gifted with magnificent long legs that grant them the following traits.

Size. Longleg tribesmen in the One Piece World are typically 7-8 feet tall. Some can rest far outside this range, but your size will count as medium.

Speed. Your base walking speed is 35 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in Darkness as if it were dim light. You can't discern color in Darkness, only Shades of Gray.

All-Seeing. You have blindsight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness.

Third Eye (Optional). Three-eyed tribesmen can all speak and understand the universal spoken language of this world. Additionally, some can awaken their third eye to be able to read and understand the language of the Poneglyphs (up to DM discretion).

Cyborg

As the name would imply, this race includes any human or life form that has had their body altered using metal or robotic parts. Typically, this might only include surface-level alterations, such as steel skin or a robotic hand. However, cyborgs may vary in how much of their body has been modified. Regardless of the degree of modification, they will always still have several parts of them that remain organic.

Cyborg Traits

Your cyborg will have these traits.

Age. Depending on how much of their body has been modified, cyborgs may have longer lifespans compared to other races. In theory, they are should still remain mortal so long as parts of them still remain organic.

Size. Cyborgs in the One Piece World are typically 5-6 feet tall. Some can rest far outside this range, but your size will count as medium.

Speed. Your base walking speed is 30 feet.

Steel Skin. Your body has a layer of defensive metal beneath or replacing your skin, which can be enhanced with armor:

- You gain a +1 bonus to Armor Class.
- To reinforce your metal skin, first you must disassemble a piece of mundane or magical armor. After doing so, you must spend an hour consistently incorporating these parts into your skin. Once you are finished, you gain the AC and bonuses of your chosen armor as if you were wearing it, as well as all of the side-effects of that armor. To remove this armor, you must spend an hour replacing it with artificial skin.
- This metal skin cannot be removed from your body against your will.

Robotic Resistance. You have advantage on Saving Throws against being Poisoned, and you have Resistance to poison damage.

Refueling. In place of eating food and drinking water each day, you must instead consume an equivalent amount of fuel to what a normal creature of your size would eat. The type of fuel you use can range from cola to gasoline (your choice), which costs roughly ฿5,000. Starvation rules apply to consuming fuel as they would with food for another race.

- **Night Lens.** You can see in dim light within 60 feet of you as if it were bright light, and in Darkness as if it were dim light. You can't discern color in Darkness, only Shades of Gray.
- **Headlights.** Lights on your body emit bright light in a 20-foot radius and dim light for an additional 20 feet.
- **Extended Flail.** This is an upgrade of the Flail Arm Feature, meaning you must also have that upgrade learned in order to learn and use this one as well. Your Flail Arm reach extends to 10 feet.
- **Flamethrower.** This is an upgrade of the Flame Breath Feature, meaning you must also have that upgrade learned in order to learn and use this one as well. You learn the Burning Hands spell cast at the 2nd-Level, which acts as a powerful spray of fire emitted from your body. Constitution is your Spellcasting Ability for this Spell. Once you use this feature, you cannot use it again until you complete a long rest.
- **Radical Beam.** This is an upgrade of the Air Blast Feature, meaning you must also have that upgrade learned in order to learn and use this one as well. You learn the Moonbeam spell, which acts as a powerful explosive laser beam emitted from you body. Constitution is your Spellcasting Ability for this Spell. Once you use this feature, you cannot use it again until you complete a long rest.
- **General Cannon.** This is an upgrade of the Air Blast Feature, meaning you must also have that upgrade learned in order to learn and use this one as well. You learn the Shatter spell, which you produce from air emitted from your body. Constitution is your Spellcasting Ability for this Spell. Once you use this feature, you cannot use it again until you complete a long rest.
- **Larger Propellers.** This is an upgrade of the Propeller Body Feature, meaning you must also have that upgrade learned in order to learn and use this one as well. You can now spin parts of your body like a propeller to lift you into the air. You now have a flying speed of 10 feet.
- **General Form.** This is an upgrade of the Centaur Form Feature, meaning you must also have that upgrade learned in order to learn and use this one as well. You can now transform your body into a larger robotic form until you run out of energy. You can cast the Enlarge/Reduce spell on yourself once with this trait, using only the spell's enlarge option, appearing to transform into a larger metal version of yourself. You regain the ability to cast this spell with this trait when you finish a long rest.
- **Advanced Shape-Memory Alloy.** This is an upgrade of the Shape-Memory Alloy Body Feature, meaning you must also have that upgrade learned in order to learn and use this one as well. You learn an additional Skill of your choice. Additionally, you learn the Shield spell. Once you use this feature, you cannot use it again until you complete a long rest.
- **Grand Arsenal.** This is an upgrade of the Arsenal Infusion Feature, meaning you must also have that Upgrade learned in order to learn and use this one as well. You are able to implement one more weapon into your body using Arsenal Infusion.

Optional Races

These optional races are intended to be used for games where the Dungeon Master approves of the use of races that might interfere with the game balance in a way that might feel unfair to some.

If these races don't fit into the way you want to run your game, feel free to leave them out or repurpose them for use as NPCs.

Dwarf [Optional]

Dwarves are a race of smaller humanoids, some small enough to fit into the palms of many medium-sized races' hands. Many can be considered gullible and are often convinced or tricked into work for others.

Size. Your combat size is Small. Your very small appearance is descriptive and does not grant unrestricted passage through gaps.

Hard to Detect. Your tiny size and evasiveness gives you proficiency in the Stealth and Acrobatics skills.

Glass Cannon Your hit point maximum decreases by 1, and it decreases by 1 every time you gain a level.

Super Strength. You are considered medium size when calculating push, pull, drag, or carry weight. You also roll normally on grapple checks and saves.

Swift Fury. When you reach 3rd level, you can cast the Zephyr Strike spell as a 1st-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the Kinetic Jaunt spell once with this trait and regain the ability to do so when you finish a long rest.

Master Cultivators. Your mastery of plants and plant products grants you resistance to poison damage and immunity to the Poisoned condition.

Automata

Your automata is a race of robots that resemble dwarves and have the ability to travel through outer space and live on the moon.

Size. Your combat size is Small. Your very small appearance is descriptive and does not grant unrestricted passage through gaps.

Programmed Minds. You are immune to abilities that allow other creatures to read your thoughts.

Robotic Resilience. You were created to have remarkable Fortitude, represented by the following benefits:

- You have advantage on Saving Throws against being Poisoned, and you have Resistance to poison damage.
- You don't need to eat, drink, or breathe.
- You are immune to disease.
- You don't need to sleep, and magic can't put you to sleep.

Militaristic Design. You gain one skill proficiency and one weapon proficiency of your choice.

Electric-Powered. You are immune to lightning damage. Additionally, if you are hit by an ability that would deal lightning damage, your attack rolls have advantage until the end of your next turn

Iron Shell. Your metallic body grants you a +1 bonus to Armor Class.

Lunarian [Optional]

Lunarians are a nearly extinct race of humanoids with feathered wings and the ability to control and produce fire to use as a weapon. Very few, if any, exist in the world as most of them suddenly disappeared and were thought to be eradicated.

Ignite. You know the Produce Flame cantrip. When you reach 3rd level, you can cast the Burning Hands spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the Flame Blade spell once with this trait and regain the ability to do so when you finish a long rest. Constitution is your spellcasting ability for these spells.

Elbaf Giant [Optional]

Choose Mixed-crew or Full-scale mode under Giants at the beginning of this chapter. That is your complete giant rules package.

Chapter 3: Classes

Using these classes

These are **updated homebrew classes**, not assertions that their complete class tables match an official 2024 class. Preserve original hit dice, saving-throw proficiencies, spellcasting ability, slots, unique features, and later subclass milestones unless expressly replaced. Keep original spell lists but use revised versions of named spells.

All subclass benefits that originally arrive at levels 1 or 2 move together to level 3, including bonus proficiencies and subclass spells. They are not gained twice. This movement does not delay ordinary base-class Spellcasting, mutation, or other non-subclass features. At class level 19, replace the standard ASI entry with the revised class-style Epic Boon choice, observing feat prerequisites. Extra ASIs at other levels remain.

A named official replacement below imports only that feature at the specified class level and its explicit later scaling, interpreting the official class name as the homebrew class. It does not import unrelated features or a second resource pool.

Pirates and explorers, driven by a desire for gold, power, and influence, aspire to reach new heights in their adventures. The morality of pirates can vary depending on the nature of your campaign, with many willing to face and overcome challenges that would deter ordinary individuals. While many powerful pirates may be primarily motivated by the pursuit of the One Piece, their fundamental driving force should be exploration and experiencing the world.

Classes shape a character's strengths, occupations, and talents as they navigate and overcome new challenges throughout their journey. They define a character's role within a crew and their relationship with the world and its inhabitants. Different classes leverage different Ability Scores, so it's wise to choose a class that aligns with your character's particular strengths and weaknesses. While many of these classes and subclasses draw heavily from those existing within the One Piece world, players are not limited to these choices. Feel free to incorporate any classes or features from the official D&D 5th Edition rules that you prefer, with DM oversight.

Class Skill and Ability Terminology

The major distinction between a medium like D&D and One Piece is that instead of creatures utilizing magic, runes, and spellcasting, most "supernatural" or "otherworldly" powers manifest as spiritual energy or high-tech phenomena throughout the world. Consequently, you might view magic as a byproduct of scientific innovation or natural phenomena.

For instance, when considering how certain spells, like "counterspell" or "dispel magic," might function in this setting, you could interpret anyone possessing these abilities as having the capacity to drain "energy or power" from adversaries or objects.

However, to avert confusion in some sections, either set of terminology provided below may be used interchangeably. You also have the liberty to swap certain terms around in your campaign when engaging with players and the DM. The term equivalents are as follows:

Bruiser

Revised class rules

Keep Scrapper, Fury, Fury recovery, and its unique progression. Use revised unarmed grapple/shove resolution for Brute Force and all similar effects. Machine Gun Blows remains one Bonus Action, not an Attack action and not eligible for Nick. A creature cannot use both it and another Bonus Action attack on the same turn. Brace for Impact temporary hit points never stack with Zoan or other temporary hit points. Retain all three original Brawling Styles. Do not add Barbarian Rage, Monk Focus, or the revised Monk chassis.

Level	Proficiency Bonus	Scrapper	Fury	Features
1st	+2	1d6	-	Scrapper, Unarmored Defense
2nd	+2	1d6	2	Fury, Charge Right Through
3rd	+2	1d6	2	Brawling Style Feature, Blood for Brawn
4th	+2	1d6	3	Ability Score Improvement, Thrill of the Fight
5th	+3	1d8	3	Extra Attack, Rampage, Fast Movement
6th	+3	1d8	4	Brawling Style Feature, Spirit Assault
7th	+3	1d8	4	Frenzied Rush, Unbending Resolve
8th	+3	1d8	5	Ability Score Improvement
9th	+4	1d8	5	Brutal Frenzy
10th	+4	1d8	6	Unbreakable
11th	+4	1d10	6	Brawling Style Feature
12th	+4	1d10	7	Ability Score Improvement
13th	+5	1d10	7	Undying Frenzy
14th	+5	1d10	8	Focused Fury
15th	+5	1d10	8	Tireless Training
16th	+5	1d10	9	Ability Score Improvement
17th	+6	1d12	9	Brawling Style Feature
18th	+6	1d12	10	Invincible
19th	+6	1d12	10	Epic Boon feat
20th	+6	1d12	12	The King

Class Features

As a Bruiser, you gain the following class features.

Hit Points

Hit Dice: 1d12 per bruiser level

Hit Points at 1st Level: 12 + your Constitution modifier

Hit Points at Higher Levels: 1d12 (or 7) + your Constitution modifier per bruiser level after 1st

Proficiencies

Fury

Starting at 2nd Level, your Training allows you to harness Fury, raw power and energy that stems from your spirit. Your access to this energy is represented by a number of Fury points. Your bruiser level determines the number of points you have, as shown in the Fury Points column of the Bruiser table.

You can spend these points to fuel various Fury features. You start knowing three such features: Machine Gun Blows, Brute Force, and Brace for Impact. You learn more Fury features as you gain levels in this class.

When you spend a Fury point, it is unavailable until you finish a Short or Long Rest, at the end of which you draw all of your expended Fury back into yourself. You must spend at least 30 minutes of the rest training to regain your Fury points.

Some of your Fury features require your target to make a saving throw to resist the feature's Effects. The saving throw DC is calculated as follows:

Fury save DC = 8 + your Proficiency Bonus + your Constitution modifier

Machine Gun Blows

Immediately after you take the Attack action on Your Turn, you can spend 1 fury point to make two unarmed strikes or bruiser weapon attacks as a Bonus Action.

Brute Force

You can use a bonus action and expend 1 fury point to make a shove attack or take the Dash action.

Brace for Impact

You can use your Fury to grit your teeth and withstand physical injuries. You can use a bonus action and spend 1 fury point to prepare for any incoming attack. You gain a number of temporary hit points equal to your scrapper die + your bruiser level.

Charge Right Through

At 2nd level, your spirit has grown to be able to resist harmful effects or hazards.

So long as you have at least 1 Fury point remaining, you have advantage on constitution saving throws against traps, spells, poison, disease, or breath attacks. To gain this benefit, you can't be Incapacitated.

Brawling Style

At 3rd Level, you choose and develop a way of brawling that best defines your fighting style: Black Fist Style, Dragon Style, or Beast Style. all detailed at the end of the class description. Your brawling style grants you features at 3rd level and again at 6th, 11th, and 17th level.

Blood for Brawn

Once you have used your frenzy a number of times equal to your Proficiency bonus, you must finish a long rest before you can enter it again.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Rampage

Starting at 5th level, you can make reckless attacks against enemies, making your fighting style a double-edged sword. When you hit a target with an unarmed strike or bruiser weapon, you can choose to deal additional damage to it equal to your scrapper die. If you do so, you must roll another scrapper die and deal the result in force damage to yourself as a part of the attack.

Fast Movement

Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.

Spirit Assault

Starting at 6th level, you've instinctively learned how to incorporate a little bit of haki into your attacks. Your unarmed strikes and bruiser weapon count as magical for the purpose of overcoming resistance and immunity to non-magical attacks and damage.

Frenzied Rush

At 7th level, as part of the bonus action you take to enter your frenzy, you can move up to half your speed.

Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your frenzy before doing anything else on that turn.

Unbending Resolve

Starting at 7th level, you can use your action to end one Effect on yourself that is causing you to be Charmed or Frightened.

Brutal Frenzy

At 9th level, when you are using your frenzy, you unarmed strikes and bruiser weapon deals an extra amount of damage equal to half your Proficiency bonus (rounded up).

Unbreakable

Starting at 10th level, you don't need to have 1 fury point remaining to use the Charge Right Through feature. Additionally, you are immune to disease and poison.

Undying Frenzy

Despite how easy it may be to generalize the brutish ways of a bruiser, each have a fairly distinct way of fighting. It may depend on their spirit, special attacks, or the way fury fuels their power. This comes in the form of using different fighting styles, typically representing how they were raised and taught to fight, and how they continue to train.

Black Fist Style

Similar to how the "Black Leg Style" utilizes kicks, this style is used by those who primarily use their fists as weapons. Many who utilize this style are often feared for their display of otherworldly strength, speed, defense, and use of haki in battle. The spirit of those who use this style is often heroic, with a hint of bloodlust. Black fist style is named after the way its users coat their limbs in extremely dark and thick layers of haki.

Bonus Proficiency

You have trained to unlock the upper limits of your strength. You gain proficiency with the Athletics Skill. If you are already proficient, you gain proficiency in the Acrobatics or Insight skill instead.

Demon Stance

Also at the 3rd level, you develop a demonic bloodthirst, granting you power as you rip apart your enemies. When you reduce a creature within 5 feet of you to 0 hit points, you gain temporary hit points equal to your Constitution modifier + your Bruiser level (minimum of 1 temporary hit point).

Haki-Coated

At 6th level, you may unlock any one "Uncommon" Color of Armament Haki Advancement feat from **Chapter 7** of this book. If you have already taken all the uncommon armament haki feats, you may take an uncommon haki advancement feat under a different color of haki, assuming you meet the prerequisites.

Bone Crusher

At 11th level, you can perform a variety of combat maneuvers while you are grappling an opponent within 5 feet of you:

- You can perform a mighty headbutt on a creature you are grappling. If you deal damage with an unarmed strike against a creature you are grappling, their attacks will have disadvantage until the start of your next turn. You can only use this once per turn.
- You can perform a backbreaker on a creature you are grappling. If you deal damage with an unarmed strike against a creature you are grappling, you can spend 1 fury point to attempt to stun them. The target must succeed on a Constitution saving throw or be Stunned until the end of your next turn. You can only use this once per turn.
- When you take the attack action, you may spend 1 or more fury points to perform a suplex on a creature your size or larger you are grappling. They must make a Constitution saving throw against your Fury Save DC. On a failed save, the target takes the number of fury points spent + 3 scrapper die in bludgeoning damage and is knocked prone, or only takes half as much damage on a successful one. After this effect is used, the grapple ends.

Black Fist Master

Thunderous Leap

At 6th level, you gain the blinding speed of a dragon. When you use Brute Force, instead of taking the shove attack or Dash action, you can teleport up to 30 feet toward a point you can see and gain advantage on your next attack.

Conqueror of Three Worlds

At 11th level, you are able to emit a larger blast of draconic energy.

As an action, you can expend 2 Fury points to hit the ground, where it erupts everything around you with energy for a brief but deadly instant.

Any creature of your choice within 20 feet of you must make a Dexterity saving throw against your Fury save DC. A creature takes fire, thunder, or lightning damage equal to two scrapper die + your Constitution modiifer on a failed saving throw, and half as much damage on a successful one.

Dragon Emperor

At 17th level, when you enter into your frenzy using Thrill of the Fight, you surround yourself with an aura of draconic spirit energy for 1 minute. You shed bright light in a 30-foot radius and dim light for an additional 30 feet from this aura. You can extinguish or restore the light as a Bonus Action. You gain the following abilities while this effect is active:

- If an enemy you can see hits you with an attack within 30 feet, you can use your reaction to deal a Scrapper die in fire, cold, or lightning damage to them.

- When you damage a creature with your Dragon's breath, the energy clings to the target if they failed the save. At the start of each of the creature's turns, it takes damage of the type dealt equal to one roll of your Scrapper die. At the end of its turn, the creature can repeat the save, ending the effect on itself on a success.

Beast Style

Certain great fighters desire a powerful companion in battle. Bruiser that utilize the beast style have developed a special bond with nature, allowing them to tame the fearsome beasts they might find along their journey. Through mutual respect and coordination, these bruisers and their companions make for a deadly duo.

Bonus Proficiency

When you choose this style at 3rd level, you gain proficiency with the Animal Handling skill. If you are already proficient, you gain proficiency with the Nature or Survival skill instead.

Beast Companion

Starting at 3rd level when you learn this style, you begin to use your strength and skills to create a powerful bond with a creature of the natural world.

Your animal companion gains proficiency in two skills of your choice. It also becomes proficient with all saving throws. For each level you gain after 3rd, your animal companion gains an additional hit die determined by the creature's hit dice and increases its hit points and maximum by rolling its hit die and adding its constitution modifier to the total, then increasing its maximum hit points by that amount.

Whenever you gain the Ability Score Improvement class feature, your companion's abilities also improve. Your companion can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1. As normal, your companion can't increase an ability score above 20 using this feature unless its description specifies otherwise.

Your companion shares your interests and alignment, and has personality traits and a design of your choice (with DM assistance if required.)

Beast Stance

At 3rd level, you share your food, water, shelter, and training sessions with your beast companion. Additionally, you both learn to coordinate in battle using your brawling techniques. You share the following Fury abilities:

Machine Gun Blows. When you use this fury ability, your companion can make one or both attacks instead of you.

Brute Force. When you use this fury ability, your companion can take the Dash action.

Brace for Impact. When you gain temporary hit points from this fury ability, your companion also gains the same amount of temporary hit points.

Bestial Spirit Assault

At 6th level, your companion's attacks also count as magical for the purpose of overcoming resistance and immunity to non-magical attacks and damage.

Primal Coordination

Also at 6th level, you and your beast companion begin to flawlessly coordinate attacks. When you use the Attack action on your turn, if your companion can see you, it can use its reaction to make a melee attack.

Vicious Mauling

At 11th level, you can spend 1 Fury point as a bonus action to have your beast companion make a melee attack against each creature of its choice within 5 feet of it, with a separate attack roll for each target.

Chain Frenzy

Beginning at 17th level, when you enter your frenzy using Thrill of the Fight, your beast companion also gains certain benefits. It gains resistance to bludgeoning, piercing, and slashing damage and deals an extra amount of damage on each of its attacks equal to half of your Proficiency bonus (rounded up) for 1 minute unless it falls unconscious or your frenzy ends early.

Chemist

Level	Proficiency Bonus	Features	Natural Abilities (Cantrips) Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Alchemical Symbols, Invention Power (Spellcasting)	2	2	—	—	—	—	—	—	—	—
2nd	+2	Monster Mutation	2	3	—	—	—	—	—	—	—	—
3rd	+2	-, Chemist Study	2	4	2	—	—	—	—	—	—	—
4th	+2	Monster Mutation Improvement, Ability Score Improvement	3	4	3	—	—	—	—	—	—	—
5th	+3	-	3	4	3	2	—	—	—	—	—	—
6th	+3	Chemist Study feature	3	4	3	3	—	—	—	—	—	—
7th	+3	-	3	4	3	3	1	—	—	—	—	—
8th	+3	Monster Mutation Improvement, Ability Score Improvement	3	4	3	3	2	—	—	—	—	—
9th	+4	-	3	4	3	3	3	1	—	—	—	—
10th	+4	Chemist Study feature	4	4	3	3	3	2	—	—	—	—
11th	+4	-	4	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	4	4	3	3	3	2	1	—	—	—
13th	+5	-	4	4	3	3	3	2	1	1	—	—
14th	+5	Chemist Study feature	4	4	3	3	3	2	1	1	—	—
15th	+5	-	4	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	4	4	3	3	3	2	1	1	1	—
17th	+6	-	4	4	3	3	3	2	1	1	1	1
18th	+6	Immortality Research, Abomination Powers	4	4	3	3	3	3	1	1	1	1
19th	+6	Epic Boon feat	4	4	3	3	3	3	2	1	1	1
20th	+6	Perfected Mutation	4	4	3	3	3	3	2	2	1	1

Class Features

As a chemist, you gain the following class features.

Hit Points

Hit Dice: 1d8 per chemist level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 6) + your Constitution modifier per chemist level after 1st

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Clubs, daggers, darts, javelins, maces, quarterstaffs, scimitars, sickles, slings, spears

Tools: Herbalism kit, Alchemist's Supplies

Saving Throws: Intelligence, Wisdom

Skills: Choose two from Arcana, Animal Handling, Insight, Medicine, Nature, Perception, Religion, and Survival

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a shield or (b) any simple weapon
- (a) a scimitar or (b) any simple melee weapon
- Thick shirt, an explorer's pack, and alchemist's supplies

Alchemical Symbols

You understand how to read alchemical symbols written in ancient blueprints or advanced technology. These symbols are a secret code thought up by the brightest alchemists in the past, and you can quickly and intuitively understand their secret meaning. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without special powers.

Invention Power (Spellcasting)

Drawing on the divine essence of chemical composition and alchemy, you can use various invention powers (spells) to shape that essence to your will. Invention Powers are the equivalent of "Spells" in 5th edition, and invention power slots are the same as "Spell Slots". Make sure to view the "Casting a Spell" section in the Player's Handbook for understanding Spellcasting in 5th Edition D&D. Chemist creation powers count as Chemist Spells in chapter 8.

Natural Abilities (Cantrips)

Invention (Spellcasting) Focus

You can use a alchemist's supplies as a spellcasting focus for your chemist Invention powers.

Monster Mutation

Starting at 2nd level, using a chemical concoction to alter your lineage factor, you can use your action to transform yourself into the form of an abomination. You can use this feature twice. You regain expended uses when you finish a short or long rest.

Your chemist level determines the abomination you can transform into, as shown in the Abominations table. Stat blocks for Chemist abominations are available at the end of the class features.

Monster Mutations

Chemist Level	Abomination Type
2nd	Tooth Abomination
4th	Claw Abomination, Fin Abomination
8th	Wing Abomination, Beast Abomination

You can stay in your abomination form for a number of hours equal to half your chemist level (rounded down). You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the abomination, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.
- When you transform, keep your normal hit points and Hit Point Dice. Gain temporary hit points equal to twice your Chemist level. Losing these temporary hit points does not end the form. Temporary hit points never stack; all other duration and ending conditions still apply.
- You can't cast special powers (spells), and your ability to speak or take any action that requires hands is limited to the capabilities of your abomination form. Transforming doesn't break your concentration on a special power (spell) you've already cast, however, or prevent you from taking actions that are part of a special power (spell), such as Call Lightning, that you've already cast.
- If you have Devil Fruit powers, you cannot use them while in this form, as your lineage factor is temporarily disrupted.
- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.

Additionally, whenever you reach a level in this class that grants the Ability Score Improvement feature, you can replace one natural ability (cantrip) you learned from this class's Invention Power (Spellcasting) feature with another cantrip from the chemist spell list.

Immortality Research

Starting at 18th level, the chemical knowledge that you possess allows you to develop medicine that makes you to age more slowly. For every 10 years that pass, your body ages only 1 year. This medicine only works on you.

Abomination Powers

Beginning at 18th level, you can cast many of your invention powers (spells) in any shape you assume using your Monster Mutation. You can perform the somatic and verbal components of a invention power while in an abomination form, but you aren't able to provide material components.

Perfected Mutation

At 20th level, you can use your Monster Mutation an unlimited number of times.

Additionally, you can ignore the verbal and somatic components of your chemist invention powers (spells), as well as any material components that lack a cost and aren't consumed by a invention power (spell). You gain this benefit in both your normal shape and your abomination form.

Chemist Studies

All chemists spend a majority of their time studying various fields of science to incorporate into their own research. Which other field you decide to specialize in may depend on if you prefer more monstrous transformations, greater invention powers, or the ability to support your allies with chemical conconctions.

Botany

Botanists will often focus on the landscape and plantlife in foreign lands, enabling greater innovations and herbal remedies or concotions.

Bonus Natural Ability (Cantrip)

When you choose this study at 2nd level, you learn one additional chemist cantrip of your choice. This cantrip doesn't count against the number of chemist natural abilities (cantrips) you know.

Herbal Remedy

Starting at 3rd level, you can regain some of your creative energy by consuming herbal concotions you've prepared from gathering special local plants. During a short rest, you choose expended invention power slots to recover. The invention power slots can have a combined level that is equal to or less than half your chemist level (rounded up), and none of the slots can be 6th level or higher. You can't use this feature again until you finish a long rest.

Chemist Level	Field Invention Power
3rd	Blur, Silence
5th	Create Food and Water, Protection from Energy
7th	Blight, Hallucinatory Terrain
9th	Insect Plague, Wall of Stone

Forest

Chemist Level	Field Invention Power
3rd	Barkskin, Spider Climb
5th	Call Lightning, Plant Growth
7th	Divination, Freedom of Movement
9th	Commune with Nature, Tree Stride

Grassland

Chemist Level	Field Invention Power
3rd	Invisibility, Pass Without Trace
5th	Daylight, Haste
7th	Divination, Freedom of Movement
9th	Dream, Insect Plague

Mountain

Chemist Level	Field Invention Power
3rd	Spider Climb, Spike Growth
5th	Lightning Bolt, Meld into Stone
7th	Stone Shape, Stoneskin
9th	Passwall, Wall of Stone

Swamp

Chemist Level	Field Invention Power
3rd	Darkness, Melf's Acid Arrow
5th	Water Walk, Stinking Cloud
7th	Freedom of Movement, Locate Creature
9th	Insect Plague, Scrying

Underground

Chemist Level	Field Invention Power
3rd	Spider Climb, Web
5th	Gaseous Form, Stinking Cloud
7th	Greater Invisibility, Stone Shape
9th	Cloudkill, Insect Plague

While in the sensor's radius, you and your allies gain a +5 bonus to Dexterity (Stealth) and Wisdom (Perception) checks, and any light from open flames in the radius (a campfire, torches, or the like) isn't visible outside the radius

The sensor vanishes at the end of the rest or when you leave the radius.

Instant Rescue

Starting at 10th level, you develop technology that allows you to blink over to a different point in space. As a bonus action on your turn, you can teleport up to 60 feet to an unoccupied space you can see. Alternatively, you can use your action to teleport one willing creature you touch up to 30 feet to an unoccupied space you can see.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses of it when you finish a long rest.

Brain Imaging

At 14th level, you develop a brain imaging device that allows you to be able to enter dreams and use special powers.

When you finish a short rest, you can cast one of the following invention powers (spells), without expending a invention power slot or requiring material components: Dream (with you as the messenger) and Scrying

Once you use this feature, you can't use it again until you finish a long rest.

Genetics

This field of science allows those who study it to heavily modify lineage factors and the genetics of living creatures. Geneticists are capable of creating a new level of mutations in their subjects.

Combat Mutation

When you choose this study at 2nd level, you gain the ability to use Monster Mutation on your turn as a bonus action, rather than as an action.

Additionally, while you are transformed by your Monster Mutation, you can use a bonus action to expend one invention power (spell) slot to regain 1d8 hit points per level of the invention power slot expended.

Special Monster Mutations

The study of your field grants you the ability to transform into more dangerous abominations. Starting at 3rd level, you can use your Monster Mutation to transform into the Claw or Beast Abomination.

Starting at 6th level, you also gain the ability to transform into special abominations listed in the below advanced table, determined by your Chemist level.

Special Monster Mutations

Tooth Abomination

Medium monstrosity, any alignment

Armor Class 15
Hit Points 14(4d6 + 4)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	12 (+1)	12 (+1)	5 (-3)	12 (+1)	5 (-3)

Skills Perception +3, Stealth +3
Senses Darkvision 60 ft., passive Perception 13
Challenge 1/4 (50 XP)

Pack Tactics. The abomination has advantage on an attack roll against a creature if at least one of the abomination's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit* (1d10 + 1) Piercing damage. Hit: The abomination attaches to the target. While attached, the abomination can't attack, and at the start of each of the abomination's turns, the target takes 6 (1d10 + 1) necrotic damage. The attached abomination moves with the target whenever the target moves, requiring none of the abomination's movement. The abomination can detach itself by spending 5 feet of its movement on its turn. A creature, including the target, can use its action to detach an abomination.

Claw Abomination

Medium monstrosity, any alignment

Armor Class 12
Hit Points 27(6d6 + 6)
Speed 30ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	6 (-2)	12 (+1)	7 (-2)

Skills Athletics +5, Perception +3
Senses passive Perception 13
Challenge 1/2 (100 XP)

Actions

Fin Abomination

Medium monstrosity, any alignment

Armor Class 12 (natural armor)
Hit Points 22(4d8 + 4)
Speed 0ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	6 (-2)	12 (+1)	7 (-2)

Skills Perception +3
Senses blindsight 30 ft., passive Perception 13
Challenge 1/2 (100 XP)

Pack Tactics. The abomination has advantage on an attack roll against a creature if at least one of the abomination's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Water Breathing. The abomination can breathe only underwater.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* (1d8 + 2) Piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* (1d6 + 2) Slashing damage.

Wing Abomination

Large monstrosity, any alignment

Armor Class 13
Hit Points 26(4d10 + 4)
Speed 10 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	13 (+1)	8 (-1)	14 (+2)	10 (+0)

Skills Perception +4
Senses passive Perception 14
Challenge 1 (200 XP)

Beast Abomination

Large monstrosity, any alignment

Armor Class 14 (natural armor)
Hit Points 37(5d10 + 10)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4
Senses passive Perception 13
Challenge 1 (200 XP)

Pack Tactics. The abomination has advantage on an attack roll against a creature if at least one of the abomination's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Keen Hearing and Smell. The abomination has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* (2d6 + 3) Piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Special Abominations

Only Chemists studying Genetics can use these Monster Mutation forms.

Hunter Abomination

Large monstrosity, any alignment

Armor Class 13 (natural armor)
Hit Points 51(6d10 + 18)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	17 (+3)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +5, Stealth +5

Stinger Abomination

Large monstrosity, any alignment

Armor Class 15 (natural armor)
Hit Points 52(7d10 + 14)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	15 (+2)	2 (-4)	9 (-1)	7 (-2)

Senses blindsight 60 ft., passive Perception 9
Challenge 3 (700 XP)

Alter Mutation (once per form). As an action, the abomination can alter its form to grow wings or fins. If it grows wings, its walking speed becomes 10 ft. and its flying speed becomes 80 ft. If it grows fins, its walking speed becomes 0 ft. and its swim speed becomes 50 ft.and it can only breathe underwater. An abomination cannot have wings and fins at the same time.

Actions

Multiattack. The abomination makes three attacks: two with its claws and one with its sting.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* (1d8 + 2) Slashing damage. The target is grappled, escape dc 12 The abomination has two claws, each of which can grapple only one target

Sting. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* (1d6 + 2) Piercing damage. The target must make a DC 12 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one

Tusk Abomination

Huge monstrosity, any alignment

Armor Class 12 (natural armor)
Hit Points 76(8d12 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	17 (+3)	2 (-4)	11 (+0)	7 (-2)

Senses passive Perception 10
Challenge 4 (1,100 XP)

Crusher Abomination

Huge monstrosity, any alignment

Armor Class 14 (natural armor)
Hit Points 85(9d12 + 27)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	17 (+3)	2 (-4)	10 (+0)	7 (-2)

Skills Stealth +5
Senses passive Perception 10
Challenge 5 (1,800 XP)

Alter Mutation (once per form). As an action, the abomination can alter its form to grow wings or fins. If it grows wings, its walking speed becomes 10 ft. and its flying speed becomes 40 ft. If it grows fins, its walking speed becomes 0 ft. and its swim speed becomes 40 ft. and it can only breathe underwater. An abomination cannot have wings and fins at the same time.

Actions

Multiattack. The abomination makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit* (3d10 + 5) Piercing damage. The target is grappled, escape dc 16 Until this grapple ends, the target is restrained, and the abomination can't bite another target

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit* (2d8 + 5) Bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone

Muscle Abomination

Huge monstrosity, any alignment

Armor Class 14 (natural armor)
Hit Points 138(12d12 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	20 (+5)	8 (-1)	10 (+0)	10 (+0)

Senses passive Perception 10
Challenge 6 (2,300 XP)

Move Devilsmith benefits from level 1 to 3; keep the level-1 infused focus and Spellcasting. Keep the original Pact-style slot table, Emanations, level-3 Infused Devil Fruit Category, and Fiendish Assimilation. At level 2 add the revised Warlock **Magical Cunning**, using Devilforged slots; it does not restore Drive, Haki, fruit powers, or another class's slots. Emanations and official Invocations are alternative selections only when explicitly approved, never two full lists of simultaneous grants. An infused item is the source of class powers, not a bonus full fruit sheet. Non-Zoan item infusion remains this game's homebrew science, not a claim that every fruit type is canonically fed to objects.

Magical Cunning

At level 2, perform a 1-minute rite to recover spent Devilforged slots, up to half your maximum number rounded up. You can do this once per Long Rest. It restores no other class's slots or power resources.

Level	Proficiency Bonus	Features	Natural Abilities (Cantrips) Known	Devil Powers (Spells) Known	Power (Spell) Slots	Slot Level	Emanations Known
1st	+2	Devil Fruit Infusion (Spellcasting), Devilsmith	2	2	1	1st	—
2nd	+2	Sea Devil's Emanations, Magical Cunning	2	3	2	1st	2
3rd	+2	Infused Devil Fruit Category	2	4	2	2nd	2
4th	+2	Ability Score Improvement	3	5	2	2nd	2
5th	+3	—	3	6	2	3rd	3
6th	+3	Devilsmith Feature	3	7	2	3rd	3
7th	+3	—	3	8	2	4th	4
8th	+3	Ability Score Improvement	3	9	2	4th	4
9th	+4	—	3	10	2	5th	5
10th	+4	Devilsmith Feature	4	10	2	5th	5
11th	+4	Fiendish Assimilation (6th level)	4	11	3	5th	5
12th	+4	Ability Score Improvement	4	11	3	5th	6
13th	+5	Fiendish Assimilation (7th level)	4	12	3	5th	6
14th	+5	Devilsmith Feature	4	12	3	5th	6
15th	+5	Fiendish Assimilation (8th level)	4	13	3	5th	7
16th	+5	Ability Score Improvement	4	13	3	5th	7
17th	+6	Fiendish Assimilation (9th level)	4	14	4	5th	7
18th	+6	—	4	14	4	5th	8
19th	+6	Epic Boon feat	4	15	4	5th	8
20th	+6	Devil's Bounty	4	15	4	5th	8

Class Features

As a devilforged, you gain the following class features.

Hit Points

Hit Dice: 1d8 per devilforged level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per devilforged level after 1st

Proficiencies

Armor: Light armor

Weapons: Simple weapons

Tools: One type of tool of your choice

Saving Throws: Wisdom, Charisma

Skills: Choose two from Arcana, Deception, History, Intimidation, Investigation, Nature, and Religion

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a musket and 20 ammunition or (b) any simple weapon
- a tool of your choice
- (a) a dungeoneer's pack or (b) an explorer's pack
- Thick shirt, any simple weapon, and two daggers

Devil Fruit Infusion (Spellcasting)

You have mastered the art of infusing items with Devil Fruit powers through the use of "Green Blood", which you have acquired by some means. Green Blood is made up of the synthesized lineage factors of Devil Fruits, which allows you to replicate the magical powers of Devil Fruits through your equipment. Through the use of these artificially infused items, which serve as your spellcasting focus, you can use a variety of powers (spells) to aid you in battle or adventure. Devil powers are the equivalent of "Spells" in 5th edition, and devil power slots are the same as "Spell Slots". Make sure to view the "Casting a Spell" section in the Player's Handbook for understanding Spellcasting in 5th Edition D&D. Devilforged powers count as Devilforged Spells in chapter 8.

Natural Abilities (Cantrips)

At 1st level, you know two cantrips of your choice from the devilforged spell list in Chapter 8, and can use them as natural abilities. You learn additional devilforged cantrips of your choice at higher levels, as shown in the Natural Abilities (Cantrips) Known column of the Devilforged table.

You produce your devilforged powers (spells) and effects through a special devil fruit-infused item you possess. You must have a power (spellcasting) focus - specifically some kind of weapon, armor, tool, or other item that is infused with devil fruit powers - in hand when you cast any power (spell) with this (spellcasting) feature. You must be proficient with the item to use it this way. See Chapter 5 in this book for descriptions of these items.

Once you have chosen one item or piece of equipment you wish to have infused, it becomes your power (spellcasting) focus. You cannot have more than one item infused with devil fruit powers in this way. If you wish to move the essence stored within your current infused item of choice into a new item or create a new infused item after losing your old one, you must spend 1 hour during a long rest to move the Green Blood from your old weapon into the new item and removing them from the old item. You must be proficient with this new item. In addition, you may choose to infuse items that are connected to your body, but not made of flesh. For example, a cyborg's iron fists may have devil fruit powers infused into them through green blood, without the cyborg itself having consumed a devil fruit, because they are technically not a part of the cyborg's natural body.

Due to the infusion of multiple devil fruits' essence into your item through the use of Green Blood, the exact devil fruit power it possesses may not be clear. Instead, your item has an infusion of many different powers you have collected through researching, hunting, and foraging for devil fruits. It should not be treated as a creature that has consumed a devil fruit power, but instead as a tool that grows in power with it's user over time. In addition, the item has the weaknesses of a devil fruit user in that it cannot be used as a power (spellcasting) focus while it is more than half-submerged in water or touching seastone.

Devilsmith

At 1st level, you have developed a particular style of devilsmithing which determines the types of equipment or items you specialize at infusing with. You can choose between Gear Smithing, Blade Smithing, and Firearm Smithing, all detailed at the end of the class description. Your choice grants you features at 1st level and again at 6th, 10th, and 14th level.

Sea Devil's Emanations

In your exploration of the origins of Devil Fruit powers through synthesizing their lineage factors, you have uncovered the true nature of the Sea Devil's energies that imbue these powers, now capable of being released from your infused item.

At 2nd level, you gain two sea devil emanations of your choice. When you gain certain devilforged levels, you gain additional emanations of your choice, as shown in the Emanations Known column of the Devilfoged table. A level prerequisite refers to your level in this class.

Additionally, when you gain a level in this class, you can choose one of the emanations you know and replace it with another emanation that you could learn at that level.

Infused Devil Fruit Category

- **Paramecia Infusion**

  - Your infused item develops special enhanced properties, similar to that of a paramecia-type devil fruit user. You can use your action to activate an item's paramecia powers, transforming it into a weapon (unless it is already a weapon). While activated, you can choose the form that this weapon takes each time you activate it, allowing it to become any type of weapon listed in Chapter 5. You are proficient with it while you wield it. This weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

  - Your infused weapon returns to your hand if it is more than 5 feet away from your for 1 minute or more. Additionally, you can return it back to its original form by deactivating its paramecia powers (no action required). Its powers disappear if you die, or if it becomes partially submerged in water or touches seastone.

- **Zoan Infusion**

  - Your infused item is capable of breaking a piece of itself off or stretching out, and transforms into a specific type of creature, similar to a zoan-type devil fruit user. You learn the *find familiar* spell and cast it as a ritual. The spell doesn't count against your number of spells known. The familiar dissipates and returns to its original form when it becomes more than half-submerged in water or touches seastone. When the familiar disappears, the disconnected piece of your infused item returns to its original place.

  - When you cast the spell, you can choose one of the normal forms for your familiar or one of the following special forms to better fit your item's zoan type: imp, pseudodragon, quasit, or sprite. Your DM may allow you to choose another form not listed here, using a custom stat block or another known creature.

  - Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack with its reaction.

Fiendish Assimilation

At 11th level, your devil fruit item develops immense newfound powers. Choose one 6th-level power (spell) from the devilforged spell list as this new power.

You can cast your Fiendish Assimilation power (spell) once without expending a spell slot. You must finish a long rest before you can do so again.

At higher levels, you gain more devilforged spells of your choice that can be cast in this way: one 7th-level spell at 13th level, one 8th-level spell at 15th level, and one 9th-level spell at 17th level. You regain all uses of your Fiendish Assimilation when you finish a long rest.

Alternatively, you can choose to incorporate or "steal" the essence of other great Devil Fruit powers into your infused item. When you see a Devil Fruit spell or spell effect within 30 feet of you, you may use your reaction to "store" a portion of the energy of that spell into your infused item, making it your new Fiendish Assimilation spell. The maximum level of the spell stolen must be equal to your current Fiendish Assimilation spell level. For example, if you are 13th level, you can only steal up to 7th-level spells created by a Devil Fruit power and store them into your infused item.

If you wish to remove the stolen Devil Fruit spell and return to using your original Fiendish Assimilation spell, you must spend 1 hour during a Short or Long rest removing the essence of the stolen spell and return the power of your original chosen Fiendish Assimilation spell. You cannot use the stolen spell again once it is removed from your infused item, unless you steal it again using this feature.

Devil's Bounty

At 20th level, you can release a surge of energy from within your Devil Fruit-infused item, allowing you to regain expended power (spell) slots. To do so, you must spend 1 minute focusing on your infused item in order to regain all your expended spell slots from your Devil Fruit Infusion (Spellcasting) feature. Once you regain spell slots with this feature, you must finish a long rest before you can do so again.

Devilsmith Style

Devilforged have a variety of methods of infusing Devil Fruit powers into their equipment and items. However, whichever type of items you tend to infuse the most will determine your Devilsmith style.

Gear Smithing

Devilforged who prioritize infusing their equipment, armor, tools, or worn items are known as "Gear Smiths". This grants you enhanced protection, proficiency, and physical ability.

Expanded Power (Spell) List

The Gear Smithing subclass lets you choose from an expanded list of spells when you learn a devilforged spell. The following spells are added to the devilforged spell list for you.

Gear Smithing Expanded Powers (Spells)

Devilish Reconstruction

When you reach 14th level, you are able to use your equipment to quickly and efficiently mend your injuries. On your turn, you can use a bonus action to regain hit points equal to 1d8 + your devilforged level. Additionally, if you put a severed body part of yours back in place when you use this feature, the part reattaches.

Once you use this feature, you can't use it again until you finish a short or long rest.

Blade Smithing

Devilforged who prioritize infusing their weapons for dueling and close-combat. This grants you enhanced damage, weapon proficiency, and fighting potential.

Expanded Power (Spell) List

The Blade Smithing subclass lets you choose from an expanded list of spells when you learn a devilforged spell. The following spells are added to the devilforged spell list for you.

Blade Smithing Expanded Powers (Spells)

Devil Power (Spell) Level	Devil Power (Spell)
1st	Shield, Thunderous Smite
2nd	Blur, Branding Smite
3rd	Blink, Elemental Weapon
4th	Fire Shield, Staggering Smite
5th	Banishing Smite, Cone of Cold

Devil's Branding

Starting at 3rd level, you gain the ability to burn a special brand or mark onto someone. As a bonus action, choose one creature you can see within 30 feet of you. The target is cursed by the devil's brand for 1 minute. The curse ends and the brand disappears early if the target dies, you die, or you are incapacitated. Until the curse ends, you gain the following benefits:

- You gain a bonus to damage rolls against the branded target. The bonus equals your proficiency bonus.
- Any attack roll you make against the branded target is a critical hit on a roll of 19 or 20 on the d20.
- If the branded target dies, you regain hit points equal to your devilforged level + your Charisma modifier (minimum of 1 hit point).

You can't use this feature again until you finish a short or long rest.

Hell's Duelist

At 3rd level, you acquire the training necessary to effectively arm yourself for battle. You gain proficiency with medium armor, shields, and martial melee weapons.

Expanded Power (Spell) List

The Firearm Smithing subclass lets you choose from an expanded list of spells when you learn a devilforged spell. The following spells are added to the devilforged spell list for you.

Firearm Smithing Expanded Powers (Spells)

Devil Power (Spell) Level	Devil Power (Spell)
1st	Magic Missile, Fog Cloud
2nd	Scorching Ray, Shatter
3rd	Fireball, Wind Wall
4th	Ice Storm, Wall of Fire
5th	Flame Strike, Wall of Force

Hellfire Artillery

At 3rd level, you gain proficiency in martial ranged weapons.

Additionally, you learn how to transform your infused item to fight for you. As a bonus action, you can use your infused item to create an artillery cannon that emerges from it. This cannon lasts for 1 minute or until you dismiss it as a bonus action.

While your cannon is active, you can make a ranged spell attack against one creature within 60 feet of you as a bonus action. On a hit, the target takes 1d8 + your Charisma modifier in fire, cold, or lightning damage (your choice). When you reach the 10th level in this class, the damage increases to 2d8 + your Charisma modifier.

You can summon this cannon using this feature a number of times equal to your porficiency bonus, and you regain all expended uses when you finish a long rest.

Nether Scope

At 6th level, your devil fruit item or weapon grants you enhanced sight and durability against flames. You gain the following benefits:

- You gain darkvision up to 60 feet.
- You gain proficiency in the Perception or Insight skill (your choice).
- You gain resistance to fire damage.

Blinding Flare

At 6th level, the cannon you create with Hellfire Artillery can defend you and your allies. When you or a creature you can see within 60 feet of you is targeted by an attack, you can use your reaction to impose disadvantage against that attack. After doing so, your cannon crumbles and disappears.

Exploding Shrapnel Shot

Mask of Many Faces

You can cast disguise self at will, without expending a spell slot.

Misty Visions

You can cast silent image at will, without expending a spell slot or material components.

Silver Tongue

You gain proficiency in the Deception and Persuasion skills.

Stable Infusion

You have advantage on Constitution saving throws that you make to maintain your concentration on a spell.

Thief of Five Fates

You can cast bane once using a devilforged spell slot. You can't do so again until you finish a long rest.

Agonizing Blast

Prerequisite: eldritch blast cantrip

When you cast eldritch blast, add your charisma modifier to the damage it deals on a hit.

Chilling Blast

Prerequisite: eldritch blast cantrip

Once on each of your turns when you hit a creature with your eldritch blast, you can reduce that creature's speed by 10 feet until the end of your next turn.

Repelling Blast

Prerequisite: eldritch blast cantrip

When you hit a creature with eldritch blast, you can push the creature up to 10 feet away from you in a straight line.

Sniping Blast

Prerequisite: eldritch blast cantrip

When you cast eldritch blast, its range is 300 feet.

Vacuum Blast

Zoan Regeneration

Prerequisite: Zoan Infusion

Whenever you regain hit points while your familiar is within 100 feet of you, treat any dice rolled to determine the hit points you regain as having rolled their maximum value for you.

Burning Blood

Prerequisite: Logia Infusion

As your logia-infused item begins to enhance the elements within your body, you gain nearly endless energy. You no longer need to sleep and can't be forced to sleep by any means. To gain the benefits of a long rest, you can spend all 8 hours doing light activity, such as training with your item or keeping watch.

Greater Logia Powers

Prerequisite: Logia Infusion

You gain additional powers from your logia-infused item. Choose two 1st-level spells from any class's spell list. You learn these spells as Devilforged spells, and they don't count against the number of spells you know.

Expanded Tool Infusion

Prerequisite: Gear Smithing style

You are able to infuse any tool with your Devil Fruit Infusion to make it your Infused Item. When you do so, you are now proficient with that tool.

Greater Armor Infusion

Prerequisite: Gear Smithing style

You are able to infuse any suit of armor with your Devil Fruit Infusion to make it your Infused Item. When you do so, you are now proficient with that suit of armor. You remain proficient with it until the infusion is removed or you no longer have this emanation.

Blessed Bow

Prerequisite: Firearm Smithing style

If your infused weapon is a longbow, you can create an arrow out of pure energy using it. When you hit a creature with an attack using your infused longbow, you can expend a spell slot to deal an additional 2d8 radiant damage to the target per spell level. Additionally, you make this enhanced attack at advantage if the target creature is a fiend or undead.

Bestial Summon

As a bonus action, you can emit a sound frequency from your infused item which negatively influences the minds of other creatures around you. The sound can be heard by any creation 5 feet away from your in every direction, but not in total cover. It lasts until you're incapacitated or you dismiss it as a bonus action.

The radius of sound gives you advantage on Charisma (Intimidation) checks but disadvantage on all other Charisma checks. Any other creature that starts its turn in the radius around you takes thunder damage equal to your Charisma modifier (minimum 0 damage).

Once you use this emanation, you can't use it again until you finish a short or long rest.

Sign of Ill Omen

Prerequisite: 5th level

You can cast bestow curse once using a devilforged spell slot. You can't do so again until you finish a long rest.

Shadow Puppets

Prerequisite: 5th-level devilforged

You can cast animate dead without using a spell slot. Once you do so, you can't cast it in this way again until you finish a long rest.

Mark of Mindmelting

Prerequisite: 5th level, hex spell or a devilforged feature that curses

As a bonus action, you cause a psychic disturbance around the target cursed by your hex spell or by a devilforged feature of yours, such as Devil's Branding or Sign of Ill Omen. When you do so, you deal psychic damage to the cursed target and each creature of your choice within 5 feet of it. The psychic damage equals your Charisma modifier (minimum of 1 damage). To use this emanation, you must be able to see the cursed target, and it must be within 30 feet of you.

Paramecia Smite

Prerequisite: 5th level, Paramecia Infusion

Once per turn when you hit a creature with your paramecia weapon, you can expend a devilforged spell slot to deal an extra 1d8 force damage to the target, plus another 1d8 per level of the spell slot, and you can knock the target prone if it is Huge or smaller.

Ricocheting Strike

Prerequisite: 5th level, Paramecia Infusion

You can attack with your paramecia weapon twice, instead of once, whenever you take the Attack action on your turn.

Visions of Chaos

Prerequisite: 7th level

You can cast confusion once using a devilforged spell slot. You can't do so again until you finish a long rest.

Relentless Mark

Prerequisite: 7th level, hex spell or a hellforged feature that curses

Your curse creates a temporary bond between you and your target. As a bonus action, you can magically teleport up to 30 feet to an unoccupied space you can see within 5 feet of the target cursed by your hex spell or by a devilforged feature of yours, such as Devil's Branding or Sign of Ill Omen. To teleport in this way, you must be able to see the cursed target.

Shared Zoan Transformation

Prerequisite: 7th level, Zoan Infusion

You can cast polymorph once using a devilforged spell slot. You can't do so again until you finish a long rest.

Supreme Zoan Mount

Prerequisite: 7th level, Zoan Infusion

You can cast find greater steed once using a devilforged spell slot, representing your infused item's zoan form. You can't do so again until you finish a long rest.

Sharpened Blade

Prerequisite: 7th level, Blade Smithing style

You can choose to make your infused weapon's damage die a d10 (the damage die for weapons with the versatile property becomes a d12 when wielded with two hands), regardless of its form.

Spring Step

Prerequisite: 9th level

You can cast jump at will, without expending a spell slot.

Shadow Speech

Prerequisite: 9th level

You can cast speak with dead at will, without expending a spell slot.

Zero-Gravity Step

When you hit a creature with your pact weapon, the creature takes extra lightning damage equal to your Charisma modifier (minimum 1).

Frostbite Strike

Prerequisite: 12th level, Paramecia Infusion

When you hit a creature with your pact weapon, the creature takes extra cold damage equal to your Charisma modifier (minimum 1).

Searing Strike

Prerequisite: 12th level, Paramecia Infusion

When you hit a creature with your pact weapon, the creature takes extra fire damage equal to your Charisma modifier (minimum 1).

Shroud of Shadow

Prerequisite: 15th level

You can cast invisibility at will, without expending a spell slot.

Blast and Strike

Prerequisite: 15th level, Paramecia Infusion

When you use your action to cast a spell, you may make one attack with your infused weapon as a bonus action.

Ultimate Paramecia Weapon

Prerequisite: 15th level, Paramecia Infusion

Your paramecia-infused weapon gains a +3 bonus to its attack and damage rolls, unless it is a magic weapon that already has a bonus to those rolls.

Beast Adaptation

Prerequisite: 15th level, Zoan Infusion

You can cast alter self at will, not including aquatic adaptation, without expending a spell slot.

Monstrous Submission

Prerequisite: 15th level, Zoan Infusion

Level	Proficiency Bonus	Hybrid Points	Features	Natural Abilities (Cantrips) Known	Hybrid Powers (Spells) Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	-	Hybrid Powers (Spellcasting)	4	2	2	—	—	—	—	—	—	—	—
2nd	+2	2	Hybrid Enhancements	4	3	3	—	—	—	—	—	—	—	—
3rd	+2	3	Power Enhancement, Hybrid Lineage	4	4	4	2	—	—	—	—	—	—	—
4th	+2	4	Ability Score Improvement	5	5	4	3	—	—	—	—	—	—	—
5th	+3	5	Hybrid Resilience	5	6	4	3	2	—	—	—	—	—	—
6th	+3	6	Hybrid Lineage feature	5	7	4	3	3	—	—	—	—	—	—
7th	+3	7	-	5	8	4	3	3	1	—	—	—	—	—
8th	+3	8	Ability Score Improvement	5	9	4	3	3	2	—	—	—	—	—
9th	+4	9	-	5	10	4	3	3	3	1	—	—	—	—
10th	+4	10	Power Enhancement	6	11	4	3	3	3	2	—	—	—	—
11th	+4	11	-	6	12	4	3	3	3	2	1	—	—	—
12th	+4	12	Ability Score Improvement	6	12	4	3	3	3	2	1	—	—	—
13th	+5	13		6	13	4	3	3	3	2	1	1	—	—
14th	+5	14	Hybrid Lineage feature	6	13	4	3	3	3	2	1	1	—	—
15th	+5	15	-	6	14	4	3	3	3	2	1	1	1	—
16th	+5	16	Ability Score Improvement	6	14	4	3	3	3	2	1	1	1	—
17th	+6	17	Power Enhancement	6	15	4	3	3	3	2	1	1	1	1
18th	+6	18	Hybrid Lineage feature	6	15	4	3	3	3	3	1	1	1	1
19th	+6	19	Epic Boon feat	6	15	4	3	3	3	3	2	1	1	1
20th	+6	20	Hybrid Restoration	6	15	4	3	3	3	3	2	2	1	1

Class Features

As a hybrid, you gain the following class features.

Hit Points

Hit Dice: 1d6 per hybrid level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per hybrid level after 1st

Proficiencies

Armor: None

Weapons: Daggers, darts, slings, quarterstaffs, muskets

Tools: None

Saving Throws: Constitution, Charisma

Skills: Choose two from Arcana, Deception, Insight, Intimidation, Persuasion, and Religion

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a musket and 20 ammunition or (b) any simple weapon
- a component pouch
- (a) a dungeoneer's pack or (b) an explorer's pack
- Two daggers

Hybrid Powers (Spellcasting)

At some point in your family tree, some interbreeding between ancient races and your own took place or an advanced team of scientists modified you from birth in a lab, integrating various lineage factors into your blood. These rare genetic qualities grant you an unknown source of energy, allowing you to use various hybrid powers (spells) to shape that energy to your will. Hybrid Powers are the equivalent of "Spells" in 5th edition, and hybrid power slots are the same as "Spell Slots". Make sure to view the "Casting a Spell" section in the Player's Handbook for understanding Spellcasting in 5th Edition D&D. Hybrid powers count as hybrid Spells in chapter 8.

Natural Abilities (Cantrips)

At 1st level, you know four cantrips of your choice from the hybrid spell list in Chapter 8, and can use them as natural abilities. You learn additional hybrid cantrips of your choice at higher levels, as shown in the Natural Abilities (Cantrips) Known column of the Hybrid table.

Hybrid Power (Spell) Slots

Hybrid Enchantments

At 2nd level, you tap into a deep wellspring of power within yourself, formed from advanced lineage factors. This wellspring is represented by Hybrid Points, which allow you to create a variety of special effects.

- **Hybrid Points.** You have 2 hybrid points, and you gain more as you reach higher levels, as shown in the Hybrid Points column of the Hybrid table. You can never have more hybrid points than shown on the table for your level. You regain all spent hybrid points when you finish a long rest.
- **Flexible Powers.** You can use your hybrid points to gain additional hybrid power (spell) slots, or sacrifice hybrid power slots to gain additional hybrid points. You learn other ways to use your hybrid points as you reach higher levels.
    - **Creating Hybrid Power (Spell) Slots.** You can transform unexpended hybrid points into one spell slot as a bonus action on your turn. The Creating Hybrid Power Slots table shows the cost of creating a spell slot of a given level. You can create hybrid power slots no higher in level than 5th. Any spell slot you create with this feature vanishes when you finish a long rest.
    - **Converting a Hybrid Power (Spell) Slot to Hybrid Points.** As a bonus action on your turn, you can expend one spell slot and gain a number of hybrid points equal to the slot's level.

Creating Hybrid Slots

Hybrid Power (Spell) Slot Level	Hybrid Point Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7

Power Enhancements

At 3rd level, you gain the ability to twist your hybrid powers (spells) to suit your needs. You gain two of the following Enhancements options of your choice. You gain another one at 10th and 17th level.

You can use only one Enhancement option on a hybrid power (spell) when you cast it, unless otherwise noted.

- **Careful Enhancement.** When you cast a hybrid power that forces other creatures to make a saving throw, you can protect some of those creatures from the hybrid's full force. To do so, you spend 1 hybrid point and choose a number of those creatures up to your Charisma modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the hybrid power.
- **Distant Enhancement.** When you cast a hybrid power that has a range of 5 feet or greater, you can spend 1 hybrid point to double the range of the hybrid power.
    - When you cast a hybrid power that has a range of touch, you can spend 1 hybrid point to make the range of the hybrid power 30 feet.

- **Twinned Enhancement.** When you cast a hybrid power that targets only one creature and doesn't have a range of self, you can spend a number of hybrid points equal to the hybrid power's level to target a second creature in range with the same hybrid power (1 hybrid point if the hybrid power is a cantrip). To be eligible, a hyrbid power must be incapable of targeting more than one creature at the hybrid power's current level. For example, magic missile and scorching ray aren't eligible, but ray of frost and chromatic orb are.

Ability Score Improvement

When you reach 4th Level, and again at 8th, 12th, 16th level, you can increase one ability score of your choice by 2, or you can increase two Ability Scores of your choice by 1. Alternatively, you can take a feat listed in Chapter 6. As normal, you can't increase an ability score above 20 using this feature. At class level 19, instead choose an Epic Boon feat for which you qualify.

Additionally, when you reach a level in this class that grants the Ability Score Improvement feature, you can do one of the following, representing the power within you flowing in new ways:

- Replace one of the options you chose for the Enhancement feature with a different Enhancement option available to you.
- Replace one natural ability (cantrip) you learned from this class' spellcasting feature with another cantrip from the hybrid spell list.

Hybrid Resilience

When you reach 5th level, you can tap into your special genetic traits to try and conjure success from failure. When you make an ability check that fails, you can spend 1 hybrid point to reroll the d20, and you must use the new roll, potentially turning the failure into a success.

Hybrid Restoration

At 20th level, you regain 4 expended hybrid points whenever you finish a short rest.

Hybrid Lineage

Hybrids may have any number of lineage factors packed into them. However, whichever lineage is dominant in your gene pool will determine your Hybrid Lineage.

Seraphim Lineage

Hybrids infused with Seraphim lineage have genetic traits inherited primarily from Lunarians. These lineage factors make them incredible durable and proficient with fire-based abilities.

Lunarian Blessing

At 3rd level, divine power guards your destiny. If you fail a saving throw or miss with an attack roll, you can roll 2d4 and add it to the total, possibly changing the outcome.

Once you use this feature, you can't use it again until you finish a short or long rest.

Angelic Resilience

Germa Lineage

Your lineage factors have been modified by the Germa Kingdom and their top scientists. As a result, you have been granted increased strength, durability, and speed since birth to serve their militaristic empire.

Bonus Proficiencies

At 3rd level, you gain proficiency with shields, simple weapons, and martial weapons.

Elemental Powers

Your affinity for elemental powers grants you the option to learn some non-hybrid spells that focus on weapon attacks. When your Hybrid Power (Spellcasting) feature lets you learn a hybrid spell of 1st level or higher, you can select the spell from the following list of germa powers (spells), in addition to the hybrid spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a Hybrid Power (spell) for you.

Germa Powers (Spells)

Hybrid Power (Spell) Level	Hybrid Power (Spell)
1st	Compelled Duel
1st	Searing Smite
1st	Thunderous Smite
1st	Wrathful Smite
2nd	Branding Smite
2nd	Magic Weapon
3rd	Blinding Smite
3rd	Elemental Weapon
4th	Staggering Smite

Soldier's Durability

At 3rd level, your germa lineage gives you extra fortitude. Your hit point maximum increases by 1, and it increases by 1 again whenever you gain a level in this class.

As an action, you can gain a base AC of 13 + your Constitution modifier if you aren't wearing armor, and your skin and bones have the consistency of steel and appears dented when damaged. This effect lasts until you end it as a bonus action, you are incapacitated, or you don armor other than a shield.

Elemental Absorption

At 6th-level, you have learned to absorb certain elemental effects. Choose between fire, lightning, thunder, and poison. You know have resistance to the chosen damage type. Additionally, whenever you are damaged by the chosen damage type, the next hybrid power (spell) you cast against an enemy deals additional damage equal to 1d6 of the chosen damage type.

This damage die increases to a d8 at the 14th level and a d10 at the 18th level.

Modified Flesh

Animalistic Traits

At 3rd level, choose one of the following mutations you inherit:

- You have the ability to breathe underwater, and you have a swim speed equal to your walking speed. You also grow gills from the back of your neck or behind your ears, your fingers become webbed, and you grow lasting cilia that extend through your clothing.
- You have a flying speed equal to your walking speed. Also, your arms become feathered and wing-like, and your legs harden and contort to become talon-like.
- Your walking speed permanently increases to 35 feet. Additionally, you can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena. You also grow a patchy fur coat or another mammalian feature.

Sharpened Vision

From 1st level, as you develop animal-like vision, you gain darkvision with a range of 120 feet.

When you reach 3rd level in this class, you learn the See Invisibility spell, which doesn't count against your number of hybrid spells known. In addition, you can cast it by spending 2 hybrid points or by expending a spell slot.

Bestial Defense

At 6th level, you gain resistance to psychic damage, as your instincts make your mind too sturdy to influence.

You also gain the ability to defend yourself by making a sudden escape away from danger. As a reaction when you are hit by an attack and take bludgeoning, piercing, or slashing damage from it, you can reduce that damage by an amount equal to your hybrid level plus your Charisma score, and then you can move up to 30 feet without provoking opportunity attacks. Once you use this special reaction, you can't use it again until you finish a short or long rest.

Flexible Body

Starting at 14th level, when you move on your turn, you take only half damage from opportunity attacks, and you can move through any enemy's space but can't willingly end your move there.

On your turn, you can move through any space that is at least 3 inches in diameter and do so without squeezing. When you stop moving, the regular squeezing rules apply if you're in a space one size smaller than you. You can't willingly stop in a space smaller than that, and if you're forced to do so, you immediately flow to the nearest space that can fit you, back along the path of your movement.

Final Evolution

Starting at 18th level, your being is fully altered by the power of the wild, making your body far more resilient than an ordinary creature. You gain the following benefits:

- You no longer need to eat, drink, or sleep.
- A critical hit against you becomes a normal hit.

Level	Proficiency Bonus	Features	Tactics (spells)	1st	2nd	3rd	4th	5th
1st	+2	Hawk-Eyed, Lock-on, Weapon Mastery	—	—	—	—	—	—
2nd	+2	Fighting Style, Special Tactics (Spellcasting), Gunsmith	2	2	—	—	—	—
3rd	+2	Marksman Archetype, Prey Awareness	3	3	—	—	—	—
4th	+2	Ability Score Improvement, Expert Reload	3	3	—	—	—	—
5th	+3	Extra Attack	4	4	2	—	—	—
6th	+3	Greater Lock-On	4	4	2	—	—	—
7th	+3	Marksman Archetype Feature	5	4	3	—	—	—
8th	+3	Ability Score Improvement, Fleet of Foot	5	4	3	—	—	—
9th	+4	—	6	4	3	2	—	—
10th	+4	Trick Shot	6	4	3	2	—	—
11th	+4	Marksman Archetype Feature	7	4	3	3	—	—
12th	+4	Ability Score Improvement	7	4	3	3	—	—
13th	+5	—	8	4	3	3	1	—
14th	+5	Silencer Shot	8	4	3	3	1	—
15th	+5	Marksman Archetype Feature	9	4	3	3	2	—
16th	+5	Ability Score Improvement	9	4	3	3	2	—
17th	+6	—	10	4	3	3	3	1
18th	+6	Ascended Awareness	10	4	3	3	3	1
19th	+6	Epic Boon feat	11	4	3	3	3	2
20th	+6	One Shot One Kill	11	4	3	3	3	2

Class Features

As a marksman, you gain the following class features.

Hit Points

Hit Dice: 1d10 per marksman level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per marksman level after 1st

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: Tinker's Tools

Saving Throws: Strength, Dexterity

Skills: Choose two skills from Acrobatics, Insight, Investigation, History, Perception, Sleight of Hand, Stealth, and Survival.

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) scale mail or (b) thick shirt
- (a) two shortswords or (b) two simple melee weapons
- (a) a dungeoneer's pack or (b) an explorer's pack
- (a) A rifle and 20 bullets or (b) a pistol and 20 bullets
- A set of Tinker's Tools

Hawk-Eyed

At 1st level, your proficiency bonus is doubled when making Perception checks. If your proficiency bonus is already doubled for the perception skill, you may choose another skill that uses your Wisdom modifier. Your proficiency bonus is now doubled for any ability check that uses the chosen proficiency instead

Lock-On

Beginning at 1st level, you focus your aim and killing intent onto one creature to target their weak points. When you hit a creature with an attack roll using a firearm or sling, you can mark the target for 1 minute.

The first time on each of your turns that you hit the marked enemy and deal damage to it, including when you mark it, you increase that damage by 1d4.

Tactic Slots (Spell Slots)

The Marksman table shows how many spell slots you have to cast your Marksman tactics of 1st level and higher. To use one of these tactics, you must expend a slot of the tactics's level or higher. You regain all expended tactic slots when you finish a long rest.

For example, if you know the 1st-level tactic Snare and have a 1st-level and a 2nd-level tactic slot available, you can cast Snare using either slot.

Tactics Known of 1st Level and Higher

You know two 1st-level tactics of your choice, taken from from the marksman spell list.

The Tactics Known column of the Marksman table shows when you learn more marksman tactics of your choice. The term "tactic level" is equivalent to "spell level". Each of these tactics must be of a level for which you have tactic slots. For instance, when you reach 5th level in this class, you can learn one new tactic of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the marksman tactics you know and replace it with another from the marksman spell list, which also must be of a level for which you have tactic slots.

Special Tactic Ability (Spellcasting Ability)

Wisdom is your special tactic ability for your marksman tactics, since your skills come from your attunement to your surroundings. You use your Wisdom whenever a tactic (spell) refers to your special tactic (spellcasting) ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a marksman tactic you use and when making an attack roll with one.

Tactic save DC = 8 + your proficiency bonus + your Wisdom modifier

Tactic attack modifier = your proficiency bonus + your Wisdom modifier

Gunsmith

Beginning at 2nd level, you can use your Tinker's Tools to craft any type of nonmagical firearm or sling and ammunition for a weapon you possess by spending half of the standard cost listed in Chapter 5. During a successful long rest, you must have spent at least 1 hour during it to completely build one firearm or up to five pieces of ammunition. You cannot repeat this process until the next time you complete a long rest.

Marksman Archetypes

At 3rd level, you choose the archetype that best suits your own style and profession. Choose the Gunslinger, Sniper, or Bounty Hunter, all detailed at the end of the class description. Your choice grants you a unique feature when you choose it at 3rd level. It also grants you additional benefits at 7th, 11th, and 15th level.

Prey Awareness

Fleet of Foot

Beginning at 8th level, you can use the Dash action as a bonus action on your turn.

Trick Shot

Starting at 10th level, once per turn you can target a specific location on a foe's body, so long as the foe's body has the location you want to target. When you hit with with a firearm or sling attack, you may add an additional effect based on the targeted location. A target creature hit by must make a saving throw against your Tactic save DC.

Armshot. On a hit, the target must succeed on a Constitution saving throw or drop a single held item of your choice.

Bodyshot. On a hit, the target must succeed on a Constitution saving throw or has disadvantage on all Dexterity saving throws and cannot speak until the start of your next turn.

Headshot. On a hit, the target must succeed on a Constitution saving throw or become disoriented, as if affected by the Confusion spell, until the start of your next turn.

Legshot. On a hit, the target must succeed on a Constitution saving throw or fall prone.

Wingshot. On a hit, the target must make a Constitution saving throw or have its flying speed reduced to 0 until the start of your next turn.

You may add a trick shot effect a number of times equal to your proficiency bonus and regain all uses when you finish a long rest. At the 20th level, you may a trickshot an unlimited amount of times, but only once per turn.

Silencer Shot

Starting at 14th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail, and the sound of your firearms do not immediately give away your exact location.

Ascended Awareness

Starting at 18th level, you may unlock any one "Very Rare" or lower Color of Observation Haki Advancement feat from Chapter 7. If you have already taken all the very rare and lower observation haki feats, you may take a very rare or lower haki advancement feat under a different color of haki, assuming you meet the prerequisites.

One Shot One Kill

Iron Mind

At 7th level, you gain proficiency in Wisdom saving throws.

High Noon

Starting at 11th level, you have the ability to ensure that your attacks count. If you miss with a firearm or sling attack during your turn, you can immediately make an additional ranged attack with that weapon. You can gain one additional attack during your turn with this ability

Quick-Step

At 15th level, you master the ability to disrupt and maneuver around an opponent's attacks. If a creature attacks you and does not have advantage on the attack roll, you can use your reaction to grant it disadvantage on the attack roll. You must use this ability before you know the result of the attack.

Sniper

Snipers are marksmen that try to maximize their range and stealth when hunting a target using camoflauge and distance. They will rarely ever be spotted or caught out when gunning down their prey from a safe location. These marksmen are horrifying to deal with from far away.

Scoping

At 3rd level, your range with firearms and slings becomes 150/600 feet unless its already a greater amount.

Empowered Bullet

Starting at 3rd level, you learn to craft special bullets using your gunsmithing abilities.

When you hit with a firearm or sling attack, you can expend a Tactic Slot to deal additional damage to a target. The extra damage is equal to 1d6 for a 1st-level Tactic Slot, plus 1d6 for each Tactic Slot higher than 1st, up to a maximum of 5d6.

Vantage Point

Starting at 7th level, you have advantage on Dexterity (Stealth) checks if you move no more than half your speed on the same turn.

Sniper's Support

At 11th level, you can support and draw attention away from your allies while they are fighting your target up close. When a creature is marked by your Lock-On, allied creatures have advantage on attack rolls against it until the mark ends. Additionally, the marked creature sheds dim light in a 10-foot radius, becoming clearly outlined.

Counter-Snipe

At 15th level, you gain the ability to counterattack when your prey tries to sabotage you. If a creature marked with Lock-On forces you to make a saving throw, you can use your reaction to make one weapon attack against the quarry. You make this attack immediately before making the saving throw. If the attack hits, your save automatically succeeds, in addition to the attack's normal effects.

This benefit lasts until you finish a short or long rest. It ends early if you designate a different creature. When you defeat or kill a creature with a Bounty's Brand on its head, you gain an additional 10% reward from collecting its bounty.

Stalker's Caution

At 7th level, you gain extra resilience against your prey's assaults on your mind and body. Whenever a creature marked by your Bounty's Brand forces you to make a saving throw and whenever you make an ability check to escape that target's grapple, add 1d6 to your roll.

Tactical Counter

At 11th level, you gain the ability to thwart someone else's tactics (magic). When you see a creature using a tactic (casting a spell) or teleporting within 60 feet of you, you can use your reaction to try to foil it. The creature must succeed on a Wisdom saving throw against your Tactic save DC, or its tactic (spell) or teleport fails and is wasted.

Once you use this feature, you can't use it again until you finish a short or long rest.

Professional Hunter

At 15th level, you gain the ability to counterattack when your target tries to sabotage you. If the target of your Bounty's Brand forces you to make a saving throw, you can use your reaction to make one weapon attack against the quarry. You make this attack immediately before making the saving throw. If the attack hits, your save automatically succeeds, in addition to the attack's normal effects.

Martial Artist

Revised class rules

Keep the original class table and schools. Its martial die progression already reaches d12. Rename Focus to Focus without creating another pool. Replace Swift Barrage, Shifting Body, and Whirlwind Step with revised Monk **Flurry of Blows, Patient Defense, and Step of the Wind**, respectively. Replace Deflect Projectile at level 3 with **Deflect Attacks**, and Deflect Energy at level 13 with the revised equivalent. Replace Stunning Strike with revised **Stunning Strike**, including its once-per-turn limit and successful-save benefit. Allow Dexterity for the revised unarmed grapple/shove DC as in revised Martial Arts. Keep the original chakras, Soul Weapon, Focused Aim, and other features. Do not import Heightened Focus, Uncanny Metabolism, or an additional Monk capstone; the original already supplies substantial extra recovery and defenses.

Proficiencies

Armor: None

Weapons: Simple weapons, shortswords

Tools: Choose one type of artisan's tools or one musical Instrument

Saving Throws: Strength, Dexterity

Skills: Choose two from Acrobatics, Athletics, History, Insight, Religion, and Stealth

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a shortsword or (b) any simple weapon
- (a) a pirate's pack or (b) an explorer's pack
- (a) 10 darts or (b) two daggers

Unarmored Defense

Beginning at 1st level, while you are wearing no armor and not wielding a Shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

Martial Arts

At 1st level, your practice of Martial Arts gives you mastery of Combat styles that use unarmed strikes and martial artist Weapons, which are shortswords and any simple melee weapons that don't have the Two-Handed or heavy property.

You gain the following benefits while you are unarmed or wielding only martial artist Weapons and you aren't wearing armor or wielding a shield:

- You can use Dexterity instead of Strength for the Attack and Damage Rolls of your unarmed strikes and martial artist Weapons.
- You can roll a d6 in place of the normal damage of your Unarmed Strike or martial artist weapon. This die changes as you gain martial artist levels, as shown in the Martial Arts column of the Martial Artist table.
- When you use the Attack action with an Unarmed Strike or a martial artist weapon on Your Turn, you can make one Unarmed Strike as a Bonus Action. For example, if you take the Attack action and Attack with a Quarterstaff, you can also make an Unarmed Strike as a Bonus Action, assuming you haven't already taken a Bonus Action this turn.

Certain martial arts schools use specialized forms of the martial artist Weapons. For example, you might use a club that is two lengths of wood connected by a short chain (called a nunchaku) or a Sickle with a shorter, straighter blade (called a kama). Whatever name you use for a martial artist weapon, you can use the game statistics provided for the weapon.

Unarmored Movement

Shifting Body

You can spend 1 Focus point to take the Dodge action as a Bonus Action on Your Turn.

Whirlwind Step

You can spend 1 Focus point to take the Disengage and Dash action as a Bonus Action on Your Turn, and your jump distance is doubled for the turn.

Soul Weapon

Also at 2nd level, you train yourself to use a variety of weapons as martial artist weapons, not just simple melee weapons and shortswords. Whenever you finish a short or long rest, you can touch one weapon, focus your Focus on it, and then count that weapon as a martial artist weapon until you use this feature again.

The chosen weapon must meet these criteria:

- The weapon must be a simple or martial weapon.
- You must be proficient with it.
- It must lack the heavy and special properties.

Martial Arts School

When you reach 3rd Level, you commit yourself to a school of martial arts: Six Powers, Fish-Man Karate, or New Kama Kenpo, all detailed at the end of the class description. Your school grants you features at 3rd Level and again at 6th, 11th, and 17th level.

Deflect Projectile

At Martial Artist level 3, when an attack roll hits you and its damage includes bludgeoning, piercing, or slashing, you can use your Reaction to reduce the total damage by 1d10 + your Dexterity modifier + your Martial Artist level. If reduced to 0, you may spend 1 Focus to redirect it: choose a creature you can see within 5 feet for a melee attack, or within 60 feet not behind Total Cover for a ranged attack. It makes a Dexterity save against your class DC, taking two martial dice + your Dexterity modifier in damage on failure. Use the damage type of the triggering attack.

Focus-Fueled Attack

Also at 3rd level, if you spend 1 Focus point or more as part of your action on your turn, you can make one attack with an unarmed strike or a martial artist weapon as a bonus action before the end of the turn.

Ability Score Improvement

When you reach 4th Level, and again at 8th, 12th, 16th level, you can increase one ability score of your choice by 2, or you can increase two Ability Scores of your choice by 1. Alternatively, you can take a feat listed in **Chapter 6**. As normal, you can't increase an ability score above 20 using this feature. At class level 19, instead choose an Epic Boon feat for which you qualify.

Slow Fall

At 7th level, your instinctive agility lets you dodge out of the way of certain area Effects, such as an exploding missile. When you are subjected to an Effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Stomach Chakra

Starting at 7th level, through control over your stomach chakra, if you spend at least 1 minute resting, you can give yourself all the benefits of a Short Rest. Once you use this feature, you can't use it again until you finish a Long Rest.

Acrobatic Movement

At 9th level, while you aren't wearing armor or wielding a Shield, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the movement.

Root Chakra

At 10th level, through control over your root chakra, you can use a Bonus Action to remove one of the following conditions from yourself: Charmed, Frightened, or Poisoned.

In addition, forgoing food and drink doesn't give you levels of exhaustion.

Throat Chakra

Starting at 13th level, through control over your throat chakra, you gain the ability to communicate using your mind and spirit to connect with others and understand their intent. You gain telepathy up to 30 feet.

Deflect Energy

From Martial Artist level 13, Deflect Attacks works against attacks dealing any damage type.

Crown Chakra

Beginning at 14th level, through control over your crown chakra, you gain proficiency in all Saving Throws.

Additionally, whenever you make a saving throw and fail, you can spend 1 Focus point to reroll it and take the second result.

Sacral Chakra

At 15th level, through control over your sacral chakra, when you roll Initiative and have 3 Focus Points or fewer, you regain expended Focus Points until you have 4.

Third Eye Chakra

Beginning at 18th level, through control over your third eye chakra, you can use your action to spend 3 Focus points to perfectly brace yourself against harm for 1 minute or until you are incapacitated. During that time, you have resistance to all damage except force damage.

You can only replace one melee attack with this special attack per turn. When you gain the Extra Attack feature, you can replace two attacks with this special attack per turn instead. When you take the attack action, you can expend 1 Focus point to be able to replace all of your melee attacks with this special attack during your turn.

At 6th level, you can deal force damage with Tempest Kick instead of slashing.

Iron Body and Paper Art

Starting at 6th level, your muscles become stronger than steel. Your Deflect Bullets feature can now work against melee attacks that deal bludgeoning, piercing, or slashing damage.

You can use this feature this way a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest. While you have no uses available, you can spend 1 additional Focus point to use this feature again.

Additionally, if you reduce the damage of a melee attack to 0 with this feature, you can completely shift your body to redirect the attack toward another enemy by spending 1 Focus point as part of the same reaction. By redirecting the attack, you can force it to hit a creature of your choice, other than the attacker, within 5 feet of you.

Shave

Starting at 11th level, you gain the ability to move or fly at extremely high speeds, appearing to teleport. You can use a Bonus Action to teleport up to 60 feet to an unoccupied space you can see. You then have advantage on the first melee Attack you make before the end of the turn.

You can use this feature a number of times equal to your proficiency bonus. After you've expended all these uses, you can only use Shave again by spending 1 Focus point to activate it. You regain all uses of this feature after you complete a long rest.

Moon Walk

Also at 11th level, when you use your Whirlwind Step, you can now kick the air with such force that you begin to propel yourself. While you do this, you have a flying speed equal to your walking speed until the end of your next turn.

Additionally, using the Slow Fall feature now reduces any Falling damage you take to 0.

Six King Gun

At 17th level, you learn the secret seventh technique of the Six Powers. When you hit a creature with an Unarmed strike within 5 feet of you, you can spend 3 Focus points to force it to make a Constitution saving throw. If it fails, it is reduced to 0 Hit Points. If it succeeds, it takes 10d10 force damage. Until the end of your next turn, you can't take an Action on your turn, as a wave of lethargy sweeps over you.

Fish-Man Karate

Sharkskin Palm Block

At 11th level, the power of your water-infused Focus now radiates from you, protecting your allies from harm and punishing any who raise arms against them. As a bonus action, you can take a defensive stance to create a protective aura of water that emerges 30 feet from you for 1 minute. Choose acid, cold, fire, lightning, or poison damage, and for the duration, you gain the following effects:

- You and your allies within your aura gain resistance to the chosen damage type.
- Waves of water-infused aura flow out from you and your allies when any of you are attacked. When you or one of your allies in the aura is hit by an attack made by another creature within the aura, the target of the attack can use their reaction to deal an amount of cold damage equal to one roll of your Martial Arts die to the attacker.

Once you use this bonus action, you can't use it again until you finish a long rest, unless you expend 4 Focus points to use it again.

Shark Pack Attack

At 17th level, you can release a pack of watery sharks that tear apart any creatures they catch. As an action, you can spend up to any number of Focus points and conjure a number of shark projectiles equal to Focus points spent to hurl at targets within 120 feet of you. You can hurl them at one target or several. Make a ranged spell attack for each shark using your proficiency bonus + Wisdom modiifer for the attack modifier. On a hit, the target takes 2 Martial Arts die in cold damage and is restrained until the start of your next turn, when the sharks evaporate.

New Kama Kenpo

New Kama Kenpo is the ultimate form of fighting used by the 99 masters of New Kama Kenpo and their Queen from Kamabakka Kingdom. This style has inspired other similar forms and schools of martial arts, but is considered the strongest of its kind. It is largely used by those who consider themselves "Okamas", but it can be learned by anyone who dedicates themselves to the teachings of this martial arts.

Okama Way

When you choose this school at 3rd Level, you gain proficiency in the Performance skill and disguise kits if you don't already have it as your Martial Arts technique mixes Combat Training with the precision of a dancer and the flashy abilities of the Okama.

In addition, your performances become more and more fabulous along with your appearance. When you make a Charisma check while dressed up as an okama, you can add your Wisdom modifier to the result.

Spinning Spa

Starting at 3rd level, you learn how to spin and dance gracefully as part of your Swift Barrage. Whenever you use Swift Barrage, you gain the benefit of the Disengage action, and your walking speed increases by 20 feet until the end of your turn.

Kick Claw First Pointe

Level	Proficiency Bonus	Features	Natural Abilities (Cantrips) Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Holy Power (Spellcasting)	3	2	—	—	—	—	—	—	—	—
2nd	+2	Channel Divinity, Divine Domain feature	3	3	—	—	—	—	—	—	—	—
3rd	+2	-, Divine Domain	3	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	4	4	3	—	—	—	—	—	—	—
5th	+3	Sear Undead	4	4	3	2	—	—	—	—	—	—
6th	+3	Channel Divinity (x2), Divine Domain feature	4	4	3	3	—	—	—	—	—	—
7th	+3	-	4	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement, Sear Undead, Divine Domain feature	4	4	3	3	2	—	—	—	—	—
9th	+4	-	4	4	3	3	3	1	—	—	—	—
10th	+4	A Call Beyond	5	4	3	3	3	2	—	—	—	—
11th	+4	Sear Undead	5	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	5	4	3	3	3	2	1	—	—	—
13th	+5	-	5	4	3	3	3	2	1	1	—	—
14th	+5	Sear Undead	5	4	3	3	3	2	1	1	—	—
15th	+5	-	5	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	5	4	3	3	3	2	1	1	1	—
17th	+6	Sear Undead, Divine Domain feature	5	4	3	3	3	2	1	1	1	1
18th	+6	Channel Divinity (x3)	5	4	3	3	3	3	1	1	1	1
19th	+6	Epic Boon feat	5	4	3	3	3	3	2	1	1	1
20th	+6	A Call Beyond improvement	5	4	3	3	3	3	2	2	1	1

Class Features

As a Priest, you gain the following Class Features.

Hit Points

Hit Dice: 1d8 per Priest level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Priest level after 1st

Proficiencies

Armor: Light armor, Medium Armor, Shields

Weapons: Simple Weapons

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Choose two from History, Insight, Medicine, Persuasion, and Religion

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a mace or (b) a Warhammer (if proficient)
- (a) Scale Mail, (b) Thick Shirt, or (c) Chain Mail (if proficient)
- (a) a Musket and 20 gun bullets or (b) any simple weapon
- (a) a priest's pack or (b) an explorer's pack
- A Shield and a holy symbol

Holy Power (Spellcasting)

As a conduit for divine energy, you can cast Priest Holy Powers (Spells). Priest holy powers count as Priest Spells in chapter 8.

Natural Abilities (Cantrips)

At 1st Level, you know three Cantrips of your choice from the Priest spell list. You learn additional Priest cantrips of your choice at higher levels, as shown in the Natural Abilities Known (Cantrips Known) column of the Priest table.

Preparing and Casting Holy Powers (Spells)

The Priest table shows how many Holy Power Slots (Spell Slots) you have to cast your Priest Holy Powers of 1st Level and higher. To cast one of these holy powers, you must expend a slot of the holy power's level or higher. You regain all expended Spell Slots when you finish a Long Rest.

Domain Holy Powers (Spells)

Each domain has a list of holy powers (spells)—its domain holy powers—that you gain at the Priest levels noted in the domain description. Once you gain a domain holy power, you always have it prepared, and it doesn't count against the number of Holy Powers you can prepare each day.

If you have a domain holy power (spell) that doesn't appear on the Priest spell list, the holy power is nonetheless a Priest holy power for you.

Channel Divinity

At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel special powers. You start with two such effects: Turn Undead and an effect determined by your domain. Some domains grant you additional effects as you advance in levels, as noted in the domain description.

When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again.

Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your priest holy power save DC.

Beginning at 6th level, you can use your Channel Divinity twice between rests, and beginning at 18th level, you can use it three times between rests. When you finish a short or long rest, you regain your expended uses.

Channel Divinity: Turn Undead

As a Magic action, present your holy symbol and spend one Channel Divinity use. Each Undead of your choice within 30 feet must succeed on a Wisdom saving throw against your class spell DC or have the Frightened and Incapacitated conditions for 1 minute. For that duration it tries to move as far from you as possible. The effect ends early on a creature if it takes damage, if you become Incapacitated, or if you die.

Ability Score Improvement

When you reach 4th Level, and again at 8th, 12th, 16th level, you can increase one ability score of your choice by 2, or you can increase two Ability Scores of your choice by 1. Alternatively, you can take a feat listed in **Chapter 6**. As normal, you can't increase an ability score above 20 using this feature. At class level 19, instead choose an Epic Boon feat for which you qualify.

Additionally, whenever you reach a level in this class that grants the Ability Score Improvement feature, you can replace one natural ability (cantrip) you learned from this class's Special Ability feature with another cantrip from the priest spell list.

Destroy Undead

Sear Undead, level 5. Whenever you use Turn Undead, roll a number of d8s equal to your Wisdom modifier, minimum one d8. Each Undead that fails its save takes Radiant damage equal to the roll total. This damage does not end Turn Undead. There is no separate CR-based automatic destruction table.

Priest Level	Holy Powers
1st	Fog Cloud, Thunderwave
3rd	Gust of Wind, Shatter
5th	Call Lightning, Sleet Storm
7th	Control Water, Ice Storm
9th	Destructive Wave, Insect Plague

Bonus Proficiencies

At 3rd level, you gain proficiency with Dials, Martial Weapons, and Heavy Armor.

Thunderous Dial Strike

Also at 3rd level, you can thunderously rebuke attackers with dials built into your clothing or gear. When a creature within 5 feet of you that you can see hits you with an Attack, you can use your Reaction to cause the creature to make a Dexterity saving throw. The creature takes 2d8 lightning or thunder damage (your choice) on a failed saving throw, and half as much damage on a successful one.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a Long Rest.

Channel Divinity: Destructive Wrath

Starting at 3rd Level, you can use your Channel Divinity to wield the power of your dials with unchecked ferocity.

When you roll lightning or thunder damage, you can use your Channel Divinity to deal maximum damage, instead of rolling.

Dial Ritual

At 6th level, you may occasionally manufacture Dials of your own. You may spend 24 hours touching and altering a normal shell as a ritual to turn it into a powerful Dial. When the 24 hours are over, roll on the Rare Dial Table in Chapter 5. The shell you are holding becomes that Dial.

You cannot perform this ritual again until you reach the 8th, 11th, 14th, or 17th levels. You can only perform this ritual once during each of those levels, and it must be used to transform your current ritually created dial into a new dial by rolling on the Rare Dial Table to change its effects into something different.

Dial Infusion

At 8th level, you gain the ability to combine your weapon strikes with dial-infused power. Once on each of your turns when you hit a creature with a weapon Attack, you can cause the Attack to deal an extra 1d8 thunder damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Dial Glide

At 17th level, you can use dials to give you a flying speed equal to your current walking speed whenever you are not Underground or indoors.

Desert Domain

Crippling Sands

Starting at 6th level, you can also use your Blinding Sands feature when a creature that you can see within 30 feet of you attacks a creature other than you.

Rising Heat

Starting at 8th level, you add fire or radiant damage equal to your Wisdom modifier to the damage you deal with any priest cantrip.

Desert Aura

Starting at 17th level, you can use your action to activate an aura of sunlight and burning sands that lasts for 1 minute or until you dismiss it using another action. You emit bright light in a 60-foot radius and dim light 30 feet beyond that. Your enemies in the bright light have disadvantage on Saving Throws against any spell that deals fire or radiant damage.

Death Domain

Devout worshippers of Death, the Reaper, the Devil, and all that brings about ruin and despair, priests that fall under this domain are blessed by the powers of negative energy and forces that cause death.

Death Domain Holy Powers (Spells)

Priest Level	Holy Powers
1st	False Life, Ray of Sickness
3rd	blindness/deafness, Ray of Enfeeblement
5th	Animate Dead, Vampiric Touch
7th	Blight, Death Ward
9th	Antilife Shell, Cloudkill

Bonus Proficiency

When the Priest chooses this domain at 1st level, he or she gains proficiency with Martial Weapons.

Reap

At 3rd level, the Priest learns one Necromancy natural ability (cantrip) of his or her choice from any spell list. When the Priest casts a Necromancy cantrip that normally Targets only one creature, the spell can instead target two creatures within range and within 5 feet of each other.

Channel Divinity: Sudden Decay

Starting at 3rd Level, the Priest can use Channel Divinity to destroy another creature's life force by touch.

When the Priest hits a creature with a melee Attack, the Priest can use Channel Divinity to deal extra necrotic damage to the target. The damage equals 5 + twice his or her Priest level.

Withering Grasp

At level 5, when you deal Sneak Attack damage, you can forgo one Sneak Attack die to apply one effect: **Poison** (requires a poisoner's kit on your person; Constitution save or Poisoned for 1 minute, repeat save at the end of each turn); **Trip** (Large or smaller target; Dexterity save or Prone); or **Withdraw** (immediately move up to half your Speed without provoking Opportunity Attacks). The save DC is 8 + your Dexterity modifier + proficiency bonus. Roll the reduced Sneak Attack pool; the spent die deals no damage.

Improved Cunning Strike

At level 11, you may apply two different Cunning Strike effects to the same Sneak Attack, paying both costs.

Devious Strikes

At level 14, add these options: **Daze, 2 dice** (Constitution save; on failure, on its next turn the target may move, take an action, or take a Bonus Action—only one); **Knock Out, 6 dice** (Constitution save or Unconscious for 1 minute; ends on damage or a successful repeated Constitution save at the end of a turn); **Obscure, 3 dice** (Dexterity save or Blinded until the end of its next turn).

Level	Proficiency Bonus	Sneak Attack	Features
1st	+2	1d6	Expertise, Sneak Attack, Thieves' Cant, Weapon Mastery
2nd	+2	1d6	Cunning Action
3rd	+2	2d6	Roguish Archetype, Steady Aim
4th	+2	2d6	Ability Score Improvement
5th	+3	3d6	Uncanny Dodge, Cunning Strike
6th	+3	3d6	Expertise
7th	+3	4d6	Evasion, Reliable Talent
8th	+3	4d6	Ability Score Improvement
9th	+4	5d6	Roguish Archetype feature
10th	+4	5d6	Ability Score Improvement
11th	+4	6d6	Improved Cunning Strike
12th	+4	6d6	Ability Score Improvement
13th	+5	7d6	Roguish Archetype feature
14th	+5	7d6	Power of Observation, Devious Strikes
15th	+5	8d6	Slippery Mind
16th	+5	8d6	Ability Score Improvement
17th	+6	9d6	Roguish Archetype feature
18th	+6	9d6	Elusive
19th	+6	10d6	Epic Boon feat
20th	+6	10d6	Stroke of Luck

Class Features

As a Rogue, you gain the following Class Features.

Hit Points

Hit Dice: 1d8 per rogue level

Tools: Thieves' tools

Saving Throws: Dexterity, Intelligence

Skills: Choose four from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, and Stealth

Equipment

You start with the following Equipment, in addition to the equipment granted by your background:

- (a) a Rapier or (b) a Shortsword
- (a) a Musket and 20 gun bullets or (b) a Shortbow and Quiver of 20 Arrows
- (a) a burglar's pack, (b) a dungeoneer's pack, or (c) an explorer's pack
- Thick Shirt, two daggers, and thieves' tools

Expertise

At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

Sneak Attack

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Rogue table.

Thieves' Cant

During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly.

In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Cunning Action

Reliable Talent

Beginning at Rogue level 7, when you make an ability check using a skill or tool proficiency, treat a d20 result of 9 or lower as 10.

Power of Observation

Starting at 14th level, you may unlock any one "Rare" or lower Color of Observation Haki Advancement feat from Chapter 7. If you have already taken all the rare and lower observation haki feats, you may take a rare or lower haki advancement feat under a different color of haki, assuming you meet the prerequisites.

Slippery Mind

By 15th level, you have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

Elusive

Beginning at 18th level, you are so evasive that attackers rarely gain the upper hand against you. No attack roll has advantage against you while you aren't incapacitated.

Stroke of Luck

At Rogue level 20, when you fail a D20 Test, you can turn the d20 roll into a 20. Once used, regain this feature after a Short or Long Rest.

Roguish Archetypes

There are various types of rogues that utilize a number of different tools to steal from their targets in the shadows, attack with elemental tricks, or duel in close range using fancy maneuvers. Through developing these methods of combat, several archetypes have emerged.

Swashbuckler

You focus your training on the art of the blade, relying on speed, elegance, and charm in equal parts. While some warriors are brutes clad in heavy armor, your method of fighting looks almost like a performance. Duelists and pirates typically belong to this archetype.

Fancy Footwork

When you choose this archetype at 3rd level, you learn how to land a strike and then slip away without reprisal. During your turn, if you make a melee attack against a creature, that creature can't make opportunity attacks against you for the rest of your turn.

Rakish Audacity

Starting at 3rd level, your confidence propels you into battle. You can give yourself a bonus to your initiative rolls equal to your Charisma modifier.

Fast Hands

Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work

When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement.

In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

Supreme Sneak

Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Use Special Gadgets

By 13th level, you have learned enough about the workings of technology that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of special gadgets (magic items).

Thief's Reflexes

When you reach 17th level, you have become adept at laying ambushes and quickly escaping danger. You can take two turns during the first round of any combat. You take your first turn at your normal initiative and your second turn at your initiative minus 10. You can't use this feature when you are surprised.

Elemental Trickster

Elemental Tricksters have mastered the science of many complex traps, tools, and plants. They may use these tools to aid in combat or simply create a number of illusory effects to distract your opponent.

Bonus Proficiencies

When you choose this archetype at 3rd Level, you gain proficiency with darts, blowguns, and giant slings.

Nature Powers (Spellcsating)

When you reach 3rd Level, you gain the ability to cast Nature Powers (Spells). See the general rules of Spellcasting and the Tinkerer spell list in chapter 8.

Natural Abilities (Cantrips). You learn three natural abilities (cantrips): Druidcraft and two other Cantrips of your choice from the Tinkerer spell list. You learn another tinkerer cantrip of your choice at 10th level.

Nature Power Slots (Spell Slots). The Elemental Trickster Nature Powers table shows how many Nature Power Slots you have to cast Tinkerer Spells of 1st Level and higher as Nature Powers. To cast one of these Nature Powers (spells), you must expend a slot of the nature power's level or higher. You regain all expended Nature Power Slots when you finish a Long Rest.

Level	Natural Abilities (cantrips) Known	Nature Powers (Spells) Known	Spell Slots per Spell Level: 1st	Spell Slots per Spell Level: 2nd	Spell Slots per Spell Level: 3rd	Spell Slots per Spell Level: 4th
3rd	3	3	2	-	-	-
4th	3	4	3	-	-	-
5th	3	4	3	-	-	-
6th	3	4	3	-	-	-
7th	3	5	4	2	-	-
8th	3	6	4	2	-	-
9th	3	6	4	2	-	-
10th	4	7	4	3	-	-
11th	4	8	4	3	-	-
12th	4	8	4	3	-	-
13th	4	9	4	3	2	-
14th	4	10	4	3	2	-
15th	4	10	4	3	2	-
16th	4	11	4	3	3	-
17th	4	11	4	3	3	-
18th	4	11	4	3	3	-
19th	4	12	4	3	3	1
20th	4	13	4	3	3	1

Nature's Invention

Starting at 3rd Level, when you cast Druidcraft, you can perform the following additional tasks with it:

- You can make your next Ranged Weapon attack deal fire, cold, or lightning damage instead. You can use this feature a number of times equal to twice your Intelligence modifier. You regain all uses of this feature again once you complete a short or long rest.
- You can enhance any natural shell and turn it into a Simple Dial of your choice. You can't use this feature again until you complete a long rest. You can have a number of Dials created this way equal to your Intelligence Modifier. You can cast this spell again to remove the properties from a Simple Dial you created and revert it back to a normal shell.
- You create a natural trap of your choice. This works the same as a Hunting Trap or Caltrops (pick one). You can use this feature a number of times equal to twice your Intelligence modifier. You regain all uses of this feature again once you complete a short or long rest.

Gift of the Wild

At 9th level, you may also learn Druid Spells using your Nature Power (Spellcasting) feature, using the same limitations.

Additionally, you may use Druidcraft as a bonus action.

Ingenious Ambush

Starting at 13th level, if you are hidden from a creature when you Cast a Nature Power (Spell) on it, the creature has disadvantage on any saving throw it makes against the nature power (spell) this turn.

Lord of Nature

At 17th level, you gain the ability to sap the power from a special power (spell) and use it by channeling it through your plants.

Immediately after a creature casts a special power (spell) that Targets you or includes you in its area of Effect, you can use your Reaction to attempt to absorb the effect into a seed and force the creature to make a saving throw with its Special Power (Spellcasting) ability modifier. The DC equals your spell save DC. On a failed save, you negate the special power's Effect against you, and you steal the knowledge of the special power (spell) if it is at least 1st Level and of a level you can cast (it doesn't need to be a Tinkerer spell). For the next 8 hours, you know the special power (spell) through your attunement with nature and can cast it using your Nature Power Slots.

Once you use this feature, you can't use it again until you finish a Long Rest.

Skald

Revised class rules

Level	Proficiency Bonus	Features	Natural Abilities (Cantrips) Known	Spirit Powers (Spells) Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spirit Powers (Spellcasting), Skalid Verse (d6)	2	4	2	—	—	—	—	—	—	—	—
2nd	+2	Jack of All Trades, Song of the Sea (d6), Versatile Verse	2	5	3	—	—	—	—	—	—	—	—
3rd	+2	Skald School, Expertise	2	6	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	3	7	4	3	—	—	—	—	—	—	—
5th	+3	Skalid Verse (d8), Continued Verse	3	8	4	3	2	—	—	—	—	—	—
6th	+3	Skald School feature	3	9	4	3	3	—	—	—	—	—	—
7th	+3	-, Counterverse	3	10	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	3	11	4	3	3	2	—	—	—	—	—
9th	+4	Song of the Sea (d8)	3	12	4	3	3	3	1	—	—	—	—
10th	+4	Skalid Verse (d10), Expertise, Tale of Legends	4	14	4	3	3	3	2	—	—	—	—
11th	+4	-	4	15	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	4	15	4	3	3	3	2	1	—	—	—
13th	+5	Song of the Sea (d10)	4	16	4	3	3	3	2	1	1	—	—
14th	+5	Skald School feature, Tale of Legends	4	18	4	3	3	3	2	1	1	—	—
15th	+5	Skalid Verse (d12)	4	19	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	4	19	4	3	3	3	2	1	1	1	—
17th	+6	Song of the Sea (12)	4	20	4	3	3	3	2	1	1	1	1
18th	+6	Tale of Legends	4	22	4	3	3	3	3	1	1	1	1
19th	+6	Epic Boon feat	4	22	4	3	3	3	3	2	1	1	1
20th	+6	Superior Verse	4	22	4	3	3	3	3	2	2	1	1

Class Features

As a skald, you gain the following Class Features.

Hit Points

Hit Dice: 1d8 per skald level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per skald level after 1st

Proficiencies

Armor: Light armor

Weapons: Simple Weapons, longswords, rapiers, cutlasses, shortswords

Tools: Three Musical Instruments of your choice

Saving Throws: Dexterity, Charisma

Skills: Choose any three

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a Rapier, (b) a Longsword, or (c) any simple weapon
- (a) a pirate's pack or (b) an entertainer's pack
- (a) Bagpipes or (b) any other musical instrument (not piano)
- Thick Shirt and a Dagger

Spirit Power (Spellcasting)

You have learned to spiritually attune to the emotions of others around you and also project your feelings into the world to create different magic-like effects. This class will use the Skald spell list in Chapter 8.

Natural Abilities (Cantrips)

You know two Cantrips of your choice from the skald spell list. You learn additional skald Cantrips of your choice at higher levels, as shown in the Natural Abilities (Cantrips) Known column of the Skald table.

Spirit Power (Spell) Slots

The Skald table shows how many Spirit Power (Spell) Slots you have to cast your Spirit Powers (Spells) of 1st Level and higher. To cast one of these Spirit Powers, you must expend a slot of the Spirit Power's level or higher. You regain all expended Spirit Power Slots when you finish a Long Rest.

You have uses equal to your Charisma modifier, minimum one, regained after a Long Rest. The die increases to d8 at Skald level 5, d10 at level 10, and d12 at level 15.

Jack of All Trades

Starting at 2nd Level, you can add half your Proficiency Bonus, rounded down, to any ability check you make that doesn't already include your Proficiency Bonus.

Song of the Sea

Beginning at 2nd Level, you can use soothing music or oration to help Revitalize your wounded allies during a Short Rest. If you or any friendly creatures who can hear your Performance regain Hit Points at the end of the Short Rest by spending one or more Hit Dice, each of those creatures regains an extra 1d6 Hit Points.

The extra Hit Points increase when you reach certain levels in this class: to 1d8 at 9th level, to 1d10 at 13th level, and to 1d12 at 17th level.

Versatile Verse

At 2nd level, if a creature has a Skaldic Verse die from you and casts a spirit power (spell) that restores hit points or deals damage, the creature can roll that die and choose a target affected by the spirit power. Add the number rolled as a bonus to the hit points regained or the damage dealt. The Skaldic Verse die is then lost.

Skald School

At 3rd Level, you delve into the advanced Techniques of a Skald School of your choice: the School of Hypnotism, School of Battlehymn, and School of the Underworld. both detailed at the end of the class description. Your choice grants you features at 3rd Level and again at 6th and 14th level.

Expertise

At 3rd Level, choose two of your skill Proficiencies. Your Proficiency Bonus is doubled for any ability check you make that uses either of the chosen Proficiencies.

At 10th level, you can choose another two skill Proficiencies to gain this benefit.

Ability Score Improvement

When you reach 4th Level, and again at 8th, 12th, 16th level, you can increase one ability score of your choice by 2, or you can increase two Ability Scores of your choice by 1. Alternatively, you can take a feat listed in **Chapter 6**. As normal, you can't increase an ability score above 20 using this feature. At class level 19, instead choose an Epic Boon feat for which you qualify.

Additionally, whenever you gain a level in this class that grants the Ability Score Improvement feature, you can replace one of the skills you chose for the Expertise feature with one of your other skill proficiencies that isn't benefiting from Expertise or replace one cantrip you learned from this class's Spirit Power (Spellcasting) feature with another natural ability (cantrip) from the skald spell list.

Skalds have many different methods of utilizing their mystical powers, primarily through the school in which teaches them. Since skaldic tales and abilities stem from their music, stories, or other performances, the type of performance can often impact what effect it has on on the people around them. More strict schools might involve a heavily disciplined and militaristic way of telling tales and playing music, while more liberal and expressive schools will allow for more beautiful and inspiring music.

School of Hypnotism

Hypnotists specialize in using their performances to put all that experience it into a mind-altering trance. This can be used to aid their allies or manipulate their enemies in any situation. These verses and songs are known to be tranquil and soothing, but can prove harmful to enemies nonetheless.

Pain-Numbing Verse

When you join the School of Hypnotism at 3rd Level, you hypnotize your allies to allow them to ignore pain.

When an ally is hit with a damaging attack, you can expend one use of your Skaldic Verse die to give 2d6 Temporary Hit Points to the target of the attack.

The temporary hit points increase when you reach certain levels in this class, increasing to 3d6 at 5th Level, 5d6 at 10th level, and 8d6 at 15th level.

Hypnotic Words

At 3rd Level, you learn to infuse your words with a hypnotic rythm that can alter and manipulate the minds of those that hear you. If you speak to a Humanoid alone for at least 1 minute, you can attempt to hypnotize them. At the end of the conversation, the target must succeed on a Wisdom saving throw against your spirit (spell) save DC or be Charmed by you or another creature of your choice. The target is Charmed in this way for 1 hour, until it is attacked or damaged, threatened in any way, or until it witnesses its allies being attacked or damaged.

If the target succeeds on its saving throw, the target has no hint that you tried to charm it.

Once you use this feature, you can't use it again until you finish a short or Long Rest.

Collar of Command

At 6th level, you gain the ability to better control others using hypnosis. As a Bonus Action, you cast Command, without expending a spirit power slot, and you gain an authoritative aura for 1 minute or until your Concentration ends (as if you were concentrating on a spell). During this time, you can cast Command as a Bonus Action on each of your turns, without expending a spirit power slot.

Any creature Charmed by you automatically fails its saving throw against the Command you cast with this feature.

Once you use this feature, you can't use it again until you finish a Long Rest.

Complete Hypnosis

Also at 3rd Level, you learn to inspire others in battle. A creature that has a Skaldic Verse die from you can roll that die and add the number rolled to a weapon damage roll it just made. Alternatively, when an Attack roll is made against the creature, it can use its Reaction to roll the Skaldic Verse die and add the number rolled to its AC against that attack, after seeing the roll but before knowing whether it hits or misses.

Extra Attack

Starting at 6th level, you can Attack twice, instead of once, whenever you take the Attack action on Your Turn.

War Rythm

At 14th level, you have mastered the art of Spirit Power and weapon use into a single harmonious act. When you use your action to cast a skald spirit power (spell), you can make one weapon Attack as a Bonus Action.

School of the Underworld

Despite its scary title, this school often teaches techniques that empowers an individual's soul through majestic or otherworldly verses and melodies connected to the Underworld. Witnessing a performance from this type of skald can be equally beautiful and haunting. It is said that reciting these verses will leave all who hear it doomed to an eternity in the underworld after death.

Bonus Proficiencies

When you join the School of the Underworld at 3rd Level, you gain proficiency with three Skills of your choice.

Haunting Verse

Also at 3rd Level, you learn how to use your wit to distract, confuse, and otherwise sap the confidence and competence of others. When a creature that you can see within 60 feet of you makes an Attack roll, an ability check, or a damage roll, you can use your Reaction to expend one of your uses of Skaldic Verse, rolling a Skaldic Verse die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the DM determines whether the Attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being Charmed.

Additional Tale of Legends

At 6th level, you have heard the whispers of the underworld which tell of forbidden abilities and secrets used by ancient legends. You learn two Spells of your choice from any Class (from standard 5e). A spell you choose must be of a level you can cast, as shown on the Skald table, or a cantrip. The chosen spells count as skald spirit powers for you but don't count against the number of skald spirit powers you know

Power of the Deep

Starting at 14th level, when you make an ability check, you can expend one use of Skaldic Verse. Roll a Skaldic Verse die and add the number rolled to your ability check. You can choose to do so after you roll the die for the ability check, but before the DM tells you whether you succeed or fail.

Tinkerer

Level	Proficiency Bonus	Features	Natural Abilities (Cantrips) Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Recharging	3	2	—	—	—	—	—	—	—	—
2nd	+2	—	3	3	—	—	—	—	—	—	—	—
3rd	+2	Adaptive Cantrip Technology, Tinkerer Study	3	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	4	4	3	—	—	—	—	—	—	—
5th	+3	-, Memorize Spell	4	4	3	2	—	—	—	—	—	—
6th	+3	Tinkerer Study feature	4	4	3	3	—	—	—	—	—	—
7th	+3	-	4	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	4	4	3	3	2	—	—	—	—	—
9th	+4	-	4	4	3	3	3	1	—	—	—	—
10th	+4	Tinkerer Study feature	5	4	3	3	3	2	—	—	—	—
11th	+4	-	5	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	5	4	3	3	3	2	1	—	—	—
13th	+5	-	5	4	3	3	3	2	1	1	—	—
14th	+5	Tinkerer Study feature	5	4	3	3	3	2	1	1	—	—
15th	+5	-	5	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	5	4	3	3	3	2	1	1	1	—
17th	+6	-	5	4	3	3	3	2	1	1	1	1
18th	+6	Master of Innovation	5	4	3	3	3	3	1	1	1	1
19th	+6	Epic Boon feat	5	4	3	3	3	3	2	1	1	1
20th	+6	Ultimate Technology	5	4	3	3	3	3	2	2	1	1

Class Features

As a Tinkerer, you gain the following Class Features.

Hit Points

Hit Dice: 1d6 per Tinkerer level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per Tinkerer level after 1st

Proficiencies

Armor: None

Weapons: Daggers, darts, slings, quarterstaffs, muskets

Tools: Thieves' tools, tinker's tools, one type of artisan's tools of your choice

Saving Throws: Intelligence, Wisdom

Skills: Choose two from Arcana, History, Insight, Investigation, Medicine, and Religion

Equipment

You start with the following Equipment, in addition to the equipment granted by your background:

- (a) a Quarterstaff or (b) a Dagger
- a gadget of choice and blueprints
- thieves' tools and a dungeoneer's pack

Creation Power (Spellcasting)

As a Student of robotics and advanced technology, you have Gadget of choice along with blueprints containing Creations (spells) that show the first glimmerings of your true abilities. This class uses the Tinkerer Spell List in Chapter 8.

Gadget & Blueprints (Spellbook)

At 1st Level, you have a Gadget and blueprints (similar to a spellbook in standard 5e) containing six 1st-level Tinkerer Spells of your choice. Your Blueprints are instructions which tell you how to build your gadget, as well as a Repository of the spells and abilities you discover, except your natural abilities (Cantrips), which can be used with or without your blueprints and gadget using materials or separate devices and methods. Your gadget is a form of Power Source (in Chapter 5 under "Adventuring Gear"), and is used as a spellcasting focus.

Tools Required

Creation Attack modifier = your Proficiency Bonus + your Intelligence modifier

Your Blueprints

The Creation Powers (Spells) and abilities that you add to your Gadget from Blueprints as you gain levels reflect the advanced Research you conduct on your own, as well as scientific breakthroughs you have had about the nature of the world and technological innovation. You might find other spells during your Adventures. You could discover a spell recorded on blueprints in an abandoned factory, for example, or in dusty records in an ancient library.

Copying a Creation Power (Spell) into your Blueprints. When you find a Tinkerer Creation Power (Tinkerer spell) of 1st Level or higher, you can add it to your Blueprints if it is of a Creation Power (Spell) Level you can prepare and if you can spare the time to decipher and copy it.

Copying that creation into your Blueprints involves reproducing the basic form of the creation, then deciphering the unique system of notation used by the Inventor who designed it. You must practice the creation power until you understand the technology, methods, and parts required, then transcribe it into your Blueprints using your own notation.

For each level of the creation power (spell), the process takes 2 hours and costs ฿500,000. The cost represents material Components you expend with the writing utensils you need to record it, as well as the tools and supplies used as you experiment with the creation power (spell) and add new parts to your gadget to power the ability.

Replacing your Blueprints or Gadget. You can copy a creation power (spell) from your own blueprints to another blueprint—for example, if you want to make a backup copy of your blueprints to craft another device. This is just like copying a creation (spell) into your blueprints, but faster and easier, since you understand your own notation and already know how to cast the spell. You need spend only 1 hour and ฿100,000 for each level of the copied creation (spell) to copy the blueprints.

If you lose your blueprints, you can use the same procedure to transcribe the Creation Powers (Spells) that you have prepared into new blueprints. Drawing out the remainder of your blueprints requires you to find new creations (spells) to do so, as normal. For this reason, many tinkerers keep backup blueprints in a safe place.

Rebuilding your gadget requires having your tools. You must spend at least 1 hour rebuilding your gadget using your tools during a Short or Long Rest in order to use it again. If you are missing your tools, you can choose to pay for a new Power Source instead, which will serve as your new gadget.

The Gadget's Appearance. Your specialized Gadget is a unique device that you build and add to over time, with its own decorative features and designs. It might be a plain metallic staff that can be disassembled, an attached segment of a weapon you are proficient with, or a complex contraption with interconnecting parts and robotic protrusions.

Ritual Casting

You can cast a Tinkerer creation power (spell) as a ritual if that creation power has the ritual tag and you have the creation power in your Blueprints. You don't need to have the creation power prepared.

Learning Creation Powers (Spells) of 1st Level and Higher

When you reach 4th Level, and again at 8th, 12th, 16th level, you can increase one ability score of your choice by 2, or you can increase two Ability Scores of your choice by 1. Alternatively, you can take a feat listed in **Chapter 6**. As normal, you can't increase an ability score above 20 using this feature. At class level 19, instead choose an Epic Boon feat for which you qualify.

Master of Innovation

At 18th level, you have achieved such mastery over certain Creation Powers (Spells) that you can cast them at will. Choose a 1st-level Tinkerer Creation Power (spell) and a 2nd-level Tinkerer spell that are in your Spellbook. You can cast those spells at their lowest level without expending a spell slot when you have them prepared. If you want to cast either spell at a higher level, you must expend a spell slot as normal.

By spending 8 hours in study, you can exchange one or both of the Spells you chose for different spells of the same levels.

Ultimate Technology

When you reach 20th level, you gain mastery over two powerful Creation Powers (Spells) and can cast them with little effort. Choose two 3rd-level Tinkerer creation powers in your spellbook as your signature creation powers. You always have these creation powers prepared, they don't count against the number of creation powers you have prepared, and you can cast each of them once at 3rd Level without expending a creation power (spell) slot. When you do so, you can't do so again until you finish a short or Long Rest.

If you want to cast either creation power at a higher level, you must expend a creation power slot as normal.

Tinkerer Studies

Tinkerers all love to pursue scientific innovation and developing new inventions, but many specialize in different fields depending on their profession. Different types of studies will produce different results for the technology created. The personality, profession, and goals of your tinkerer may affect what studies they utilize.

Military Science

Those who study military science are heavily trained in using their knowledge and abilities for war or battle. It enhances a tinkerer's offensive and defensive capabilities in battle, making them primarily versatile in fights.

Deflector Shield

At 3rd Level, you have learned to create technology that fortifies yourself against harm. When you are hit by an Attack or you fail a saving throw, you can use your Reaction to gain a +2 bonus to your AC against that Attack or a +4 bonus to that saving throw.

When you use this feature, you can't cast Creation Powers (Spells) other than Natural Abilities (Cantrips) until the end of your next turn.

Tactical Mind

Cloud Surfing

Starting at 3rd level, you can use a Bonus Action on Your Turn to create a floating cloud beneath you that that pulls you in any direction using an air current, immediately before or after you Cast a Creation Power (Spell) of 1st level or higher. Doing so allows you to fly up to 10 feet without provoking Opportunity Attacks.

Storm Forecasting

At 6th level, you gain Resistance to lightning and thunder damage while holding your gadget. In addition, whenever you start Casting a Creation Power (Spell) of 1st level or higher that deals lightning or thunder damage, storm clouds emerge from your gadget. This eruption causes creatures of your choice that you can see within 10 feet of you to take lightning or thunder damage (choose each time this ability activates) equal to half your Tinkerer level.

At 18th level, you become immune to lightning and thunder damage while holding your gadget.

Weather Control

At 10th level, you gain the ability to create and control weather around you.

If it is raining, you can use an action to cause the rain to stop Falling or wind to change direction in a 20-foot-radius Sphere centered on you. You can end this Effect as a Bonus Action.

As an action, you can cause clouds to form in a 20-foot-radius Sphere around you and create rain and wind in that area for 1 minute. Up to 10 gallons of water will fall from this rain altogether onto whatever surface is beneath it, extinguishing any small flames, and reducing all fire damage dealt in the area by an amount equal to your intelligence modifier. The wind will disperse any fog within 20 feet of you while this Effect is active. You can also end this Effect as a Bonus Action. You can use this effect a number of times equal to your proficiency bonus until you complete a Long Rest. If you are out of uses of this feature, you may expend a creation power (spell) slot to use it again.

Thunder Counter

Starting at 14th level, when you are hit by a melee Attack, you can use your Reaction to deal thunder damage to the attacker. The damage equals your Tinkerer level. The attacker must also make a Strength saving throw against your Tinkerer creation (spell) save DC. On a failed save, the attacker is pushed in a straight line up to 20 feet away from you.

Robotics

Those who study robotics love to design automatons and robotic constructs or devices. These types of tinkerers can craft robots and mobile devices that aid them in simples tasks or combat.

Machine Summoning

Starting at 3rd Level, whenever you summon a creature using a Conjuration Creation Power (spell), it will appear as a machine or robot that you crafted. It will also be considered a Construct, but retain all other properties. The money and time you must spend to copy a Conjuration creation power into Your Gadget is halved.

Simple Robots

Reinforced Exterior

Starting at 14th level, any creature that you summon or create with a Conjuration creation power (spell) has 30 Temporary Hit Points.

Warrior

Revised class rules

Use revised Fighter **Second Wind, Weapon Mastery, Tactical Mind, Tactical Shift, Indomitable, Tactical Master, and Studied Attacks** at their revised Fighter levels in place of identically functioning original features; new named features are additions. Use revised Action Surge, which cannot provide the Magic action. Keep original Fighting Style choice, ASI schedule, Extra Attack schedule, and Warrior Types. Do not also gain an official Fighter subclass. Black Weapon and Haki attack/damage bonuses use the highest applicable enhancement, not their sum.

Weapon Mastery

At level 1, select three kinds of Simple or Martial weapons for their mastery properties. The number becomes four at level 4, five at level 10, and six at level 16. Change your selections after a Long Rest.

Tactical Mind

At level 2, after failing an ability check, spend a Second Wind use to roll 1d10 and add it to the result instead of healing. If the check still fails, the use is not spent.

Tactical Shift

At level 5, whenever you activate Second Wind with a Bonus Action, you may move up to half your Speed without provoking Opportunity Attacks.

Tactical Master

At level 9, when attacking with a weapon whose mastery you can use, you may replace its mastery property for that attack with Push, Sap, or Slow.

Studied Attacks

At level 13, after you miss a creature with an attack roll, you have Advantage on your next attack roll against it before the end of your next turn.

Warriors are fighters that have been trained in the use of armed combat. Many have been trained as soldiers, samurai, or bounty hunters. Some have simply become proficient at using weapons through intense training and combat experience.

Creating a Warrior

- (a) Chain Mail or (b) Thick Shirt, Rifle, and 20 Bullets
- (a) a martial weapon and a Shield or (b) two Martial Weapons
- (a) a Pistol and 20 gun bullets or (b) two handaxes
- (a) a dungeoneer's pack or (b) an explorer's pack

Warrior

Level	Proficiency Bonus	Features
1st	+2	Fighting Style, Second Wind, Weapon Mastery
2nd	+2	Action Surge (one use), Tactical Mind
3rd	+2	Warrior Type
4th	+2	Ability Score Improvement
5th	+3	Extra Attack, Tactical Shift
6th	+3	Ability Score Improvement
7th	+3	Warrior Type feature
8th	+3	Ability Score Improvement
9th	+4	Indomitable (one use), Tactical Master
10th	+4	Warrior Type feature
11th	+4	Extra Attack (2)
12th	+4	Ability Score Improvement
13th	+5	Indomitable (two uses), Studied Attacks
14th	+5	Ability Score Improvement
15th	+5	Warrior Type feature
16th	+5	Ability Score Improvement
17th	+6	Action Surge (two uses), Indomitable (three uses)
18th	+6	Warrior Type feature
19th	+6	Epic Boon feat
20th	+6	Extra Attack (3)

Fighting Style

Starting at 1st level, you adopt a particular style of Fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Aiming

You gain a +2 bonus to Attack Rolls you make with Ranged Weapons.

Close Quarters Shooter

When making a ranged attack while you are within 5 feet of a hostile creature, you do not have disadvantage on the attack roll. Your ranged attacks ignore half cover and three-quarters cover against targets within 30 feet of you. You have a +1 bonus to attack rolls on ranged attacks.

Defense

While you are wearing armor, you gain a +1 bonus to AC.

Action Surge

Starting at level 2, on your turn you can take one additional action, except the Magic action. You regain the use after a Short or Long Rest. At level 17 you have two uses between rests, but only one use per turn.

Warrior Type

At 3rd Level, you choose an archetype that you strive to emulate in your combat styles and Techniques. Choose Cursed Soul, Black Weapon, or Elemental Weapon, all detailed at the end of the class description. The archetype you choose grants you features at 3rd Level and again at 7th, 10th, 15th, and 18th level.

Ability Score Improvement

When you reach 4th Level, and again at 6th, 8th, 12th, 14th, 16th level, you can increase one ability score of your choice by 2, or you can increase two Ability Scores of your choice by 1. Alternatively, you can take a feat listed in **Chapter 6**. As normal, you can't increase an ability score above 20 using this feature. At class level 19, instead choose an Epic Boon feat for which you qualify.

Additionally, whenever you reach a level in this class that grants you an ability score improvement feature, you can replace a fighting style you know with another fighting style available to Warriors.

Extra Attack

Beginning at 5th Level, you can Attack twice, instead of once, whenever you take the Attack action on Your Turn.

The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Indomitable

Beginning at level 9, when you fail a saving throw you can reroll it with a bonus equal to your Warrior level. You must use the new result. Use once per Long Rest, twice from level 13, and three times from level 17.

Warrior Types

Fighters can vary by the types of weapons they use, what style of fighting they want to utilize, and what they want to provide for their allies. Once you have chosen the type of warrior you are, follow the subclass features listed below.

Cursed Soul

Somehow, along the lines you have become the host to one or more evil presences caged within you. This may either be due to wielding a cursed weapon, being hexed, or perhaps simply having a tainted spirit yourself. Regardless of how you became this way, you have slowly developed a craving for blood and violence. Will you follow the path of destruction? Or will you simply crumble from the curse brought upon you? Only your own strength and willpower can determine your fate.

By channeling your curse through your appearance, you can cripple a creature that can see you within 30 feet with fear. As a bonus action on your turn, you can force the target to make a Wisdom saving throw against your Curse save DC. If the save fails, the creature is frightened of you until the end of your next turn. Once you take this action, you can't do so again until you finish a short or Long Rest, unless you expend a Cursed Spirit die to take it again.

Arms of Asura

You begin to grow illusory cursed arms, allowing you to make additional attacks on your turn.

When you hit a creature with an Attack, you can expend one Cursed Spirit die to attempt to damage another creature with a mirrored version of the same Attack. Choose another creature within 5 feet of the original target and within 30 feet of you. If the original Attack roll would hit the second creature, it takes necrotic, psychic or radiant damage (your choice) equal to the number you roll on your Cursed Spirit die.

Evil's Embrace

Starting at 7th level, you gain new ways to utilize your cursed spirit:

Fallen Angel Wings

As a Bonus Action, you grow spiritual black wings. You gain a flying speed equal to twice your walking speed until the end of the current turn. Once you take this Bonus Action, you can't do so again until you finish a short or Long Rest, unless you expend a Cursed Spirit die to take it again.

Purgatory Strike

When you deal damage to a target with your Demon Strike, you can force the target to make a Strength saving throw. If the save fails, you can knock the target prone or move it up to 10 feet in any direction horizontally.

Shepard of Spirits

Beginning at 10th level, your ability to host and contain spirits has allowed your mind to grow stronger. You have Resistance to psychic damage. Moreover, if you start Your Turn Charmed or Frightened, you can expend a Cursed Spirit die and end every Effect on yourself subjecting you to those Conditions.

Silver Mist

Starting at 15th level, you can enhance yourself with an intense demonic aura which allows you to manifest spirital arms and weapons for a period of time. As a Bonus Action, you grow extra arms that give you advantage on one of your attacks made each turn and gain a bonus of +2 to Armor Class. This lasts for 1 minute or until you're Incapacitated.

Once you take this Bonus Action, you can't do so again until you finish a Long Rest, unless you expend 2 Cursed Spirit die to take it again.

Jest of the Dead

Haki Weapon Master

At 18th level, you may unlock any one "Very Rare" or lower Color of Armament Haki Advancement feat from Chapter 7. If you have already taken all the very rare and lower armament haki feats, you may take a very rare or lower haki advancement feat under a different color of haki, assuming you meet the prerequisites.

Elemental Weapon

Through learning how to channel elemental energy through your weapon, you can coat your attacks in an element of your choice. Many Wano Kuni samurai have mastered this style.

Elementalist (Spellcasting)

When you reach 3rd Level, you augment your martial Prowess with the ability to use Elemental Powers (Cast Spells). See "Casting a Spell" for the general rules of Spellcasting in the Standard D&D 5th Edition Player's Handbook. You use the Tinkerer spell list in Chapter 8.

Natural Abilities (Cantrips). You learn two Natural Abilities (Cantrips) of your choice from the Tinkerer spell list. You learn an additional tinkerer cantrip of your choice at 10th level.

Elemental Power (Spell) Slots. The Elemental Weapon Powers (Spellcasting) table shows how many Spell Slots you have to cast your tinkerer Spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended Spell Slots when you finish a Long Rest.

For example, if you know the 1st-level spell Shield and have a 1st-level and a 2nd-level spell slot available, you can cast shield using either slot.

Elemental Powers (Spells) Known of 1st-Level and Higher. You know three 1st-level Tinkerer Spells of your choice, two of which you must choose from the Abjuration and Evocation spells on the Tinkerer spell list.

The Spells Known column of the Elemental Weapon Spellcasting table shows when you learn more Tinkerer spells of 1st level or higher. Each of these spells must be an Abjuration or Evocation spell of your choice, and must be of a level for which you have Spell Slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd Level.

The Spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the Tinkerer spells you know with another spell of your choice from the Tinkerer spell list. The new spell must be of a level for which you have Spell Slots, and it must be an Abjuration or Evocation spell, unless you're replacing the spell you gained at 3rd, 8th, 14th, or 20th level from any school of magic.

Special Power (Spellcasting) Ability. Intelligence is your Spellcasting Ability for your Tinkerer spells, since you learn your spells through study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a Tinkerer spell you cast and when Making an Attack roll with one.

Level	Natural Abilities (Cantrips) Known	Elemental Powers (Spells) Known	Spell Slots per Spell Level: 1st	Spell Slots per Spell Level: 2nd	Spell Slots per Spell Level: 3rd	Spell Slots per Spell Level: 4th
3rd	2	3	2	-	-	-
4th	2	4	3	-	-	-
5th	2	4	3	-	-	-
6th	2	4	3	-	-	-
7th	2	5	4	2	-	-
8th	2	6	4	2	-	-
9th	2	6	4	2	-	-
10th	3	7	4	3	-	-
11th	3	8	4	3	-	-
12th	3	8	4	3	-	-
13th	3	9	4	3	2	-
14th	3	10	4	3	2	-
15th	3	10	4	3	2	-
16th	3	11	4	3	3	-
17th	3	11	4	3	3	-
18th	3	11	4	3	3	-
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1

Elemental Style

At 3rd Level, you learn a ritual that creates a spiritual bond between yourself and one weapon. You perform the ritual over the course of 1 hour, which can be done during a Short Rest. The weapon must be within your reach throughout the ritual, at the conclusion of which you touch the weapon and forge the bond.

Once you have bonded a weapon to yourself, you can use any bonded weapon as a Spellcasting Focus for your Tinkerer Spells. Any spells you cast will emanate from your weapon as if channeling your spirit through your weapon and releasing the spell from it. For example, if you cast Fire Bolt, imagine a fire slash or wave being released from your weapon toward your target.

Additionally, when you attack and hit with a bonded weapon, you can expend one spell slot to deal fire, cold, or lightning damage to the target, in addition to the weapon's damage. The extra damage is 2d6 for a 1st-level spell slot, plus 1d6 for each Spell Level higher than 1st, to a maximum of 5d6.

You can have up to three bonded Weapons. If you attempt to bond with a fourth weapon, you must break the bond with one of the other three.

Dance of Elements

Beginning at 7th level, when you use your action to cast a cantrip, you can make one weapon Attack as a Bonus Action.

Water Siphon

At 10th level, you learn how to make your weapon strikes undercut a creature's Resistance to your Spells. When you hit a creature with a weapon Attack, that creature has disadvantage on the next saving throw it makes against a spell you cast before the end of your next turn.

Lightning Dash

At 15th level, you gain the ability to teleport up to 30 feet to an unoccupied space you can see when you use your Action Surge. You can teleport before or after the additional action.

Improved Dance of Elements

Starting at 18th level, when you use your action to Cast a Spell, you can make one weapon Attack as a Bonus Action.

Chapter 4: Crew & Background

Crew roles and prestige

Retain Captain, Navigator, Doctor, Chef, Shipwright, Musician, Lookout, Helmsman, and Record-Keeper. A role is a party responsibility, not another class. Record one active role benefit per character; a small crew can cover duties without multiplying passive bonuses. Swap duties after a Long Rest or a port stop.

Heroic Inspiration and Pirate Prestige are separate. Heroic Inspiration affects dice. Prestige purchases the original narrative favors, information, recruitment, and crew services; it never buys Drive, spell slots, automatic saves, or unrestricted Haki advancements. Start with the original prestige awards but cap unspent party Prestige at 6; surplus converts into reputation rather than combat resources. A repeated favor cannot be purchased twice for the same immediate situation.

Use revised tool checks: apply proficiency once, not twice; a matching skill and tool proficiency can grant the revised advantage benefit when both are relevant. A ship's Navigator does not automatically know the history of its destination; a Record-Keeper does not automatically read Poneglyphs.

Background benefits

Choose your complete background package from Chapter 1. The entries below supply personalities, ideals, bonds, flaws, contacts, and roleplaying detail. Their old proficiency, starting-equipment, and mechanical feature grants are not additional benefits.

The personality, characteristics, roles, and background of your character should have a great deal of thought and consideration put into them. How you develop these depends on how you want to play your character and how you want to fit into the world your DM is designing. Additionally, you should consider how your character will impact the roles and relationships between the other player characters and you. Although you should prioritize making a character that satisfies what you want out of a game, make sure you are allowing others to have fun alongside you when you design your character's personality and goals.

For the most part, you want to look at *Chapter 4: Personality and Background* in the **D&D 5th Edition Players Handbook** for more information on developing your character's personality traits, ideals, bonds, and flaws. It will also provide a great number of character personality traits, alignment, and other useful info for designing your One Piece character for you to use. In addition to these, I will be providing new backgrounds and crew roles that are more utile for a One Piece setting and campaign.

Name and Physical Characteristics

While One Piece has a wide variety of names and designs it borrows from various real people, places, and languages.

Name

Most player characters should be around small or medium in size, meaning they will be anywhere from 2 to 8 feet tall (unless altered by a special effect or devil fruit). Any character shorter or taller than this would be a different character size, such as Large or Tiny. Most humans will be somewhere around 5 to 6 feet tall, while other races will vary greatly in size.

If you are unsure, you can randomize your height and weight using the D&D 5e Players Handbook method by using [4'8" + 2d10] to determine your character's height, and use [110 lb. x (2d4) lb.] to determine your character's weight.

Alignment

Alignment, as described in D&D, is used to describe your character's moral and personal attitude. According to the alignment system, your character's morality can be defined as **good, evil, or neutral**, and your character's personal attitude toward society and order can be identified as **lawful, chaotic, or neutral**. You combine your character's morality and personal attitude together to form your alignment. There are a total of 9 possible alignments, as follows:

- **Lawful Good (LG)** characters typically follow any laws and expectations, such as those laid out by society or any government system, while also trying their best to do the right thing. Many upstanding Marines and citizens may fall under this category. (e.g. Koby)
- **Neutral Good (NG)** creatures do their best to help others, but only while following their own path and satisfying their own desires. Independent Marines, citizens, and certain kind-hearted adventurers may fall under this category. (e.g. Smoker)
- **Chaotic Good (CG)** individuals act on impulse and a more instinctual desire to help others, while rarely following the status quo and common expectations. Certain pirates and explorers with hearts of gold will fall under this alignment. (e.g. Luffy)
- **Lawful Neutral (LN)** characters will follow all laws and personal codes they believe in, but are far less concerned about how positively or negatively they impact others. Most marines fall under this category. (e.g. Kizaru)
- **Neutral (N)** is an alignment of folk who avoid taking any side or moral stance on issues, doing whatever seems naturally best for them in each situation. Many independent pirates and lone wolf figures fall under this alignment. (e.g. Mihawk)
- **Chaotic Neutral (CN)** individuals prioritize absolute freedom, and do whatever their gut tells them to do, even if it isnt beneficial for others. Many pirates and revolutionaries may fall under this alignment. (e.g. Ace)
- **Lawful Evil (LE)** creatures are willing to take from others and commit horrible deeds, so long as they follow a set of rules, traditions, and order. Very cruel marines may fall under this alignment. (e.g. Akainu)
- **Neutral Evil (NE)** characters are selfish, often twisted, and frequently prioritize their own interests and goals over the happiness of anyone else. Evil pirates seeking fortune and power may fall under this alignment. (e.g. Blackbeard)
- **Chaotic Evil (CE)** creatures are cruel, greedy, hateful, and bloodthirsty, always seeking out prey and creatures to harm. The most despicable pirates and criminals fall under this alignment. (e.g. Doflamingo)

Personal Characteristics

Bonds

Create one bond for your character. Bonds can be described as a connection your character has with a person, place, group, or thing. This bond can impact parts of your personality traits, ideal, and flaws in various ways.

Some examples of bonds can be a deep connection to a person who once existed in your life that you learned a lot from. Or perhaps a place you grew up in was taken over by marines, and you wish to return there some day. Maybe you carry a ring or bracelet that holds a ton of sentimental value. No matter what your bond may be, it should be a powerful factor in how your character makes decisions or develops his or her goals.

Consider using elements of your race, class, role, and background to decide what bonds you may have with other people, places, or things.

Flaws

Lastly, choose a flaw for your character. A flaw is something that is normally considered a weakness or negative trait your character might have. It could be a quality that is fun to act out, or it could serve to balance your character's overwhelmingly positive traits. This could be an irrational fear, weakness, embarrassing secret, compulsion, or negative bias against something most regard as positive.

Consider using elements of your race, class, role, and background to determine what might be a weakness or fear of your character.

Crew roles and prestige

Retain Captain, Navigator, Doctor, Chef, Shipwright, Musician, Lookout, Helmsman, and Record-Keeper. A role is a party responsibility, not another class. Record one active role benefit per character; a small crew can cover duties without multiplying passive bonuses. Swap duties after a Long Rest or a port stop.

Heroic Inspiration and Pirate Prestige are separate. Heroic Inspiration affects dice. Prestige purchases the original narrative favors, information, recruitment, and crew services; it never buys Drive, spell slots, automatic saves, or unrestricted Haki advancements. Start with the original prestige awards but cap unspent party Prestige at 6; surplus converts into reputation rather than combat resources. A repeated favor cannot be purchased twice for the same immediate situation.

Use revised tool checks: apply proficiency once, not twice; a matching skill and tool proficiency can grant the revised advantage benefit when both are relevant. A ship's Navigator does not automatically know the history of its destination; a Record-Keeper does not automatically read Poneglyphs.

Crew Roles

Feature: Captain's Charisma

A captain is the head of the ship, but should never act like a tyrant when operating a healthy crew. When they lead a charge, your allies should follow. When they call a shot, others should respect it. When they are speaking, the crew should listen. This shouldn't be a power that is abused, but rather a quality that your comrades revere. If you tell a member of your crew to perform an action, they will feel naturally compelled to complete it. However, if a duty directly goes against their alignment, ideals, personality traits, class, background, or race (or is simply too ridiculous to consider), they are allowed to refrain.

Pirate Prestige Ability: Crew Recruitment

*To understand how to run crew recruitment, make sure the DM has read information on "Hirelings" under the Ships and Sailing section in the Dungeons and Devil Fruits Dungeon Master's Guide.

A character that has the captain role can easily recruit other pirates by spending their pirate prestige points at various locations. A captain can spend a pirate prestige point to recruit a regular hireling or specialist for a week without needing to pay them. The hireling will still need to have their basic needs met, and will demand pay a week after the initial week is over unless another prestige point is spent.

You cannot recruit in locations where your crew has a reputation of 5 or less.

Navigator

The role of a navigator involves charting, mapping, and understanding the weather and conditions that they may encounter on their crew's journey. The navigator is crucial to the ship effectively progressing to the next island or continent throughout the adventure. Without a decent navigator on board, the crew may end up lost for several days or weeks in dangerous waters.

Being a navigator means you must take responsibility for charting the crew's course, making rolls to stay on course, and avoiding getting lost or stuck in storms and bad weather.

Feature: Charting and Mapping

A player that chooses the navigator role will actively aid in helping the crew along both in and out of character. With the DM's assistance, you have the ability to physically map out and chart the course of the ship and nearby islands. Sometimes, you will be required to make various Wisdom or Intelligence skill checks to properly map out territories in more treacherous waters. Otherwise, this process should be effortless for your character under ordinary circumstances.

Additionally, you can assist in directing the ship on the right path. If the helmsman or captain is attempting to stay on course in the proper direction, you may assist them in rolling skill checks if you have properly analyzed the weather and map of the surrounding region.

Pirate Prestige Ability: Storm Tracking

When you take the doctor crew role, you are capable of stitching up wounds and providing first aid to yourself and your allies. You can spend 1 pirate prestige point as an action to restore 1d6 + 4 hit points to an injured creature, plus additional hit points equal to the creature's maximum number of Hit Dice. The creature can't regain hit points from this ability again until it finishes a short or long rest.

Chef

The chef of the ship provides meals filled with nutrients and warmth to their crew after a long day of sailing and exploring. While this role may not be as extreme as others in every situation, it is just as vital to have. Without a chef, the crew may begin to poorly ration food, suffer from malnutrition, or grow disgusted from eating the same mundane meals.

Chefs will provide their allies with the motivation to keep fighting, so that they can return to the ship at the end of the day and enjoy a delicious meal. Any crew will greatly appreciate their chef on board for the work they put forth in the kitchen, as food is what keeps everyone moving forward. With a good enough chef on a ship, a crew will never go hungry.

Feature: Food Preparation

You gain proficiency with cook's utensils if you don't already have it. With one hour of work or when you finish a long rest, you can cook a number of treats equal to your proficiency bonus. These special treats last 8 hours after being made. A creature can use a bonus action to eat one of those treats to gain temporary hit points equal to your proficiency bonus. These treats do not count as a full meal.

Pirate Prestige Ability: First-Class Feast

When you take the chef role, you gain the ability to focus all of your talent and effort into your dishes. As part of a short rest, you can cook special food by spending 1 pirate prestige point, provided you have ingredients and cook's utensils on hand. You can prepare enough of this food for a number of creatures equal to 4 + your proficiency bonus. At the end of the short rest, any creature who eats the food and spends one or more Hit Dice to regain hit points regains an extra 1d8 hit points.

Shipwright

A shipwright is a wonderful role to have on board any crew that desires a powerful ship. A shipwright is in charge of building, upgrading, and repairing the ship over time. With the help of the captain and other crewmates, the shipwright may customize the ship in any way he or she sees fit. Constructing and maintaining a healthy ship will greatly aid in winning battles against other ships or simply surviving deadly storms.

Feature: Ship Building, Upgrading, and Repairing

Shipwrights automatically gain the ability to utilize the ship building rules in the DM section. A shipwright will be proficient in constructing a ship, and can re-roll once on any roll during the ship building process. Additionally, you will only need to pay for the parts of the ship, not the service fee during the building, upgrading, or repairing process.

Pirate Prestige Ability: Defensive Coating

A lookout is a member of a crew that is responsible for staying on the crow's nest or any other lookout point to spot any approaching ships, islands, hazards, or creatures. By using a spyglass to detect any potential dangers in the distance, a lookout will provide a crew with any necessary visual information to prepare accordingly.

Feature: Bird's Eye View

Lookouts are far better than others are spotting potential danger ahead. When looking from a vantage point on the ship, you are able to detect even the smallest of details through any abnormal conditions. If a location or direction is lightly obscured, such as from patchy fog or rain, you are able to treat it as if it were clear when spotting ships or islands ahead.

Pirate Prestige Ability: Sharp-Sighted Scout

When you take the lookout role, you are capable of discerning objects at extreme distances. When you make a Wisdom (Perception) check that relies on sight, you may spend 1 pirate prestige point to make the roll with advantage. Additionally, you may spend 1 pirate prestige point to gain a +5 to passive perception for 1 minute.

Helmsman

The helmsman is a member of a crew tasked with the role of driving and maneuvering the ship. Although the captain or navigator may sometimes take over this role, a helmsman is unmatched when driving through rough conditions or tight spots.

Feature: Through Thick and Thin

When steering a ship, a helmsman is a natural. Understanding water currents, when to lower or raise sails, and when to anchor is fundamental and also natural to a helmsman. When attempting to steer the ship through any obstacles or rough waters, you may add your proficiency bonus to any skill checks made, on top of any proficiencies already added, to keep the ship out of danger or avoid a specific hazard.

Pirate Prestige Ability: At the Helm

When you take the helmsman role, you gain an affinity for moving the ship out of harm's way when under attack. When the ship or those on board are targeted by an attack or effect, you may spend 1 pirate prestige point as a reaction to add a +2 to the ship's AC and you and your allies's AC and saving throws while on the ship as it's moving, until the start of your next turn.

Record-Keeper

The record-keeper is responsible for keeping record of the history, journals, and events while on board the ship. The record-keeper should be fairly knowledgeable and competent when it comes to any information such as when analyzing information, pieces of island history, and artifacts.

Feature: Librarian of the Sea

Although being a record-keeper can involve working on a variety of different tasks and having many different goals and purposes on-board, most record-keepers is proficient in any form of note-keeping and information analysis. At the beginning of each session, the record-keeper may recap the previous session for all players to refresh their memories.

If you feel as if any of these backgrounds do not fully suit your character, feel free to swap around features, choose any two skills, and take a total of two tool proficiencies from sample backgrounds. If the DM chooses to add custom languages, feel free to swap one of these tool proficiencies will a custom language proficiency.

Next, you can either use the equipment package from your background or spend Belly (฿) on gear as described in Chapter 5 (If you spend Belly this way, you can't also take the equipment package from your class). Last, choose two personality traits, one ideal, one bond, and one flaw. Feel free to develop custom features with your DM if you cannot choose one that fits your character.

Anthropologist

Skill Proficiencies Insight, Religion

Tool Proficiencies Two of your choice

Equipment A leather-bound diary, a bottle of ink, an ink pen, a set of traveler's clothes, one trinket of special significance, and a wallet containing ฿100,000

Multicultural

Before becoming an explorer or pirate, you have sought out a life among various cultures and races around the world. This may have led you to a location full of denizens of an entirely different race or culture. The folk of this place accepted you as one of their own and taught you their ways of life, enough for you to have a basic understanding of their culture, traditions, and beliefs.

Choose a race whose culture you've adopted, or roll on the Adopted Culture table.

Adopted Culture Table

d8	Culture
1	Fish-man
2	Merfolk
3	Mink
4	Sky Islander
5	Longarm Tribe
6	Longleg Tribe
7	Dwarf
8	Giant

Feature: Cultural Chameleon

You can begin to understand the traditions, dialects, and habits of any culture you spend enough time in. You must observe the creatures interacting with one another for at least 1 day, after which you learn a handful of important words, expressions, and gestures - enough to allow you to fit in with them on a basic level if the location isn't already hostile toward you.

Suggested Characteristics

d6	Bond
1	I have a journal full of the traditions and beliefs of other civilizations, and losing it would devastate me.
2	I once lived alongside a tribe of a different race, and I wish to visit them again someday.
3	Tragedy once befell a civilization I adored or lived with, so I will honor and avenge them.
4	I want to learn about a rare race or culture that interests me.
5	I will continue exploring until I find a legendary civilization I once read about.
6	A trinket I obtained long ago is the key to discovering or unlocking the path to a lost civilization.

Anthropologist Flaws

d6	Flaw
1	I do not get along with my own race very well.
2	I will not stay on the same island for any longer than I need to.
3	I've picked up many habits from a different culture that outsiders find unpleasant.
4	I must show other cultures how much better my culture is.
5	I feel the need to frequently complain.
6	I will never remove the jewelry or mask that was given to me at a young age.

Archaeologist

Skill Proficiencies History, Survival

Tool Proficiencies Cartographer's tools and navigator's tools

Equipment A wooden case containing a map to a ruin or dungeon, a bullseye lantern, a miner's pick, a set of traveler's clothes, a shovel, a two-person tent, a trinket recovered from a dig site, and a pouch containing ฿250,000 worth of jewels.

Excavator

Through years of crawling through dust, working in excavation sites, and shoveling dirt, you have managed to collect a number of valuables or sold them to purchase a tool of choice. You have grow attached to this item and have continued to hold onto it. Roll on the Archaeologist Item table to see what you have, or choose an item from the table.

Archaeologist Item Table

d8	Culture
1	10-foot pole
2	Crowbar
3	Hat
4	Hood
5	Medallion
6	Shovel
7	Sledge Hammer
8	Whip

Archaeologist Bonds

d6	Bond
1	As a kid, I heard stories about a legendary treasure. I wish to find it someday.
2	I will search day and night to find a legendary location that my ancestors couldn't.
3	There are several other treasure-hunters I know and respect, but I will be the best.
4	I could never sell an artifact that has historical significance or sentimental value to me.
5	I hope to gain approval from a certain someone for my finds.
6	I must return something valuable to a ruin that was stolen from long ago.

Archaeologist Flaws

d6	Flaw
1	I fear that someone out there is ready to steal from me at any time.
2	Every room must be searched for secret doors and switches.
3	When not exploring, I begin to grow grumpy and impatient.
4	I must leave many of my family and friends behind to seek out treasure and danger.
5	When deciding whether to go left or right, I always go right.
6	I always hesitate when having to leave any ruins that I explore.

Architect

Skill Proficiencies Sleight of Hand, Perception

Tool Proficiencies Carpenter's tools, one Artisan's Tool of your choice

Equipment A set of well-loved carpenter's tools, a blank book, 1 ounce of ink, an ink pen, a set of traveler's clothes, and a wallet with ฿100,000

Feature: I'll Patch It!

Provided you have carpenter's tools and wood, you can perform repairs on a water vehicle or wooden building. When you focus on "Ship Repair" during travel time or spend a day of downtime near a building, you now restore a number of hit points to a component of a water vehicle or wooden building equal to 5 × your proficiency modifier.

Life of Building

Your life of drafting, designing, and building things have shaped you; you can roll on the following table to determine its impact or choose an element that best fits your character.

Life of Building Table

Architect Bonds

d6	Bond
1	I must visit all the oceans of the world and behold the ships and buildings there.
2	Much of the treasure I claim will be used to enrich my community.
3	I must find the legendary Adam Wood, which is rumored to be many times stronger than regular wood.
4	I repair broken things to redeem what's broken in myself.
5	I will craft a boat capable of controlling the world.
6	A sea monster destroyed my magnum opus, now I must rebuild it and seek revenge on the creature.

Architect Flaws

d6	Flaw
1	I don't know when to throw something away. You never know when it might be useful again.
2	I get frustrated to the point of distraction by shoddy craftsmanship.
3	Though I am an excellent crafter, my work tends to look as though it belongs on a ship.
4	I am so obsessed with sketching my ideas for elaborate inventions that I sometimes forget little thing like eating and sleeping.
5	I'm judgmental of those who are not skilled with tools of some kind.
6	I sometimes take things that don't belong to me, especially if they are very well made.

Celebrity

Skill Proficiencies Persuasion, Performance

Tool Proficiencies Disguise kit, Calligrapher's Supplies

Equipment Disguise kit, a set of fine clothes, and a wallet containing ฿300,000.

Feature: Face of a Star

Many folk know you within your homeland. You may even be a world-renowned figure or idol. Gathering support from minor authority figures could be very possible at various points in the campaign, at the DM's discretion. Additionally, the common folk will often recognize you and treat you with a great deal of respect, and your face and clothing will oftentimes earn you a free meal or a place to sleep.

Suggested Characteristics

Celebrities are often tasked at dealing with both positive and negative press, pleasing tons of fans, and coping with a boatload of stress. Though many may recognize and praise you, some may use your fame against you. You must learn to use your status as a tool or weapon to your advantage, or find ways to avoid getting recognized by commoners.

Celebrity Personality Traits

d6	Flaw
1	You don't know what I'm going through. You never can.
2	You. Fetch my coat. And maybe rub my feet for a while.
3	Oh, yeah, that ability? It is a special name I came up with. Let me tell you about it.
4	My comrades are brave, but I must defeat this threat alone to prove my worth.
5	The anxiety and responsibility from my fame brings me toil, depression, and pain.
6	You have to look out for yourself. No one else will.

Entertainer

Skill Proficiencies Acrobatics, Performance

Tool Proficiencies Disguise kit, one type of musical instrument

Equipment A musical instrument (one of your choice other than piano), costume clothes, and a wallet containing ฿150,000.

Feature: By Popular Demand

You can always find a place to perform, usually in an inn or tavern but possibly with a circus, at a theater, or concert. At such a place, you receive free lodging and food of a modest or comfortable standard (depending on the quality of the establishment), as long as you perform each night. In addition, your performance makes you something of a local figure. When strangers recognize you in a town where you have performed, they typically take a liking to you.

Specialty

A good entertainer is versatile, spicing up every performance with a variety of different routines. Choose one to three routines or roll on the table below to define your expertise as an entertainer.

Specialty Table

d10	Routine
1	Actor.
2	Dancer.
3	Fire-eater.
4	Clown.
5	Juggler.
6	Acrobat.
7	Instrumentalist.
8	Poet.
9	Singer.
10	Storyteller.

Suggested Characteristics

d6	Flaw
1	I'll do anything to win fame and renown.
2	I'm a sucker for a pretty face.
3	A scandal prevents me from ever going home again. That kind of trouble seems to follow me around.
4	I once satirized a noble who still wants my head. It was a mistake that I will likely repeat.
5	I have trouble keeping my true feelings hidden. My sharp tongue lands me in trouble.
6	Despite my best efforts, I am unreliable to my friends.

Folk Hero

Skill Proficiencies Animal Handling, Survival

Tool Proficiencies One type of artisan's tools, vehicles (land)

Equipment A set of artisan's tools (one of your choice), a shovel, an iron pot, a set of common clothes, and a wallet containing ฿100,000.

Feature: Rustic Hospitality

Since you come from the ranks of the common folk, you fit in among them with ease. You can find a place to hide, rest, or recuperate among other commoners, unless you have shown yourself to be a danger to them. They will shield you from the marines or anyone else searching for you, though they will not risk their lives for you.

Specialty

You previously pursued a simple profession among the peasantry, perhaps as a farmer, miner, servant, shepherd, woodcutter, or gravedigger. But something happened that set you on a different path and marked you for greater things. Choose or randomly determine a defining event that marked you as a hero of the people.

Specialty Table

d10	Defining Event
1	I stood up to a tyrannical noble.
2	I saved people during a natural disaster.
3	I stood alone against a rampaging Sea King.
4	I stole from a corrupt merchant to help the poor.
5	I led a militia to fight off an invading army.
6	I broke into a marine base and stole weapons to arm the people.
7	I trained the village peasants to stand up against thieving mountain bandits.
8	A world noble returned a slave to their village after I led a protest against them.
9	I defended a group of fishmen, mink, or merfolk from persecution by a marine ship.
10	Recruited into a nation's military, I rose to leadership and was commended for my heroism.

Suggested Characteristics

d6	Bond
1	I have a family, but I have no idea where they are. One day, I hope to see them again.
2	I worked the land, I love the land, and I will protect the land.
3	A proud world noble once gave me a horrible beating, and I will take my revenge on any bully I encounter.
4	My tools are symbols of my past life, and I carry them so that I will never forget my roots.
5	I protect those who cannot protect themselves.
6	I wish my childhood sweetheart had come with me to pursue my destiny.

Folk Hero Flaws

d6	Flaw
1	My past selfless actions have placed a large bounty on my head, which might burden my allies.
2	I'm convinced of the significance of my destiny, and blind to my shortcomings and the risk of failure.
3	The people who knew me when I was young know my shameful secret, so I can never go home again.
4	I have a weakness for the vices of the city, especially hard drink.
5	Secretly, I believe that things would be better if I were a tyrant lording over the land.
6	I have trouble trusting in my allies.

Gambler

Skill Proficiencies Deception, Insight

Tool Proficiencies Two gaming sets of your choice

Equipment Two gaming sets, a lucky charm, a set of fine clothes, and a wallet containing ฿150,000

Feature: Never Tell Me the Odds

Odds and probability are your bread and butter. During downtime activities that involve games of chance or figuring odds on the best plan, you can get a solid sense of which choice is likely the best one and which opportunities seem too good to be true, at the DM's determination.

Suggested Characteristics

Some gamble out of necessity. Others do so out of boredom. Still others become addicted to the thrill of winning or losing everything on a turn of fortune. For some, gambling is less a matter of chance and more a matter of seeking every advantage to ensure the outcome. The best gamblers can lose everything, and the worst gamblers sometimes win. Regardless, you can always tell gamblers by the look in their eyes. Lady Luck haunts them.

Gambler Personality Traits

d6	Flaw
1	I don't know when to quit. Especially when everyone else is telling me to.
2	I save my sympathy for my friends, and I have no friends.
3	You think we're in trouble now? Let me tell you how bad things are likely to get!
4	You can loan me a little, right? I've got a sure thing. I'll double your money, guaranteed.
5	I was once a terribly flawed person, like you. Let me tell you how you can save yourself.
6	I'm a great gambler. I'm just bad at math and logic.

Gladiator

Skill Proficiencies Acrobatics, Athletics

Tool Proficiencies Smith's Tools, Vehicles (land)

Equipment A bronze gladiator helmet or brace, a lucky charm or past trophy, a set of traveler's clothes, and a wallet containing ฿100,000

Feature: Arena Master

You have attracted admiration among spectators, fellow gladiators, and trainers all around the world who have watched you perform. When visiting any settlement with an arena or coliseum in it, there is a 50 percent chance you can find someone there who admires you and is willing to provide information or temporary shelter.

Favored Event

While many gladiators practice various coliseum events, most excel at a single form of competition. Roll or choose from the options in the Favored Event table to determine the event in which you excel.

Favored Event Table

d8	Event
1	Armed Duels
2	Animal Hunts
3	Beast Battles
4	Horse Racing
5	Fist Fights
6	Chariot Battles
7	Jousting
8	Ranged Weapon Battles

Gladiator Personality Traits

Feature: Discovery

The quiet seclusion of your extended hermitage gave you access to a unique and powerful discovery. The exact nature of this revelation depends on the nature of your seclusion. It might be a great truth about the cosmos, spirits, or the forces of nature. It could be a site that no one else has ever seen. You might have uncovered a fact that has long been forgotten, or unearthed some relic of the past that could rewrite history. It might be information that would be damaging to the people who or consigned you to exile, and hence the reason for your return to society.

Work with your DM to determine the details of your discovery and its impact on the campaign.

Specialty

What was the reason for your isolation, and what changed to allow you to end your solitude? You can work with your DM to determine the exact nature of your seclusion, or you can choose or roll on the table below to determine the reason behind your seclusion.

Specialty Table

d8	Life of Seclusion
1	I was searching for spiritual enlightenment.
2	I was partaking of communal living in accordance with the dictates of a religious order.
3	I was exiled for a crime I didn't commit.
4	I retreated from society after a life-altering event.
5	I needed a quiet place to work on my art, literature, music, or manifesto.
6	I needed to commune with nature, far from civilization.
7	I wanted to meditate and train alone to strengthen my physical, mental, and spiritual power.
8	I was a pilgrim in search of a person, place, or relic of spiritual significance.

Suggested Characteristics

Some hermits are well suited to a life of seclusion, whereas others chafe against it and long for company. Whether they embrace solitude or long to escape it, the solitary life shapes their attitudes and ideals. A few are driven slightly mad by their years apart from society.

Hermit Personality Traits

d6	Personality Trait
1	I've been isolated for so long that I rarely speak, preferring gestures and the occasional grunt.
2	I am utterly serene, even in the face of disaster.
3	I connect everything that happens to me to a grand, cosmic plan.
4	I feel tremendous empathy for all who suffer.
5	I'm oblivious to etiquette and social expectations.
6	I am working on a grand philosophical theory and love sharing my ideas.

Hermit Ideals

Knight

Skill Proficiencies Athletics, Persuasion

Tool Proficiencies Your choice of a gaming set, one type of musical instrument

Equipment One set of traveler's clothes, a signet, banner, or seal representing your place or rank in the order, and a wallet containing ฿100,000

Feature: Knightly Regard

Knights are defenders that fight for the inhabitants of a kingdom, following under the code of Chivalry. You have pledged allegiance to a kingdom or monarch, and ascended the ranks to earn your rank. You may have left your duties behind to go explore the world, but you are still well-respected by your kingdom and people. You receive shelter and succor from members of your kingdom and those who are sympathetic to its aims.

This help comes in the form of shelter and meals, and healing when appropriate, as well as occasionally risky assistance, such as a band of local citizens rallying to aid a sorely pressed knight, or those who support the order helping to smuggle a knight out of town when he or she is being hunted unjustly.

Specialty

What kingdom or monarch do you serve under? Roll on this table or choose one of the listed kingdoms to decide which kingdom you serve. You may also use a separate kingdom of your choice instead of the below ones.

Kingdom Table

d12	Kingdom
1	Lulusia Kingdom
2	Germa Kingdom
3	Shikkearu Kingdom
4	Torino Kingdom
5	Dressrosa Kingdom
6	Bourgeois Kingdom
7	Standing Kingdom
8	Tehna Gehna Kingdom
9	Alabasta Kingdom
10	Sky Island Kingdom
11	Drum Kingdom
12	Ryugu Kingdom

Suggested Characteristics

Your bond almost always involves the kingdom to which you belong (or at least key members of it), and it is highly unusual for a knight's ideal not to reflect the agenda, sentiment, or philosophy of one's monarch or kingdom's leaders.

d6	Flaw
1	The monstrous enemy we faced in battle still leaves me quivering with fear.
2	I have little respect for anyone who is not a proven warrior.
3	I made a terrible mistake in battle that cost many lives—and I would do anything to keep that mistake secret.
4	My hatred of my enemies is blinding and unreasoning.
5	I obey the law, even if the law causes misery.
6	I'd rather eat my armor than admit when I'm wrong.

Kuja

Skill Proficiencies Athletics, Intimidation

Tool Proficiencies One type of gaming set, vehicles (land)

Equipment An insignia of a snake, a white Kuja cape, a bone dice set or playing card set, a set of common clothes, and a wallet containing ฿100,000

Feature: Kuja Warrior

You were born and raised on Amazon Lily, alongside many others in the Kuja tribe. All warriors here are women, and have fierce fighting abilities and nearly unmatched strength. Before venturing away from Amazon Lily, you may have lived as a pirate, islander, or warrior for the Kuja Clan. Any other Kuja Tribe member you encounter will treat you with respect, along with any other female in your party.

Kuja Personality Traits

d6	Personality Trait
1	I'm always polite and respectful to other women.
2	I'm haunted by memories of battle. I can't get the images of violence out of my mind.
3	I'm full of inspiring and cautionary tales I heard while living on Amazon Lily.
4	I can stare down a hell hound without flinching.
5	I have a crude sense of humor.
6	I face problems head-on. A simple, direct solution is the best path to success.

Kuja Ideals

d6	Ideal
1	Greater Good. Our lot is to lay down our lives in defense of other women and children. (Good)
2	Responsibility. I do what I must and obey just authority, so long they are female. (Lawful)
3	Independence. When people follow orders blindly, they embrace a kind of tyranny. (Chaotic)
4	Might. In life as in battle, the stronger force wins. (Evil)
5	Live and Let Live. Ideals aren't worth killing over or going to battle for. (Neutral)
6	Nation. The Kuja Tribe and it's people are all that matter. (Any)

Kuja Bonds

You can move twice the normal amount of time (up to 16 hours) each day before being subject to the effect of a forced march (see "Travel Pace" in chapter 8 of the D&D Player's Handbook). Additionally, you can automatically find a safe route to land a boat on shore, provided such a route exists.

Hardship Endured

Your past as a Marine has forged you into an unstoppable living weapon. This hardship is essential to you and is at the heart of a personal philosophy or ethos that often guides your actions. It might also be the reason you potentially left the marines. You can roll on the following table to determine this hardship or choose one that best fits your character.

Hardship Endured Table

d6	Hardship
1	Mutiny. Your crew overthrew you and left you stranded on an island in the middle of nowhere.
2	Captured. You spent months enduring thirst, starvation, and torture at the hands of your enemy, but you never broke.
3	Sacrifice. You enabled the escape of your fellow soldiers, but at great cost to yourself. Some of your past comrades may think you're dead.
4	Juggernaut. No reasonable explanation can explain how you survived a particular battle. Every arrow and bolt missed you. You slew scores of enemies single-handedly and led your comrades to victory.
5	Tyranny. After exposing a corrupt high-ranking marine, you were silenced, beaten, and imprisoned for years.
6	Leave None Behind. You carried an injured marine for miles to avoid capture and death.

Suggested Characteristics

Marines are looked up to by many civilians and must always obey their superiors. They are veteran warriors who rarely lose composure on the battlefield. Marines who leave the service tend to work as mercenaries, but their combat experience also makes them excellent adventurers or pirates. Though they are self-reliant, marines tend to operate best in groups, valuing camaraderie and the companionship of like-minded individuals.

Marine Personality Traits

d6	Personality Trait
1	I speak rarely but mean every word I say.
2	I laugh loudly and see the humor in stressful situations.
3	I prefer to solve problems without violence, but I finish fights decisively.
4	I am dependable.
5	I am often considered a lone wolf, and I must enforce my own form of law.
6	When the sea is within my sight, my mood is jovial and optimistic.

Marine Ideals

You have a reliable and trustworthy contact who acts as your liaison to a network of other mercenaries. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, greedy merchants, and corrupt marines who can deliver messages for you.

Mercenary Organization

Many organizations exist across the world, specifically in the grand line, that seek out wealth and power from behind the scenes. Collecting bounties, overthrowing kingdoms, or simply taking out specific figures is often what they are tasked with. You are a part of one of the following organizations. Choose from the following, or roll on the table below.

Mercenary Organization

d6	Organization
1	Baroque Works
2	Koala Mercenaries
3	Germa 66
4	New Giant Warrior Pirates
5	Buggy's Delivery Service
6	None (Lone Wolf)

Suggested Characteristics

Your bond could be associated with the company you traveled with previously, or with the organization you are currently under. The ideal you embrace largely depends on your worldview and your motivation for being a mercenary.

Mercenary Personality Traits

d6	Personality Trait
1	I always have a plan for when things go wrong.
2	I am always calm, no matter what the situation. I never raise my voice or let my emotions control me.
3	The first thing I do in a new place is note the locations of everything valuable—or where such things could be hidden.
4	I can stare down a hell hound without flinching.
5	I have a crude sense of humor.
6	I face problems head-on. A simple, direct solution is the best path to success.

Mercenary Ideals

d6	Ideal
1	Honor. I don't steal from others in the trade. (Lawful)
2	Freedom. Chains are meant to be broken, as are those who would forge them. (Chaotic)
3	Greater Good. I clean the streets of any criminals that may harm the innocent. (Good)
4	Greed. I will do whatever it takes to become wealthy. (Evil)
5	People. I'm loyal to my friends, not to any ideals, and surely not to anyone else. (Neutral)
6	Unity. My organization is all that matters. (Any)

Suggested Characteristics

Being a merchant involved having a head for numbers, a strong personality, the ability to make deals with hostile adversaries, a strong sword arm to fight off bandits, and the intuition for knowing what people want and need. The art of business is the art of finding the best path to profit, and that path might be different with each transaction. It takes a strong mind and a stronger stomach to succeed. So why did you fail?

Merchant Personality Traits

d6	Personality Trait
1	I didn't have the cutthroat attitude necessary to succeed.
2	Even my competitors said I was affable and talented. Those traits should serve me well.
3	To prosper, you have to be in control.
4	The customer is always right.
5	If I can be everyone's friend, I'll always have support.
6	I'm a snob who looks down on those who can't appreciate fine art.

Merchant Ideals

d6	Ideal
1	Community. It is the duty of all civilized people to strengthen the bonds of community and the security of civilization. (Lawful)
2	Generosity. My talents were given to me so that I could use them to benefit the world. (Good)
3	Freedom. Everyone should be free to pursue his or her own livelihood. (Chaotic)
4	Greed. I'm only in it for the money. (Evil)
5	People. I'm committed to the people I care about, not to ideals. (Neutral)
6	Aspiration. I work hard to be the best there is at my job. (Any)

Merchant Bonds

d6	Bond
1	My family means everything to me.
2	I owe a dangerous person a lot of money. As long as they're happy, they let my debt rest unpaid.
3	I owe my teacher a great debt for forging me into the person I am today.
4	I will get revenge on the evil forces that destroyed my place of business and ruined my livelihood.
5	One day I will return to my home and prove that I am the greatest merchant of them all.
6	I pursue wealth to secure someone's love.

Merchant Flaws

d6	Personality Trait
1	My eloquent flattery makes everyone I talk to feel like the most wonderful and important person in the world.
2	The common folk love me for my kindness and generosity.
3	No one could doubt by looking at my regal bearing that I am a cut above the unwashed masses.
4	I take great pains to always look my best and follow the latest fashions.
5	I don't like to get my hands dirty, and I won't be caught dead in unsuitable accommodations.
6	Despite my noble birth, I do not place myself above other folk. We all have the same blood.

Noble Ideals

d6	Ideal
1	Respect. Respect is due to me because of my position, but all people regardless of station deserve to be treated with dignity. (Good)
2	Responsibility. It is my duty to respect the authority of those above me, just as those below me must respect mine. (Lawful)
3	Independence. I must prove that I can handle myself without coddling from my family. (Chaotic)
4	Power. If I can attain more power, no one will tell me what to do, including my family. (Evil)
5	Family. Blood runs thicker than water. (Any)
6	Noble Obligation. It is my duty to protect and care for the people beneath me. (Good)

Pirate

Skill Proficiencies Athletics, Perception

Tool Proficiencies Navigator's tools, Carpenter's tools

Equipment A belaying pin (club), rope (50 feet), a lucky charm, a set of common clothes, and a wallet containing ฿100,000

Feature: Ship's Passage

You're an experienced pirate. When you need to, you can secure free passage on a pirate ship for yourself and your adventuring companions. You might sail on the ship you served on, or another ship you have good relations with (perhaps one captained by a former crewmate). Because you're calling in a favor, you can't be certain of a schedule or route that will meet your every need. Your DM will determine how long it takes to get where you need to go. In return for your free passage, you and your companions are expected to assist the crew during the voyage.

Suggested Characteristics

Pirates can be a rough lot, but the responsibilities of life on a ship make them generally reliable as well. Living as a pirate can be dangerous, but is equally rewarding in the freedom and potential wealth it offers.

Pirate Personality Traits

d6	Flaw
1	I follow orders, even if I think they're wrong.
2	I'll say anything to avoid having to do extra work.
3	Once someone questions my courage, I never back down no matter how dangerous the situation.
4	Once I start drinking, it's hard for me to stop.
5	I can't help but pocket loose coins and other trinkets I come across.
6	My pride will probably lead to my destruction.

Revolutionary

Skill Proficiencies Deception, Stealth

Tool Proficiencies Poisoner's kit. Disguise Kit

Equipment A set of common clothes, a disguise kit, a black cloak with a hood, a poisoner's kit, and a wallet containing ฿100,000

Variant Revolutionary: Secret Agent (Optional)

Revolutionaries have spies all over, infiltrating and deceiving various powerful organizations and government networks to bring back intelligence to the main revolutionary organization. When you take this option, with the DM's permission, you may choose to disguise yourself and deceive others into believing you have a different background for the purposes of keeping your connection to the revolutionaries a secret, or even infiltrating their group.

By creating this fake identity for yourself, you may pick another background and replace up to three proficiencies or pieces of equipment with that background. You may also develop a fake persona as a mask to match your new background, though your real personality is different. Additionally, you are able to convince everyone you meet outside of the revolutionary network that you belong to the group corresponding to that background through the way you appear and act.

Feature: Shadow Network

You have access to the revolutionary shadow network, which allows you to communicate with other members of the order over long distances. If you gain access to a snailphone, you may input a special sequence into it to call any revolutionary member on standby without being intercepted.

Suggested Characteristics

Agents of the revolutionary army are all put through intense training and taught how to infiltrate any building or organization. Although the revolutionary army's true motives are unknown to outsiders, civilians are taught to fear their influence and hold over major kingdoms or governments. Revolutionaries are often extremely secretive, and may only reveal their true identities to lifelong friends or family whom they know they can trust.

Revolutionary Personality Traits

d6	Bond
1	Everything I do is in the service of a powerful master, one I must keep a secret from everyone.
2	I've seen great darkness, and I'm committed to being a light against it—the light of all lights.
3	A great evil dwells within me. I will fight against it and the world's other evils for as long as I can.
4	The world has been convinced of a terrible lie. It's up to me to reveal the truth.
5	I use my cunning mind to solve mysteries and find justice for those who've been wronged.
6	I lost someone I care about, but I still see them in guilty visions, recurring dreams, or as a spirit.

Revolutionary Flaws

d6	Flaw
1	I follow orders, even if I think they're wrong.
2	I'm convinced something is after me, appearing in mirrors, dreams, and places where no one could.
3	I've done unspeakable evil and will do anything to prevent others from finding out.
4	I am exceptionally credulous and believe any story or legend immediately.
5	I'm a skeptic and don't believe in the power of rituals, religion, superstition, or spirits.
6	I know my future is written and that anything I do will lead to a prophesied end.

Sage

Skill Proficiencies Arcana, History

Tool Proficiencies Cartographer's Tools, one set of Artisan's Tools of your choice

Equipment A bottle of black ink, a quill, a small knife, a letter from a dead colleague posing a question you have not yet been able to answer, a set of common clothes, and a wallet containing ฿100,000

Feature: Researcher

When you attempt to learn or recall a piece of lore, if you do not know that information, you often know where and from whom you can obtain it. Usually, this information comes from a library, scriptorium, university, or a sage or other learned person or creature. Your DM might rule that the knowledge you seek is secreted away in an almost inaccessible place, or that it simply cannot be found.

Specialty

To determine the nature of your scholarly training, roll a d8 or choose from the options in the table below.

Field of Study

d6	Ideal
1	Knowledge. The path to power and self-improvement is through knowledge. (Neutral)
2	Beauty. What is beautiful points us beyond itself toward what is true. (Good)
3	Logic. Emotions must not cloud our logical thinking. (Lawful)
4	No Limits. Nothing should fetter the infinite possibility inherent in all existence. (Chaotic)
5	Power. Knowledge is the path to power and domination. (Evil)
6	Self-Improvement. The goal of a life of study is the betterment of oneself. (Any)

Sage Bonds

d6	Bond
1	It is my duty to protect my students.
2	I have an ancient text that holds terrible secrets that must not fall into the wrong hands.
3	I work to preserve a library, university, scriptorium, or monastery.
4	My life's work is a series of tomes related to a specific field of lore.
5	I've been searching my whole life for the answer to a certain question.
6	I strive to be the greatest in my field of study.

Sage Flaws

d6	Flaw
1	I am easily distracted by the promise of information.
2	Most people scream and run when they see a monster. I stop and take notes on its anatomy.
3	Unlocking an ancient mystery is worth the price of a civilization.
4	I overlook obvious solutions in favor of complicated ones.
5	I speak without really thinking through my words, invariably insulting others.
6	I can't keep a secret to save my life, or anyone else's.

Salvager

Skill Proficiencies Investigation, Perception

Tool Proficiencies Carpenter's Tools, Cartographer's Tools

Equipment A set of artisan's tools (one of your choice), an ancient artifact found in a sunken ship, a set of traveler's clothes, and a wallet containing ฿150,000

Feature: Ship Salvager

Through years of learning how to dive, hold your breath, and recover valuable items from sunken ships, you can reliably profit from salvaging any shipwreck you find. Whenever you locate a shipwreck, the valuables you find within will always be collectively worth at least ฿100,000. The time you can hold your breath underwater is also doubled.

Suggested Characteristics

d6	Flaw
1	I don't know when to throw something away. You never know when it might be useful again.
2	I become depressed and anxious if I'm away from the sea too long.
3	I am better at ripping through things than putting them together.
4	I am so obsessed with diving that I frequently get decompression sickness.
5	I am judgmental, especially of those I deem homebodies or otherwise lazy.
6	I sometimes take things that don't belong to me, especially if they are very well made.

Samurai

Skill Proficiencies Insight, History

Tool Proficiencies Smith's tools, one type of musical instrument

Equipment A valuable katana sheath that holds sentimental value, a Flute (Shakuhachi) or Lute (Biwa), a Hakama or Kimono, a set of common clothes, and ฿150,000

Variant Samurai: Ninja (Optional)

A ninja is a warrior, typically born in Wano Kuni, who possesses great skills primarily in infiltration, espionage, and assassination. If you wish to take this option, you may replace one or more of your skill proficiencies with Acrobatics, Deception, or Stealth. Additionally, you may replace your proficiency in Smith's Tools with Thieves' Tools or a Disguise Kit instead.

Feature: Social Status

Samurai tend to have high social status in their countries, such as Wano Kuni, allowing them to exercise social power over lower class citizens. Many outsiders who encounter samurai will show great respect for their status and skills, perhaps even to the point of fearing their abilities.

Suggested Characteristics

Samurai are not only high on the social ladder, but they are expected to follow a code of honor that makes them highly educated, disciplined, and honorable. Additionally, they are known to be extremely prideful, caring greatly about their honor and loyalty to their master or family.

Samurai Personality Traits

d6	Personality Trait
1	I'm always polite and respectful.
2	I face problems head-on. A simple, direct solution is the best path to success.
3	I enjoy being strong and like breaking things.
4	I've left emotion behind me. I'm now perfectly placid.
5	I'm confident in my own abilities and do what I can to instill confidence in others.
6	Despite my social class, I do not place myself above other folk. We all have the same blood.

Samurai Ideals

Savage

Skill Proficiencies Nature, Survival

Tool Proficiencies One type of musical instrument, one set of Artisan's tools of your choice

Equipment A staff, a hunting trap, a trophy from an animal you killed, a set of traveler's clothes, and ฿100,000 worth of gems and ores

Feature: Wanderer

Growing up in the wilderness to fend for yourself, you have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

Suggested Characteristics

Often considered rude and uncouth among civilized folk, savages have little respect for the niceties of life in the cities. The ties of the natural world and close friends or family of which they are a part are the most important bonds to most savages.

Savage Personality Traits

d6	Personality Trait
1	I'm driven by a wanderlust that led me away from home.
2	I watch over my friends as if they were a litter of newborn pups.
3	I once ran twenty-five miles without stopping to bring medicine back a friend. I'd do it again if I had to.
4	I'm always picking things up, absently fiddling with them, and sometimes accidentally breaking them.
5	I place no stock in wealthy or well-mannered folk. Money and manners won't save you from a hungry tiger.
6	I was, in fact, raised by wolves.

Savage Ideals

d6	Ideal
1	Change. Life is like the seasons, in constant change, and we must change with it. (Chaotic)
2	Greater Good. It is each person's responsibility to make the most happiness for the whole world. (Good)
3	Freedom. Tyrants must not be allowed to oppress the people. (Chaotic)
4	Might. If I become strong, I can take what I want—what I deserve. (Evil)
5	Nature. The natural world is more important than all the constructs of civilization. (Neutral)
6	Destiny. Nothing and no one can steer me away from my higher calling. (Any)

Savage Bonds

Feature: Bribery

Through years of bribing and deceiving law enforcement, pirates, and the marines, you've learned how to reliably avoid punishment for less severe crimes such as petty theft (stealing anything under ฿1,000) and littering, with the DM's discretion to determine leniency. Even when you are punished for more severe crimes, you are able to halve the duration of your punishment or imprisonment.

Specialty

There are many kinds of criminals and thieves, or individual members of organizations have particular specialties. Each thief has a strong preferences for certain kinds of crimes over others. Choose the role you played in your thieving life, or roll on the table below.

Specialty Table

d6	Specialty
1	Bank Heister
2	Burglar
3	Fence
4	Highway Robber
5	Grave Robber
6	Pickpocket

Suggested Characteristics

Thieves might seem like villains on the surface, and many of them are villainous to the core. But some have an abundance of endearing, if not redeeming, characteristics. There might be honor among thieves, but criminals rarely show any respect for law or authority.

Thief Personality Traits

d6	Personality Trait
1	I always have a plan for when things go wrong.
2	I am always calm, no matter what the situation. I never raise my voice or let my emotions control me.
3	The first thing I do in a new place is note the locations of everything valuable—or where such things could be hidden.
4	I am incredibly slow to trust. Those who seem the fairest often have the most to hide.
5	I would rather make a new friend than a new enemy.
6	I blow up at the slightest insult.

Thief Ideals

Feature: Shelter of the Faithful

As a zealot, you command the respect of those who share your faith, and you can perform the religious ceremonies of your god. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed. Those who share your religion will support you (but only you) at a modest lifestyle.

You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple where you used to serve, if you remain on good terms with it, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

Suggested Characteristics

Zealots are shaped by their experience in temples or other religious communities. Their study of the history and tenets of their faith and their relationships to temples, shrines, or hierarchies affect their mannerisms and ideals. Their flaws might be some hidden hypocrisy or heretical idea, or an ideal or bond taken to an extreme.

Zealot Personality Traits

d6	Personality Trait
1	I idolize a particular hero of my faith, and constantly refer to that person's deeds and example.
2	I can find common ground between the fiercest enemies, empathizing with them and always working toward peace.
3	I see omens in every event and action. The gods try to speak to us, we just need to listen.
4	Nothing can shake my optimistic attitude.
5	I quote (or misquote) sacred texts and proverbs in almost every situation.
6	I am tolerant (or intolerant) of other faiths and respect (or condemn) the worship of other gods.

Zealot Ideals

d6	Ideal
1	Tradition. The ancient traditions of worship and sacrifice must be preserved and upheld. (Lawful)
2	Charity. I always try to help those in need, no matter what the personal cost. (Good)
3	Change. We must help bring about the changes the gods are constantly working in the world. (Chaotic)
4	Power. I hope to one day rise to the top of my faith's religious hierarchy. (Lawful)
5	Faith. I trust that my god will guide my actions. I have faith that if I work hard, things will go well. (Lawful)
6	Redemption. There's a spark of good in everyone. (Good)

Zealot Bonds

If a party is largely composed of thieves, pirates, or other similar types of characters, it might be wise to develop the campaign into a pirate story. If a party is mostly composed of marines, knights, or honorable and law-abiding types, then a marine-centered campaign could be the best way to go. Alternatively, the DM and players could decide on or vote on what kind of campaign they want prior to making their characters. Try to be transparent with everyone at the table to find what works best. Remember, the DM should have the last say on what kind of game is being run, but never to the detriment of the entire group's fun.

Here are some examples of how some games might be run, and what the objectives could be.

Pirate Faction Campaign

Tool Proficiencies Vehicles (water)

If the majority of the party is set on being pirates and following a pirate captain, a pirate campaign is a wonderful way to go. In fact, this should be the standard way of exploring and dissecting the world to eventually reach the ultimate treasure, the One Piece itself. The group may decide to elect one member of their crew, preferably the captain, as the Pirate King or Queen if they reach the end. Alternatively, the group may decide to agree on being equal and simply become a legendary crew of pirate kings and queens if they complete the campaign.

The goal of this type of adventure is to explore whatever sea is required to get across to reach the reverse mountain to get to the grand line. After that point, reaching Raftel (or Laugh Tale) should be the primary objective to secure the One Piece. You may follow the formula the Manga itself uses to reach the end, or simply have the DM come up with an alternative way of reaching the end.

Because pirates are very seldom accepted into society and most nations or towns, it may be difficult to freely explore civilized islands that aren't open to pirates. Feel free to use the reputation system found in the One Piece D&D DM's Guide to expand on how pirates are treated on each individual island. Islands that are ruled by Marine forces are naturally difficult for pirates to enter or explore without disguises. Additionally, Marines in general will chase after any pirates they encounter and try to arrest them, unless these pirates have bribed, befriended, or intimidated that specific group of Marines enough to avoid conflict or pursuit.

Revolutionaries and other factions are largely neutral toward pirates, and will only act aggressively or generous toward them on a case-by-case basis.

Marine Faction Campaign

Tool Proficiencies Vehicles (water), Seastone Handcuffs

If the majority of the party is set on being marines, knights, or other lawful types of characters, a marine campaign might be the best choice for your party. This style of campaign can be run in various ways, but you should intend on following the principles of the marines (listed in). Unlike a pirate campaign, there may be less of an adventure-oriented goal, and more of a capture/destroy or conquest goal. In this sense, hunting pirates or other rogue and anti-government factions would be the main objective.

Character Dreams

To keep players invested and eagerly rushing to the table each session, especially if this is a long-running campaign, it is key to give motivation to every player and character. The most powerful motivator may come in the form of an individual character's dream. This dream could be something vague or extremely difficult to achieve. Regardless, it should be something that becomes more and more feasible to accomplish and characters advance throughout the story and grow stronger.

For example, a character may dream of creating the greatest pirate ship the world has ever seen. As the story progresses, the crew may gather more materials and wealth to upgrade the ship, slowly allowing for this character's dream to come to fruition. Accomplishing this dream toward the end of the story is important, but it is far more imperative to drive the player and character's ambition throughout the journey to build up to such a grand dream being accomplished.

For a player to determine what their character's dream may be, it is a good idea to pull from that character's race, class, crew role, background, ideals, or bonds to develop a fitting dream. This dream should be overarching and overshadow any other less important bonds or objectives your character has. Alternatively, you may choose an option from the table below or roll to decide what your character's dream will be. You can have multiple dreams or combine them together.

d20	Example Character Dream
1	To become the greatest of your race or occupation
2	To overcome every type of natural disaster
3	To research every type of plant or animal
4	To spread your ideals or religion to every nation
5	To find a certain type of powerful Devil Fruit
6	To tame every type of monster in the world
7	To become the wealthiest person alive
8	To restore absolute justice to the world
9	To reach the moon or a certain planet
10	To defeat the Navy or World Government
11	To uncover a lost civilization or place that was only mentioned in legends
12	To bring peace and unity between your race and others
13	To find an old friend or family member who journeyed out long ago
14	To build the ultimate ship that will sail the world
15	To uncover the true history of the world
16	To surpass a legendary person or creature
17	To become a brave warrior of the sea
18	To become the strongest fighter or swordsman
19	To map out the entire planet
20	To find the One Piece and become Pirate King

Chapter 5: Equipment

Equipment rules and Weapon Mastery

Keep the source's currency conversion: **1 gp = 10,000 Belly**. Thus 50 gp is 500,000 Belly. Prices are game abstractions, not canon market valuations. Preserve existing inventory values during migration; do not silently reprice a campaign's economy.

Use revised weapon damage, properties, and mastery for recognizable core weapons. A cutlass is a scimitar unless the player chooses a longsword profile; a katana can use longsword or rapier mechanics, chosen when acquired, not per attack. A rifle uses musket mechanics unless its source entry defines a distinct weapon. A sling-like launcher uses sling mechanics unless a paid gadget changes it. Cannons are ship weapons, not handheld mastery weapons.

Weapon profile	Mastery
Scimitar or dagger	Nick
Shortsword or rapier	Vex
Longsword	Sap
Greatsword	Graze
Battleaxe	Topple
Greataxe	Cleave
Warhammer or heavy crossbow	Push
Longbow	Slow
Shortbow or pistol	Vex
Musket	Slow
Sling	Slow

A character must have a feature granting mastery of the weapon. Exotic original weapons receive the mastery of their declared nearest core profile; the GM records it before use. Seastone ammunition does not ignore the attack roll or cause indefinite paralysis on a hit. See section 10.

Augmentation feat

Engineered Augmentation. General feat; level 4+. Increase Constitution or Intelligence by 1, maximum 20. Choose one module: a prosthetic tool arm granting one tool proficiency and an integrated set of those tools; an armored frame granting +1 AC while not wearing armor; or a propulsion unit allowing a Bonus Action Dash proficiency-bonus times per Long Rest. Only one module is granted, and the feat is not repeatable. This replaces Super Cyborg Upgrade when used on a non-Cyborg species. It does not grant additional hands for attacks, an extra turn, or immunity to food, healing, or exhaustion rules.

While Belly (฿) is the primary currency used for buying goods and services, wealth can appear in many forms in the One Piece world. Rare weapons, devil fruits, gemstones, gold, treasure, and other valuables can all be exchanged for other equivalent items or for a portion of their value in Belly (depending on bartering skills).

Because Belly is the world's primary monetary unit, it is what most islands and nations use to trade. You are free in most places to trade an item that is considered to be worth a set amount in Belly for an item of equivalent value in Belly. Occasionally, other forms of currency may be found and used on different islands around the world (typically if they are secluded from other major islands and nations). Some of these currencies have unknown conversion rates in canon, but you may choose to use the conversion tables down below.

Belly (฿) Paper and Coins

Belly is a currency that is given value by the world government and various nations and kingdoms around the world. Not all islands use Belly as the standard currency, though most will be willing convert it over to their nation's currency. Belly has six known coin denominations and three known paper denominations, with no fractional units (though the DM may make additional denominations if desired). The denominations are as follows:

- Coin: ฿1, ฿5, ฿10, ฿50, ฿100, and ฿500
- Paper: ฿1,000, ฿5,000, and ฿10,000

Belly (฿) Conversion

Converting different currencies, such as Belly in the One Piece world and the precious metal coins in the Forgotten Realms is a simple process. This conversion isn't considered canon, but it is solid approximation of the worth of each currency when converted to a different type of currency.

Exchange Rates

Currency	฿	cp	sp	ep	gp	pp
Belly (฿)	1	1/100	1/1,000	1/5,000	1/10,000	1/100,000
Copper (cp)	100	1	1/10	1/50	1/100	1/1,000
Silver (sp)	1,000	10	1	1/5	1/10	1/100
Electrum (ep)	5,000	50	5	1	1/2	1/20
Gold (gp)	10,000	100	10	2	1	1/10
Platinum (pp)	100,000	1,000	100	20	10	1

Additional Currencies and Exchange Rates

Many islands and nations separated from the rest of the world often use alternate forms of currency that can be used for trading within their borders. Additionally, most of the time you can exchange Belly (฿) for an amount of that nation's currency equal to the number of Belly (฿) exchanged.

Extol

Extol is the currency used in Skypiea. This currency can be use and traded with across a number of sky islands, and can also be exchanged for Belly (฿).

The standard exchange rates is **10,000 Extol = 1 Belly (฿)**.

Gor

Gor is the currency used in Amazon Lily. Although the exchange rate isn't officially defined in canon, you may use the below exchange rate.

The standard exchange rate is **100 Gor = 1 Belly (฿)**.

Silver, Gold, and Platinum

Silver, Gold, and Platnium are the standard currencies used in Wano Kuni. You may use the above table of exchange rates for corresponding precious metal coins to determine exchange rates within Wano Kuni.

Selling Treasure

After journeying across several islands and uncovering various hidden treasures, you may decide to sell what you don't wish to keep in exchange for a large sum of Belly (฿), provided that you find buyers who can afford to do so.

Arms, Armor, and Other Equipment. Undamaged armor and weapons will typically sell for half of their cost when sold to any market. Any standard damaged or used equipment won't have much value to any buyer.

Devil Fruits, Cursed/Named Weapons, and Other Rare Items. Unlike ordinary equipment, devil fruits and special weapons or equipment aren't easily damaged and can be sold for extremely high prices in a black market. The price they are sold for may depend on how legitimate the buyer is or how desperate they are to obtain it. Underground auctions are another way to get a large sum of money for any rare item. Ordinary markets or civilians will not be able to afford these types of items.

Gems, Precious Metals, Jewelry, and Art Objects. These items may be found inside treasure chests, sunken ships, or unexplored ancient ruins. Regardless, these items retain their full value in any reputable marketplace. For large amounts of treasure and valuables, your DM may require you to find a particularly wealthy buyer or marketplace in a large city.

Dense Coat. This type of coat is a made from durable fabrics and materials that provides basic protection.

Thick Shirt. Thicker shirts consist of high-quality quilted cloth or leathers that don't hinder flexibility.

Light Bulletproof Shirt. An undershirt consisting of durable synthetic fibers that provides noticeable protection against bullets and other weapons.

Medium Armor

Medium armor is similar to light armor, but sacrifices mobility in exchange for greater protection through its thicker fabrics and materials. If you wear medium armor, you add your Dexterity modifier, to a maximum of +2, to the base number from your armor type to determine your Armor Class.

Hide. This crude armor is made from various thick beast skins and pelts. Tribal groups, evil humanoids, and savages often wear this type of material for protection.

Bulletproof Jacket. A protective jacket consisting of durable synthetic fibers that provides decent protection against bullets and other weapons without making too much noise.

Scale Mail. This armor consists of a coat and leggings (and perhaps a separate skirt) of leather covered with overlapping pieces of metal, much like the scales of a fish. The suit includes gauntlets.

Bulletproof Suit. This armor consists of fully bulletproof materials made from durable synthetic fibers. Your vital organs are completely protected by this suit, though your legs and arms are left partially uncovered.

Sea King Half Plate. This half plate armor is crafted from nearly impenetrable Sea King hide and scale plating that covers most of the wearer's body.

Heavy Armor

Although not always preferred for seafaring and pirating, heavy armor can provide the greatest protection out of any type of armor. It is worn by those who possess great strength and juggernaut capabilities.

Heavy armor doesn't let you add your Dexterity modifier to your Armor Class, but it also doesn't penalize you if your Dexterity modifier is negative.

Ring Mail. This armor is leather arm or with heavy rings sewn into it. The rings help reinforce the armor against blows from swords and axes. Ring mail is inferior to chain mail, and it's usually worn only by those who can't afford better armor.

Chain Mail. Made of interlocking metal rings, chain mail includes a layer of quilted fabric worn underneath the mail to prevent chafing and to cushion the impact of blows. The suit includes gauntlets.

Splint. This armor is made of narrow vertical strips of metal riveted to a backing of leather that is worn over cloth padding. Flexible chain mail protects the joints.

Don. This is the time it takes to put on armor. You benefit from the armor's AC only if you take the full time to don the suit of armor.

Doff. This is the time it takes to take off armor. If you have help, reduce this time by half.

Donning and Doffing Armor

Category	Don	Doff
Light Armor	1 minute	1 minute
Medium Armor	5 minutes	1 minute
Heavy Armor	10 minutes	5 minutes
Shield	1 action	1 action

Weapons

Your class grants proficiency in certain weapons, reflecting both the class's focus and the tools you are most likely to use. Whether you favor a longsword or a pistol, your weapon and your ability to wield it effectively can mean the difference between life and death while adventuring.

The Weapons table shows the most common weapons used in the world of One Piece, their price and weight, the damage they deal when they hit, and any special properties they possess. Every weapon is classified as either melee or ranged. A **melee weapon** is used to attack a target within 5 feet of you, whereas a **ranged weapon** is used to attack a target at a distance.

Weapon Proficiency

Your race, class, and feats give you the ability to gain Proficiency in certain types of weapons. These types of weapons are categorized as **simple** and **martial**.

When you have proficiency in a weapon type, you can add your proficiency bonus to the attack roll. When you don't have proficiency in a weapon type, you do not add your proficiency bonus to the roll.

Weapon Properties

The different types of special weapon properties are listed on the different Weapons table. These include **ammunition, finesse, heavy, light, loading, range, reach, special, thrown, two-handed,** and **versatile**. These properties function the same as they do in standard 5th edition D&D rules.

Improvised weapons

When characters decides to use a tool or item that could be used as a potential weapon, the DM may allow them to use it as an improvised weapon. If a character is proficient with improvised weapons or if the improvised weapon is similar to a type of weapon, such as a club, the DM may allow the character to add their proficiency bonus to the attack roll.

When an improvised weapon is used, the damage die is a 1d4 (the damage type is decided by the DM based on the weapon). It may be used as a melee weapon or a thrown weapon depending on the weapon. An improvised thrown weapon has a normal range of 20 feet and a long range of 60 feet.

Name	Cost	Damage	Weight	Properties
Simple Melee Weapons				
Club	฿1,000	1d4 bludgeoning	2 lb.	light
Dagger	฿20,000	1d4 piercing	1 lb.	Finesse, light, thrown (range 20/60)
Greatclub	฿2,000	1d8 bludgeoning	10 lb.	Two-handed
Handaxe	฿50,000	1d6 slashing	2 lb.	Light, thrown (range 20/60)
Javelin	฿5,000	1d6 piercing	2 lb.	Thrown (range 30/120)
Light hammer	฿20,000	1d4 bludgeoning	2 lb.	Light, thrown (range 20/60)
Mace	฿50,000	1d6 bludgeoning	4 lb.	-
Quarterstaff	฿2,000	1d6 bludgeoning	4 lb.	Versatile (1d8)
Sickle	฿10,000	1d4 slashing	2 lb.	Light
Spear	฿10,000	1d6 piercing	3 lb.	Thrown (range 20/60), versatile (1d8)
Unarmed strike	-	1 blugdeoning	-	-
Martial Melee Weapons				
Battleaxe	฿100,000	1d8 slashing	4 lb.	Versatile (1d10)
Cutlass	฿300,000	1d6 slashing	3 lb.	Light
Flail	฿100,000	1d8 bludgeoning	2 lb.	-
Glaive	฿200,000	1d10 slashing	6 lb.	Heavy, reach, two-handed
Greataxe	฿300,000	1d12 slashing	7 lb.	Heavy, two-handed
Greatsword	฿500,000	2d6 slashing	6 lb.	Heavy, two-handed
Halberd	฿200,000	1d10 slashing	6 lb.	Heavy, reach, two-handed
Katana	฿200,000	1d8 slashing	3 lb.	Versatile (1d10)
Katana, light	฿300,000	1d8 slashing	2 lb.	Finesse
Lance	฿100,000	1d12 piercing	6 lb.	Reach, special
Longsword	฿150,000	1d8 slashing	3 lb.	Versatile (1d10)
Maul	฿100,000	2d6 bludgeoning	10 lb.	Heavy, two-handed
Morningstar	฿150,000	1d8 piercing	4 lb.	-
Pike	฿50,000	1d10 piercing	18 lb.	Heavy, reach, two-handed

Name	Cost	Damage	Weight	Properties
Rapier	฿250,000	1d8 piercing	2 lb.	Finesse
Saber	฿300,000	1d8 slashing	3 lb.	Finesse
Scimitar	฿250,000	1d6 slashing	3 lb.	Finesse, light
Shortsword	฿100,000	1d6 piercing	2 lb.	Finesse, light
Trident	฿50,000	1d6 piercing	4 lb.	Thrown (range 20/60), versatile (1d8)
War Pick	฿50,000	1d8 piercing	2 lb.	-
Warhammer	฿150,000	1d8 bludgeoning	2 lb.	Versatile (1d10)
Whip	฿20,000	1d4 slashing	3 lb.	Finesse, reach

Ranged Weapons

Adventuring Gear

This section describes items that have special rules or require further explanation.

Acid. As an action, you can splash the contents of this vial onto a creature within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case, make a ranged attack against a creature or object, treating the acid as an improvised weapon. On a hit, the target takes 2d6 acid damage.

Antitoxin. A creature that drinks this vial of liquid gains advantage on saving throws against poison for 1 hour. It confers no benefit to undead or constructs.

Attack Cuisine. A character who eats this powerful meal regains 2d4 + 2 hit points. Eating it all takes an action.

Ball Bearings. As an action, you can spill these tiny metal balls from their pouch to cover a level area 10 feet square. A creature moving across the covered area must succeed on a DC 10 Dexterity saving throw or fall prone. A creature moving through the area at half speed doesn't need to make the saving throw.

Block and Tackle. A set of pulleys with a cable threaded through them and a hook to attach to objects, a block and tackle allows you to hoist up to four times the weight you can normally lift.

Book. A book might contain poetry, historical accounts, information pertaining to a particular field of lore, diagrams and notes on dial contraptions, or just about anything else that can be represented using text or pictures.

Caltrops. As an action, you can spread a single bag of caltrops to cover a 5-foot-square area. Any creature that enters the area must succeed on a DC 15 Dexterity saving throw or stop moving and take 1 piercing damage. Until the creature regains at least 1 hit point, its walking speed is reduced by 10 feet. A creature moving through the area at half speed doesn't need to make the saving throw.

Candle. For 1 hour, a candle sheds bright light in a 5-foot radius and dim light for an additional 5 feet.

Item	Cost	Weight
Hammer, sledge	฿20,000	10 lb.
Handcuffs	฿20,000	6 lb.
Healer's Kit	฿50,000	3 lb.
Holy Symbol	฿50,000	1 lb.
Holy water (flask)	฿250,000	1 lb.
Hourglass	฿250,000	1 lb.
Hunting Trap	฿50,000	25 lb.
Ink (1 ounce bottle)	฿100,000	-
Ink pen	฿200	-
Ladder (10-foot)	฿1,000	25 lb.
Lamp	฿5,000	1 lb.
Lantern, bullseye	฿100,000	2 lb.
Lantern, hooded	฿50,000	2 lb.
Lock	฿100,000	1 lb.
Log pose	฿500,000	1/4 lb.
Mess Kit	฿2,000	1 lb.
Mirror, steel	฿50,000	1/2 lb.
Oil (flask)	฿1,000	1 lb.
Paper (one sheet)	฿2,000	-
Parchment (one sheet)	฿1,000	-
Perfume (vial)	฿50,000	-
Pick, miner's	฿20,000	10 lb.
Piton	฿500	1/4 lb.
Poison, basic (vial)	฿1,000,000	-
Pole (10-foot)	฿500	7 lb.
Pot, iron	฿20,000	10 lb.
Pouch	฿5,000	1 lb.
Power Source	฿100,000	3 lb.
Quiver	฿10,000	1 lb.
Ram, portable	฿40,000	35 lb.
Rations (1 day)	฿5,000	2 lb.
Robes	฿10,000	4 lb.
Rope, hempen (50 feet)	฿10,000	10 lb.
Rope, silk (50 feet)	฿100,000	5 lb.
Sack	฿100	1/2 lb.
Scale, merchant's	฿50,000	3 lb.
Sealing wax	฿5,000	-
Shovel	฿20,000	5 lb.
Signet ring	฿50,000	-
Soap	฿200	-

Adventuring Gear (Continued)

Handcuffs These metal restraints can bind a Small or Medium creature. Escaping the handcuffs requires a successful DC 20 Dexterity check. Breaking them requires a successful DC 20 Strength check. Each set of m anacles com es with one key. Without the key, a creature proficient with thieves' tools can pick the handcuffs' lock with a successful DC 15 Dexterity check. Handcuffs have 15 hit points.

Healer's Kit. This kit is a leather pouch containing bandages, salves, and splints. The kit has ten uses. As an action, you can expend one use of the kit to stabilize a creature that has 0 hit points, without needing to make a Wisdom (Medicine) check.

Holy Symbol. A holy symbol is a representation of a god or pantheon. A Priest can use a holy symbol as a spellcasting focus, as described in chapter 10 of the D&D 5th Edition Player's Handbook. To use the symbol in this way, the caster must hold it in hand, wear it visibly, or bear it on a shield.

Holy Water. As an action, you can splash the contents of this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. In either case, make a ranged attack against a target creature, treating the holy water as an improvised weapon. If the target is a fiend or undead, it takes 2d6 radiant damage.

A priest may create holy water by performing a special ritual. The ritual takes 1 hour to perform, uses ฿250,000 worth of powdered silver and special salts, and requires the caster to expend a 1st-level spell slot.

Hunting Trap. When you use your action to set it, this trap form s a saw-toothed steel ring that snaps shut when a creature steps on a pressure plate in the center. The trap is affixed by a heavy chain to an immobile object, such as a tree or a spike driven into the ground. A creature that steps on the plate must succeed on a DC 13 Dexterity saving throw or take 1d4 piercing damage and stop moving. Thereafter, until the creature breaks free of the trap, its movement is limited by the length of the chain (typically 3 feet long). A creature can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success. Each failed check deals 1 piercing damage to the trapped creature.

Lamp. A lamp casts bright light in a 15-foot radius and dim light for an additional 30 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil.

Lantern, Bullseye. A bullseye lantern casts bright light in a 60-foot cone and dim light for an additional 60 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil.

Lantern, Hooded. A hooded lantern casts bright light in a 30-foot radius and dim light for an additional 30 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil. As an action, you can lower the hood, reducing the light to dim light in a 5-foot radius.

Lock. A key is provided with the lock. Without the key, a creature proficient with thieves' tools can pick this lock with a successful DC 15 Dexterity check. Your DM may decide that better locks are available for higher prices.

Rations. Rations consist of dry foods suitable for extended travel, including jerky, dried fruit, hardtack, and nuts.

Rope. Rope, whether made of hemp or silk, has 2 hit points and can be burst with a DC 17 Strength check.

Scale, Merchant's. A scale includes a small balance, pans, and a suitable assortment of weights up to 2 pounds. With it, you can measure the exact weight of small objects, such as raw precious metals or trade goods, to help determine their worth.

Spyglass. Objects viewed through a spyglass are magnified to twice their size.

Tent. A simple and portable canvas shelter, a tent sleeps two.

Tinderbox. This small container holds flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a torch—or anything else with abundant, exposed fuel—takes an action. Lighting any other fire takes 1 minute.

Torch. A torch burns for 1 hour, providing bright light in a 20-foot radius and dim light for an additional 20 feet. If you make a melee attack with a burning torch and hit, it deals 1 fire damage.

Tools

Equipment Packs

The starting equipment you get from your class includes a collection of useful adventuring gear, put together in a pack. The contents of these packs are listed here. If you are buying your starting equipment, you can purchase a pack for the price shown, which might be cheaper than buying the items individually.

Burglar's Pack (฿160,000). Includes a backpack, a bag of 1,000 ball bearings, 10 feet of string, a bell, 5 candles, a crowbar, a hammer, 10 pitons, a hooded lantern, 2 flasks of oil, 5 days rations, a tinderbox, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

Diplomat's Pack (฿390,000). Includes a chest, 2 cases for maps and scrolls, a set of fine clothes, a bottle of ink, an ink pen, a lamp, 2 flasks of oil, 5 sheets of paper, a vial of perfume, sealing wax, and soap.

Dungeoneer's Pack (฿120,000). Includes a backpack, a crowbar, a hammer, 10 pitons, 10 torches, a tinderbox, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

Entertainer's Pack (฿400,000). Includes a backpack, a bedroll, 2 costumes, 5 candles, 5 days of rations, a waterskin, and a disguise kit.

Explorer's Pack (฿100,000). Includes a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

Pirate's Pack (฿320,000). Includes a chest, 2 cases for maps and scrolls, a set of traveler's clothes, a bottle of ink, an ink pen, a lamp, 2 flasks of oil, 5 sheets of paper, a tankard, 20 days of rations, fishing tackle, soap, a hammer, and a small knife. The pack also has 50 feet of hempen rope strapped to the side of it.

Priest's Pack (฿190,000). Includes a backpack, a blanket, 10 candles, a tinderbox, an alms box, 2 blocks of incense, a censer, vestments, 2 days of rations, and a waterskin.

Scholar's Pack (฿400,000). Includes a backpack, a book of lore, a bottle of ink, an ink pen, 10 sheets of parchment, a little bag of sand, and a small knife.

Tools

Your class, race, and background will give you proficiency with tools. Tools are designed to assist you in performing a certain task such as repairing, building, playing music, or any other similar activity. When you are proficient with a certain type of tool, you add your proficiency bonus to checks made when using that particular tool. Tool checks can use a number of different abilities, not just one.

For the most part, these tools operate the same as they do in D&D 5th Edition, with a few exceptions.

Artisan's Tools. These special tools include the items needed to pursue a craft or trade. The Tools table shows examples of the most common types of tools, each providing items related to a single craft. Proficiency with a set of artisan's tools lets you add your proficiency bonus to any ability checks you make using the tools in your craft. Each type of artisan's tools requires a separate proficiency.

Thieves' Tools. This set of tools includes a small file, a set of lock picks, a small mirror mounted on a metal handle, a set of narrow-bladed scissors, and a pair of pliers. Proficiency with these tools lets you add your proficiency bonus to any ability checks you make to disarm traps or open locks.

Mounts and Vehciles

Mounts, although difficult to bring out to sea, can be a great way to get to different places on land. Carriage, carts, wagons and other drawn vehicles can be pulled by multiple mounts to carry the weight more efficiently. Some mount prices in the One Piece world are listed below, although there are other rare creatures the DM may let you use.

Barding. Barding is arm or designed to protect an animal's head, neck, chest, and body. Any type of arm or shown on the Armor table in this chapter can be purchased as barding. The cost is four times the equivalent arm or made for humanoids, and it weighs twice as much.

Saddles. A military saddle braces the rider, helping you keep your seat on an active mount in battle. It gives you advantage on any check you make to remain mounted. An exotic saddle is required for riding any aquatic or flying mount. A colossal saddle is required for riding any creature that is gargantuan or larger.

Exotic Mounts. Some mounts, especially those found in various islands within the Grand Line, are far more special than ordinary mounts. Mounts marked in the table below as exotic are only found and domesticated on certain islands. For example, Bananawani are normally only found in Alabasta or other extreme arid climates around the world.

Vehicle Proficiency. If you have proficiency with a certain kind of vehicle (land or water), you can add your proficiency bonus to any check you make to control that kind of vehicle in difficult circumstances.

Renting a Mount. Renting a cheap mount typically costs ฿1,000 an hour in most locations. Renting a more expensive or exotic mount will typically cost ฿2,000 an hour when made available.

Mounts that are bold are considered exotic.

Mounts and Other Animals

Item	Cost	Crew Max	Speed
Waver	฿5,000,000	1	25 mph
Rowboat	฿500,000	2	3 mph
Sloop	฿30,000,000	3	3 mph
Caravel	฿50,000,000	8	4 mph
Submarine	฿600,000,000	20	5 mph
Cog	฿100,000,000	20	4 mph
Brig	฿150,000,000	30	5 mph
Carrack	฿300,000,000	100	3 mph
Galleon	฿500,000,000	200	4 mph
Man-o-War	฿1,000,000,000	400	3 mph
Battleship	฿3,000,000,000	1000	5 mph

Waterborne vehicles that are bold, or similar items, cannot be built or purchased in most locations, and can only be crafted by special builders in certain locations.

Waterborne Vehicles. Most ships and other waterborne vehicles are the common method of transportation in this world. Crew max determines the amount of crewmates that can permanently reside on the vehicle. An additional number of temporary passengers may also fit on the boat, equal to the crew max. Daily miles traveled on waterborne vehicles equals the speed x 24. More information on waterborne vehicles and ships are found in the One Piece D&D DM's guide.

Special Equipment

Certain items are often considered far too advanced for the majority of the One Piece world, and are instead mainly used by powerful factions or groups within the grand line. Many forms of technology have been seized and monopolized by the World Government and Marines. However, some of this equipment may still be usable by adventurers if attained.

Dials

Dials are mysterious devices made from sea shells that each hold a unique power. They are normally found throughout the sky islands, and often vary in size and power.

Some are used for completing simple tasks such as cooking, refrigeration, or blowing air, while others can be used to enhance weapons or deal devastating amounts of damage to enemies.

Common dials are easy to come by when exploring sky island. However, it may be difficult to discover more rare and powerful dials on your own. Purchasing or trading to attain special rare dials is one way to gather them, but they may not be available in many shops. Therefore, finding them in dungeons or well-guarded fortresses might be the only way to get a rare dial that you want.

Finding a Simple Dial

Searching for the more simple dials is easy when you're traveling through the sky islands, especially along the shorelines. Finding dials, especially rare ones, outside of any sky islands is incredibly difficult.

d20	Rare Dial
1-2	Axe Dial
3-4	Ball Dial
5	Eisen Dial
6-8	Flash Dial
9-10	Flame Dial
11	Impact Dial
12	Jet Dial
13-17	Large Simple Dial (Roll on simple dial table)
18	Reject Dial
19-20	Storm Dial

Simple dials tend to have less overwhelming or dangerous abilities, and absorb less from their designated energy source on average. Rare dials are often incredibly effective in combat, and some have the power to devastate both their user and any foe from the amount of power they can expel in an instant.

Being proficient in dials allows you to add your proficiency bonus to any check or attack roll when using a dial. Dial effects for both simple and rare dials are listed below.

Breath Dial. By storing air, gases, or wind currents, breath dials have the ability to emit anything it absorbs as a gust of energy. Simple breath dials have 5 charges. By expending a charge from this dial as a bonus action, you can absorb up to a 5-foot cube of any gas or wind. By pressing the button on the dial as an action, you can expel up to a 5-foot cube of any stored gas in a space within 5 feet of you. For example, if you absorbed poisonous gas, you may fill up any 5-foot square of space within 5 feet of you with this poisonous gas you as an action. Any creature in the space being filled with gas must succeed on a DC 10 Strength (Athletics) check or be pushed out of the space away from the dial. Objects less than 10 pounds are also pushed out of the space automatically. Simple breath dials can store up to 25 cubic feet of gas, and regain up to 1d4+1 expended charges daily at dawn.

Large Breath Dials (rare) have 10 charges and can store up to 50 cubic feet of gas. Additionally, they regain 1d6+4 expended charges daily at dawn instead. You can also use a large breath dial to power a standard waver, reducing the cost of building a waver by 80%.

Flavor Dial. Similar to breath dials, flavor dials specialize in storing gases and scents. This includes explosive gas or foul odors. However, flavor dials aren't capable of emitting strong gusts that can push things away. Simple flavor dials have 5 charges. By expending a charge from this dial as a bonus action, you can absorb up to a 5-foot cube of any gas or scent. By pressing the button on the dial as an action, you can expel up to a 5-foot cube of any stored gas in a space within 5 feet of you. Simple flavor dials can store up to 25 cubic feet of gas, and regain up to 1d4+1 expended charges daily at dawn.

Large Flavor Dials (rare) have 10 charges and can store up to 50 cubic feet of gas. Additionally, they regain 1d6+4 expended charges daily at dawn instead.

Lamp Dial. By absorbing light from any source, a lamp dial can emit bright light for an extended period of time. Simple lamp dials have 5 charges. By expending a charge from this dial as a bonus action, you may absorb up to an hour worth of light or sunlight, for each charge spent, into this dial by holding it or placing it within range of the source without interruption. To use this dial, as an action, you can press the button on the dial to continuously shed bright light in a 20-foot radius and dim light for an additional 20 feet from the dial for a duration equal to the amount of stored light in hours. Simple lamp dials can store up to 5 hours worth of consistent light, and regain up to 1d4+1 expended charges daily at dawn.

Large Lamp Dials (rare) have 10 charges and can store up to 10 hours worth of light. Additionally, they regain 1d6+4 expended charges daily at dawn instead.

Milky Dial. This dial only works in extremely high altitudes, such as any location in the sky islands. By absorbing giant chunks of clouds into a milky dial, you can release pathways or blocks of cloud from the dial. Simple milky dials have 5 charges. By expending a charge from this dial as a bonus action, you may absorb any 5-foot cube of island or sea clouds by placing it within 5 feet of the source. To use this dial, as an action, you can place or hold the dial in a 5-foot square, then press the button on it to release a 5-foot cube of island or water cloud stored, depending on the type of clouds absorbed, within 5 feet of the dial once at the beginning of every round. Each 5-foot cube of this cloud has 1 HP and AC 6, and will float slowly in any direction it is expelled or pushed, up to 5 feet per round. Simple milky dials can store up to 25 cubic feet of cloud, and regain up to 1d4+1 expended charges daily at dawn.

Large Milky Dials (rare) have 10 charges and can store up to 50 cubic feet of cloud. Additionally, they regain 1d6+4 expended charges daily at dawn instead.

Thunder Dial. By absorbing electric elemental energy from a material or current, thunder dials can be used as an electric power source to anything by channeling stored electricity. Simple thunder dials have 5 charges. By expending a charge from this dial as a bonus action, you may sap electric energy from any 5-foot cube of material or current that is releasing or channeling electricity, such as a lightning rod, active wiring, or generator, by placing it within 5 feet of the source. To use this dial, as an action, you can place or hold the dial in a 5-foot square, then press the button on it to channel electricity into one nearby device for up to 24 hours for every 5-foot cube of electric energy stored being released. This can be used for simple machines such as a fan or light bulb. Alternatively, you can release all the electric energy stored in a heat dial to make an attack. As an action, you can make a melee attack against a creature and release the electricity within the dial to deal 1 lightning damage for every 5-foot cube of electric energy expelled. Simple thunder dials can store up to 25 cubic feet of electric energy, and regain up to 1d4+1 expended charges daily at dawn.

Large Thunder Dials (rare) have 10 charges and can store up to 50 cubic feet of electric energy. Additionally, they regain 1d6+4 expended charges daily at dawn instead.

Tone Dial. This dial can store sounds or spoken messages to replay them out loud at a later time when activated. Simple tone dials have 5 charges. By expending any number of charges from this dial as a bonus action, you can record up to 10 seconds for each charge spent of any sound or spoken message. As an action, you can press the button on the dial to play any stored noise or message, which can be heard up 120 feet away from the dial depending on the volume. Additionally, stored messages can be replayed or looped for up to an hour each day, or can be erased in up to 10 second segments as an action. Simple tone dials can store up to 50 seconds of sound or speaking, and regain up to 1d4+1 expended charges daily at dawn.

Large Water Dials (rare) have 10 charges and can store up to 50 cubic feet of liquid. Additionally, they regain 1d6+4 expended charges daily at dawn instead.

Axe Dial (Rare). Are incredibly powerful damage-dealing dials that can amplify the effects of attacks. They can be attached to your body or combined with any weapon to amplify its effects. By passively absorbing and storing sharpness from a blade, weight from a blunt weapon, strength from the user's fists and legs, etc. an axe dial will greatly enhance any attack made with a weapon it is attached to. The are three different types of axe dials, each type increasing in both strength and rarity.

A +1 axe dial (*uncommon*) will give any weapon, including your unarmed strikes, a +1 bonus to attack and damage rolls when attached.

A +2 axe dial (*rare*) will give any weapon, including your unarmed strikes, a +2 bonus to attack and damage rolls when attached.

A +3 axe dial (*very rare*) will give any weapon, including your unarmed strikes, a +3 bonus to attack and damage rolls when attached.

In order to attach an axe dial to a weapon or body part, the user must spend time during a short or long rest properly fitting and attaching it to the desired weapon. A weapon can only receive the benefits from one dial at a time, and the effects of separate dials on a single weapon do not stack. Furthermore, axe dials do not stack with innate weapon bonus stats, and can only increase a weapon's innate bonuses up to a total +3 for attack or damage rolls. However, axe dial bonuses do stack with bonuses from character feats and abilities. For example, a +3 supreme grade meito would receive no benefits from an axe dial and a +2 great grade meito would only increase to a +3 bonus to attack and damage rolls for the weapon if it had a +3 axe dial attached to it.

Ball Dial (Rare). This dial is almost identical to the large milky dial (use the description from *Milky Dial*), except when segments of solid cloud are produced from this dial, they become floating 5-foot diameter balls that can be attached to eachother without breaking. They each have 1 HP and AC 6, and can be pushed up to 30 feet in any direction as a ranged attack, popping on impact with the first thing they touch. Additionally, when a cloud ball is destroyed or popped, it will produce a random effect. Roll a d100 on the wild magic surge table (D&D standard 5th edition rules) to determine the effect, and have the effect target and damage the creature closest to the ball or the ball itself after popping. If the rolled effect grants sorcery points or doesn't have an applicable effect, re-roll on the table instead.

Eisen Dial (Rare). The eisen dial is considered one of the strongest types of dials. This dial is almost identical to the simple milky dial (use the description from *Milky Dial*), except when segments of solid cloud are produced from this dial, they are as thick and durable as iron. They have 30 HP and AC 20 per 5-foot cube released, and will shatter into metallic dust when destroyed. Additionally, by releasing a 5-foot cube of stored cloud, you may transform it into an iron simple melee weapon of choice that you can use. If you are proficient with rare dials, you are also proficient with the created weapon. This weapon lasts for 1 hour, or until it is dispelled as a bonus action, in which it will crumble into metallic dust afterwards.

To release the stored damage as a concentrated shock wave, the user can spend an action to make a melee attack against a target with the dial, deciding how much stored damage to expend. On a hit, the target takes a number of force damage equal to the expended damage. Whether the attack hits or misses, the user of the dial will be damaged by half of the expended force damage (rounded down) as recoil in force damage as well. Impact dials can store up to 30 force damage at once, and regain up to 1d4+1 expended charges daily at dawn. If the stored force damage reaches its cap, any carryover damage that cant be absorbed when attempting to nullify an attack is still dealt to the user and isn't reduced.

Jet Dial (Rare). By storing powerful gusts or wind currents, jet dials have the ability to emit anything it absorbs as a gust of energy. Jet dials have 5 charges. By expending a charge from this dial as a bonus action, you can absorb up to a 5-foot cube of any strong wind or gas. By pressing the button on the dial as a bonus action, you can expel at least one 5-foot cube of stored wind to launch you 30 feet x every 5-foot cube of stored wind released in any direction. Jet dials can store up to 25 cubic feet of wind, and regain up to 1d4+1 expended charges daily at dawn. Additionally, attaching a jet dial to a waver will double its speed.

Reject Dial (Rare). Reject dials are one of the strongest and hard to find dials among even the rarest dials. However, reject dials are also incredibly dangerous to use, with the recoil being able to potentially kill anyone who uses them. This dial is almost identical to the impact dial (use the description from *Impact Dial*), except it has 10 charges, can store up to 60 force damage, and regains 1d6+4 expended charges daily at dawn.

Storm Dial (Rare). This dial is almost identical to the simple milky dial (use the description from *Milky Dial*), except when segments of solid cloud are produced from this dial, they come in the form of condensed chunks of powerful storm clouds. Every 5-foot cube of storm cloud can be passed through, though it is considered Difficult Terrain. Any creature that ends its turn inside a created storm cloud must make a DC 15 Strength saving throw or take 2d6 bludgeoning damage from the harsh maelstrom of wind inside the cloud. Additionally, at the start of each round, each 5-foot cube of storm cloud will target the closest creature within 30 feet and deal 1d6 lightning damage to it. Storm clouds only last for 1 minute after being created, in which they return to being an ordinary island or sea cloud after.

Pop Greens

Pop greens are special seeds that have the power to instantly grow into full plants that produce a desired spell effect. Pop greens can be imbued with various effects or spells by a skilled herbalist, allowing them to be used as soon as they are planted in dirt or soil. Creating a pop green requires having a Herbalism Kit, supplies, a nearby spellcaster, and being proficient in the Nature or Arcana skills.

Additionally, they can only be created during extended periods of downtime, such as when traveling by boat to a new location in clear weather or spending time on a peaceful island.

Creating a Pop Green

A pop green is made by placing the energy from any spell and the material components required into a special seed. Creating a pop green can take a specific amount of time and money related to the strength and level of the Pop Green the characters wants to imbue into the seed, as shown on the table below. Additionally, the character creating the pop green must have proficiency in the Nature or Arcana skills and provide any material components required by the spell being put into the pop green. Moreover, at least one character making the pop green or assisting in the creation process must have the spell prepared, or it must be among the character's known spells, in order to create the pop green.

The plant created will begin casting the spell from itself. For example, if the plant created from a pop green has cone of cold stored in it, it will cast it immediately after the action the user made to plant it, blasting the 60-foot cone from itself and damaging all enemies in the range depending on the direction the user wants it to aim the spell. After the spell is finished being casted or concentrated on, it will wither and die.

If the plant casts a spell, such as time stop, that can only target the caster, it will instead target the creature that planted it if they are within 30 feet of the plant. Otherwise, the plant will target itself with the spell before withering and dying. If the spell requires a target, the person who planted the pop green can verbally command it to choose the desired targets. Additionally, if the spell has a casting time longer than an action, the plant will remain alive and actively cast the spell until it is casted. Also, if the spell requires concentration, the plant will remain alive and attempt to concentrate on the spell until the duration ends or concentration is lost. Once the spell is no longer being concentrated on or is finished casting, the plant instantly withers and dies.

While the plant remains alive, its stats are as follows (Treat cantrips as 1st-level spells when determining these stats). It is a large plant, its HP is equal to 5 x Spell Level (Minimum 5), its AC is equal to 10 + Spell Level (Minimum 10), it has vulnerability to fire damage, and its Constitution save bonus for keeping concentration is equal to the Spell Level. The plant's appearance depends on the type of spell stored by it. For example, if it has the fireball spell stored, it may have a reddish-orange patterned appearance, a bazooka-shaped stem, and flame-shaped leaves. The plant may also cast or create the spell effect by emitting magical effects from its stalk or mouth, or by attacking with segments of its body.

The spell casted by the plant has an Attack Bonus and Save DC depending on the level of the spell stored by the plant, shown on the table below.

Pop Green Spellcasting

Spell Level	Save DC	Attack Bonus
Cantrip	13	+5
1st	13	+5
2nd	13	+5
3rd	15	+7
4th	15	+7
5th	17	+9
6th	17	+9
7th	18	+10
8th	18	+10
9th	19	+11

Pop Green Complications

If the creature planting the pop green is a spellcaster that already knows how to cast the spell being stored by the pop green, planting it will always work without fail.

Metallic Star. This type of star is much heavier and more destructive than ordinary ammo. Uncommon metallic stars have a +1 to attack and damage rolls when fired, rare metallic stars have a +2 to attack and damage rolls when fired, and very rare metallic stars have a +3 to attack and damage rolls when fired. Additionally, targets that are medium or smaller that are hit by a metallic star must succeed on a Strength save against a DC equal to 10 + (attack/damage bonus of the star x 2), or be knocked prone.

Flame Star. A flame star ignites mid-air, igniting anything it hits on contact. Uncommon flame stars deal an addition 1d6 fire damage when fired, rare flame stars deal an additional 2d6 fire damage when fired, and very flame metallic stars deal an additional 3d6 fire damage when fired.

Smoke Star. This star creates a sphere of smoke centered on a point within range on impact with a target. An uncommon smoke star creates a sphere radius of 10 feet, a rare smoke star creates a sphere radius of 20 feet, and a very rare smoke star creates a sphere radius of 30 feet. The sphere spreads around corners, and its area is heavily obscured. It lasts for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

Cactus Star. This star explodes upon hitting a target, piercing nearby targets with flying spikes. If this star hits a target, it will damage all creatures within 5 feet of the target for 1d4 piercing damage if it is uncommon. If it is rare, it will damage all creatures within 5 feet of the target for 2d4 piercing damage. If it is very rare, it will damage all creatures within 5 feet of the target for 3d4 piercing damage.

Terror Star. When this star hits a target, a terrifying vision appears in front of them. Until the end of their next turn, they are frightened of you for the duration. If it is a rare terror star, they also take 1d4 additional psychic damage. If it is a very rare terror star, they take 2d4 additional psychic damage instead.

Meito

A meito is a world-class blade of exceptional quality. These blades were made by some of the best craftsmen in the world, and come in many shapes and sizes. They are far superior to regular blades, and have the power to slice through just about any material.

There are a limited number of meito in the world, and each can sell for several hundreds of millions of Belly (฿) or more depending on the rarity. Finding these swords, or even individuals who will sell these swords, should be incredibly difficult to accomplish for ordinary pirates. The four grades of meito and the number of each in existence are listed in the table below.

Meito Grades

Grade	Number of Blades
Regular	Unknown
Skillful	50
Great	21
Supreme	12

Regular Grade

Cursed Blade

Cursed blades, such as kitetsu swords, are known to bring doom and misfortune to its user over time. However, if tamed, cursed blades can be extraordinarily fearsome in battle. Every cursed blade comes with a downside to being used recklessly, and each cursed blade may have a more crippling effect than the last depending on how high the grade is. When the user of a cursed blade attunes to it, they must succeed on a contested charisma check against the cursed blade (charisma bonus of the blade is decided by DM).

If the user loses the contest, they will attune to the blade and gain a random form of indefinite madness (Standard D&D 5th Edition Rules). If the user wins the contest, they may attune to the blade regularly. After attuning, the only way to end the attunement is to use a remove curse spell. While attuned, the user will gain access to a special ability while using the blade (feel free to roll on the table below to decide the ability). However, there may also be a severe drawback equivalent to the benefit the sword offers. For example, a cursed blade may deal an additional 2d6 necrotic damage to a target on a hit, but will deal 1d6 force damage to its owner every time an attack misses.

Special Blade Bonuses

d10	Bonus
1	Deals radiant damage and emits 20 feet of bright sunlight.
2	Deals necrotic damage and creates a 20-foot radius of darkness that lightly obscures the area.
3	Creatures cannot heal for 1 minute when damaged.
4	Deals an additional 2d6 elemental damage.
5	Ignores resistance to the weapon's damage type.
6	Removes a creature's limb when you roll a 20.
7	Heals you for damage dealt when you roll a 20.
8	Blade's reach extends by 5 feet.
9	Deals additional 1d6 damage for every size larger than you a target is.
10	Deals double damage against structures.

Underworld Marketplace

The Underworld is a colossal crime syndicate that is known to carry smuggled goods and trade them off to bidders in underground auctions or markets. Its main operations are found on the Grand Line, and many different types of pirates, nobles, and notorious figures bid for extremely rare (and often very illegal) goods and services they wouldn't be able to purchase elsewhere.

Some towns may have underworld marketplaces and black markets readily available and easy to find for wealthy buyers, while other locations may attempt to hide their dealings away from officials. Goods sold in these auction houses and marketplaces may include extremely rare or exotic items such as devil fruits, powerful weapons, and legendary materials. Sometimes this auction houses also commit more horrific crimes such as capturing non-human races, selling slaves, or auctioning away weapons of mass destruction.

The price of a good depends on its rarity, as listed in the table below. Because items are often auctioned away in these markets instead of being regularly sold, it may be possible that a bidder will need to pay more (or very rarely less) than the standard asking price for more popular items.

Underworld Marketplace

Item	Rarity	Minimum Cost
Black Supreme Grade Meito	Legendary	>฿500,000,000
Cursed Meito	-	Half of meito type cost
Den Den Mushi	Rare	>฿5,000,000
Den Den Mushi Variant	Very Rare	>฿10,000,000
Devil Fruit	Uncommon-Rare	>฿10,000,000
Devil Fruit	Very Rare	>฿100,000,000
Devil Fruit	Legendary	>฿1,000,000,000
Devil Fruit Encyclopedia	Legendary	>฿1,000,000,000
Eternal Pose	Uncommon	>฿1,000,000
Eternal Pose	Rare	>฿5,000,000
Eternal Pose	Very Rare	>฿50,000,000
Great Grade Meito	Rare	>฿50,000,000
Illegal Weapons	Uncommon	>฿2,000,000
Illegal Weapons	Rare	>฿5,000,000
Illegal Weapons	Very Rare	>฿50,000,000
Illegal Weapons	Legendary	>฿500,000,000
Rare Dial	Uncommon	>฿5,000,000
Rare Equipment	Common	>฿1,000,000
Rare Equipment	Uncommon	>฿5,000,000
Rare Equipment	Rare	>฿50,000,000
Rare Equipment	Very Rare	>฿100,000,000
Rare Equipment	Legendary	>฿500,000,000
Rare Supplies (200,000 lbs.)	Uncommon	>฿5,000,000
Rare Supplies (200,000 lbs.)	Rare	>฿20,000,000
Rare Supplies (200,000 lbs.)	Very Rare	>฿200,000,000
Regular Grade Meito	Common	>฿1,000,000
Simple Dial	Common	>฿500,000
Slave	Common	>฿500,000
Slave	Uncommon	>฿1,000,000
Slave	Rare	>฿5,000,000
Slave	Very Rare	>฿50,000,000
Slave	Legendary	>฿500,000,000
Skillful Grade Meito	Uncommon	>฿5,000,000
Supreme Grade Meito	Very Rare	>฿100,000,000

If a Devil Fruit being sold or auctioned is Legendary in rarity, its powers will be known and stated by the seller before the bidding begins. These devil fruits are among the strongest, and typically come in the form of a powerful Logia, Mythical Zoan, or rare paramecia type.

Meito. Details about Meito blades are listed earlier in this chapter. A cursed meito will be sold for half the minimum cost initially, though it will not be stated that the sword is cursed.

Some Den Den Mushi are modified to serve as makeshift telephones, some are modifed to serve as cameras, or other transmission devices. Very rare Den Den Mushi devices may be used for other specific purposes, such as intercepting other Den Den Mushi. Additionally, some may be modified and painted to resemble their owners.

Standard Den Den Mushi. The most commonly used Den Den Mushi have telepathic abilities that allow them to serve as telephones. When two Den Den Mushi connect to each other, any sound that plays into one will be transmitted and sent over to the other and be perfectly replicated by the receiving Den Den Mushi, and vice versa. This is essentially the same as calling someone with a telephone. There may be limitations to the signal range of most Den Den Mushi, aside from few rare ones that have nearly unlimited range.

Baby Den Den Mushi. Are much smaller audio-based Den Den Mushi that can be concealed in clothing to avoid detection. However, this comes at the cost of having a weaker signal range.

Black Den Den Mushi. Is a Den Den Mushi that intercepts and listens into other audio-based Den Den Mushi communicating, being able to save any messages they record and memorize them for playback. These are often used by government agents and the marines.

White Den Den Mushi. Is a very special type of Den Den Mushi that prevents any nearby Black Den Den Mushi from eavesdropping. These are incredibly rare, and are typically used by Revolutionary agents.

Visual Den Den Mushi. Are Den Den Mushi that record and relay visual information in order to play it back later in the form of photographs or videos. These Den Den Mushi can capture photos or record videos and then project them back onto screens by using their powerful flashing eyes for others to see. In other words, they often serve as both cameras and image or video projectors.

Special Den Den Mushi. Are the rarest variety of Den Den Mushi reserved for top world officials. These are used to relay emergency messages to other Den Den Mushi. For example, a Golden Den Den Mushi can be used to send an emergency signal to a Silver Den Den Mushi, which will order a Buster Call assault onto an island or location.

Expenses

Sometimes long journeys across the ocean allow for some extended periods of downtime while occasionally stopping by various islands to gather supplies. Even stepping away from the dangerous life of pirating for a while and spending time in a small village or large city isn't all that uncommon for those looking for a short break from the unforgiving seas. However, living comfortably in any situation can cost quite a bit of money. Depending on a character's lifestyle and career, these expenses will begin to stack up over time.

Lifestyle expenses

Maintaining a decent home or ship cabin, purchasing food and water, maintaining your gear and equipment, and covering transportation each day in a village or city will vary in cost depending on the quality of these goods and services required by a character.

Rich. You live a life of luxury, and might even be popular throughout your homeland or other nearby towns. Perhaps you are a prestigious pirate, aristocrat, or successful business owner. You may own a mansion, stay in a large room on a ship, or even own an inn or two. Your equipment is kept in mint condition and you always dress in the best clothes available.

Noble. Nobles are often world-class elites, top pirates, or celestial dragons that have access to nearly infinite sums of money at their disposal. The lifestyle of a noble allows for just about any expense to be easily covered. You may own several homes, ships, or buildings all around the world. Nobles have immediate access to the best clothes, the best perfumes, some of the finest weapons, and always keep their equipment in perfect shape.

Food, Drink, and Lodging

The table below will give prices for food and drink as well as inn fees for a single night's lodging. These prices are automatically included in your lifestyle expenses during downtime.

Food, Drink, and Lodging

Item	Cost
Banquet (per person)	฿100,000
Bread, loaf	฿200
Cheese, hunk	฿1,000
Inn stay (per day)	
Poor	฿1,000
Comfortable	฿5,000
Wealthy	฿20,000
Rich	฿40,000
Noble	฿400,000
Meals (per day)	
Poor	฿600
Comfortable	฿3,000
Wealthy	฿8,000
Rich	฿20,000
Noble	฿200,000
Meat, chunk	฿3,000
Rum	
Gallon	฿2,000
Mug	฿400
Sake	
Common (pitcher)	฿1,000
Fine (Bottle)	฿30,000
Wine	
Common (pitcher)	฿2,000
Fine (Bottle)	฿100,000

d100	Trinket
1	A sharp tooth from a newborn Sea King.
2	A broken eternal pose that once pointed to a legendary location.
3	A small den den mushi that only repeats "hello?"
4	A small wooden statue of an unknown pirate.
5	A half-torn sketch of an underwater map.
6	A fancy worn purple captain's hat.
7	A rainbow-colored scale from a mermaid.
8	A wax replica of a devil fruit.
9	A conch shell that sobs when you listen to it.
10	A playing card made of lead.
11	A seastone bullet that has lost its properties.
12	An ornament shaped like a captain's wheel.
13	A necklace locket that can't be opened.
14	A music box that plays an old sea shanty.
15	An oversized straw hat.
16	A small kaleidoscope.
17	A bent key with a skull emblem on it.
18	A jar with a small eel inside.
19	A sword hilt with familiar initials etched into it.
20	A rusted knife that belonged to a relative.
21	A small sketch of the last pirate king.
22	A cracked copper coin from a lost civilization.
23	A syringe containing apple juice.
24	A paint brush that slowly removes paint.
25	The leg of a large toad.
26	The tail tip of a crocodile.
27	A surgeon's scalpel.
28	A tiny symbol of a smiling face.
29	A small indestructible cube with a rune on it.
30	A red monkey's right paw.
31	A thin disk made of aluminum.
32	A poorly drawn jolly roger.

d100	Trinket
72	A lightning rod that glows dim blue.
73	A stuffed reindeer toy.
74	A blue banana peel.
75	A scarf that makes its wearer colder.
76	A perfectly symmetrical skipping stone.
77	A plastic flower that always smells authentic.
78	A stone tablet with a sun symbol painted on.
79	A silver whisk.
80	A tangerine tree sapling in a pot.
81	An arrowhead shaped like a beak.
82	A slingshot without a handle.
83	A skull-shaped helmet with an afro.
84	A single strip of sea cow beef jerkey.
85	A metallic fang coated in heavily diluted poison.
86	A playing dice with a 6 on every side.
87	A jack in the box with a smiling lion head inside.
88	A hand-sized toy robot that dances under sunlight.
89	A cigarette that never burns out.
90	A pamphlet detailing a far-away amusement park.
91	A diary written by a sailor with partially ruined pages.
92	A mirror that only reflects moonlight.
93	An incomplete globe.
94	A chart detailing all the known constellations.
95	A silk handkerchief that is always a bit damp.
96	A chunk of green salt rock.
97	A steel whistle that makes bird sounds.
98	A stick of incense that smells like home.
99	A child's drawing that gives you nightmares every time you see it.
100	A bright red clown nose.

Chapter 6: Feats and Multiclassing

Feats and multiclassing

Use revised versions of all original feats that share an official name: Alert, Athlete, Defensive Duelist, Durable, Elemental Adept, Grappler, Great Weapon Master, armor-training feats, Lucky, Mounted Combatant, Polearm Master, Resilient, Savage Attacker, Sentinel, Sharpshooter, Shield Master, Skilled, Skulker, Spell Sniper, Tavern Brawler, Tough, War Caster, and Weapon Master. Revised Great Weapon Master and Sharpshooter do not retain the old −5/+10 option.

Mobile uses revised Speedy if available; otherwise keep legacy Mobile as a General feat with level 4 prerequisite and no additional ability increase. **Spellcaster Disruptor** uses revised Mage Slayer if available; otherwise retain the original as a General feat, level 4+, without an added ability increase. **Mysterious Power** is replaced by revised Magic Initiate; **Two-Weapon Style** is replaced by revised Dual Wielder. Do not confuse the Dual Wielder feat with the Two-Weapon Fighting style.

Original setting feats not otherwise replaced are General feats requiring level 4 and all original prerequisites. Keep their existing ability increase, if any; do not add one to every old feat. This covers Big Eater, Burglar, Dial Expert, Dungeon Delver, Fell Handed, Friend of the Sea, Heavy Thrower, Linguist, Master of Disguise, Samurai Warrior, Sharkskin, Sentinel Gunner, Sling King, and Super Cyborg Upgrade. Rename Linguist's inscription reference to **Poneglyphs**. Its literacy is a campaign-earned permission, not automatic translation of all ancient mysteries.

The three Color Training feats and Devil Fruit Training are retired as additional-power purchases; use advancement picks. An existing character may exchange one for a revised feat they qualify for. A prerequisite referencing a retired feat instead references the corresponding new technique.

Three-Weapon Style: General feat, level 8+, Dual Wielder prerequisite. Retain the original damage-die improvement and three-weapon draw/stow convenience. Replace its AC wording with a total +1 AC while wielding at least two melee weapons; it does not stack with any bonus from a legacy Two-Weapon Style feat. The third blade grants no attack, mastery trigger, or extra Sneak Attack. It occupies its stated mouth/appendage and can interfere with speech or other uses of that appendage.

For multiclassing, retain the source's ability prerequisites and proficiency grants. Use revised core multiclass rules for recognized Spellcasting progressions; Chemist, Hybrid, Priest, Skald, and Tinkerer are full casters, Marksman is a half caster, and Elemental Trickster/Elemental Weapon use their third-caster progression. Use the rounding appropriate to the revised rule, rounding Marksman half-caster levels up as for revised Ranger. Devilforged Pact-style slots remain separate. Extra Attack does not add across classes. Proficiency bonus follows total character level; a class feature's scaling follows its own class level. All classes share the same character-level advancement track and Drive pool.

Setting feats

These General feats require level 4 and their printed prerequisites. They are not Origin feats. Existing ability-score increases are retained; do not add an extra increase.

Dungeon Delver

Alert to the hidden traps and secret doors found in many dungeons, you gain the following benefits:

- When you roll a Hit Die to regain hit points, the minimum number of hit points you regain from the roll equals twice your Constitution modifier (minimum of 2).
- You have advantage on Wisdom (Perception) and Intelligence (Investigation) checks made to detect the presence of secret doors.
- You have advantage on saving throws made to avoid or resist traps.
- You have resistance to the damage dealt by traps.
- You can search for traps while travelling at a normal pace, instead of only at a slow pace.

Fell Handed

You master the handaxe, battleaxe, greataxe, warhammer, and maul. You gain the following benefits when using any of them:

- You gain a +1 bonus to attack rolls you make with the weapon.
- Whenever you have advantage on a melee attack roll you make with the weapon and hit, you can knock the target prone if the lower of the two d20 rolls would also hit the target.
- Whenever you have disadvantage on a melee attack roll you make with the weapon, the target takes bludgeoning damage equal to your Strength modifier (minimum of 0) if the attack misses but the higher of the two d20 rolls would have hit.
- If you use the Help action to aid an ally's melee attack while you're wielding the weapon, you knock the target's shield aside momentarily. In addition to the ally gaining advantage on the attack roll, the ally gains a +2 bonus to the roll if the target is using a shield.

Friend of the Sea

Prerequisite: Fish-man or Merfolk

Your friendship with sea creatures mystically deepens thanks to your racial abilities. You gain the following benefits:

- You gain proficiency in the Animal Handling skill. If you're already proficient in it, your proficiency bonus is doubled for any check you make with it.
- You learn the speak with animals spell and can cast it at will, without expending a spell slot. You also learn the animal friendship spell, and you can cast it once with this feat, without expending a spell slot. You regain the ability to cast it in this way when you finish a long rest. You can only target and speak with beasts that have an innate swimming speed with these spells, not including Sea Kings. Intelligence is your spellcasting ability for these spells.

Heavy Thrower

Prerequisite: Strength 20 or higher

You become a much better thrower, gaining the following:

- You gain a +1 bonus to attack rolls you make with a katana.
- You can deliver a decisive critical strike or sweep when you attack enemies that turn their back on you. When you hit with an opportunity attack using a katana, the target must succeed on a Strength saving throw (DC 8 + your proficiency bonus + your Dexterity modifier) or be knocked prone.
- You may attempt to disarm your target with a decisive strike at their weapon or another object of your choice that it's holding. When you attack and hit with a katana, the target must succeed on a Strength saving throw (DC 8 + your proficiency bonus + your Dexterity modifier) or have the chosen item knocked down and dropped at its feet. You cannot use this ability again until you complete a Short or Long Rest.

Sharkskin

Prerequisite: Fish-man

Due to your fish-man features and rough skin, you are difficult to touch without getting injured. You gain the following benefits:

- Increase your Constitution score by 1, up to a maximum of 20.
- Your rough skin deals 1d6 piercing damage to any creature grappling you or any creature grappled by you.
- You gain proficiency in the Intimidation skill. If you're already proficient in it, your proficiency bonus is doubled for any check you make with it.

Sentinel Gunner

You have a quick hand and keen eye when employing firearms, granting you the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency with all firearms.
- You ignore the loading property of firearms.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.

Sling King

Your sling skills have grown, and you gain these benefits:

- You gain a +1 bonus to attack rolls you make with a sling.
- When you use a sling, its damage die changes from a d4 to a d6, and from a d8 to a d10 when wielded with two hands. (This benefit has no effect if another feature has already improved the weapon's die.)
- Your maximum range with slings now also count as your minimum.

Super Cyborg Upgrade

Prerequisite: Cyborg

When you take this feat, you can install four additional cyborg upgrades of your choice.

You can select this feat multiple times. Each time you do so, you must choose different upgrades.

Chapter 7: Devil Fruits and Haki

Advancement and Drive

Replace Spirit Surge rarity farming, purchased training surges, the original free starting-power option, and the old chapter-7 feature shopping with this track. Training and dramatic victories explain advancement, but do not create extra picks beyond the track.

Character level	Total advancement picks	Maximum technique tier
1–2	0	Cosmetic only
3	1	Initiate
5	2	Adept
7	3	Adept
9	4	Adept
11	5	Master
13	6	Master
15	7	Master
17	8	Apex
19–20	9	Apex

Spend a pick on a listed Haki technique, specialist technique, or fruit investment. Meet every prerequisite. A mixed fruit-and-Haki build uses the same nine picks as a pure swordsman. Encounter XP does not grant an extra pick; training can retrain one pick between adventures while maintaining all dependencies.

Drive: once you gain your first pick, choose Constitution, Wisdom, or Charisma as your Drive ability. Maximum Drive equals twice proficiency bonus plus that ability modifier, minimum 2. Regain all Drive after a Long Rest. Once between Long Rests, after a Short Rest regain Drive equal to proficiency bonus. Drive never converts into spell slots, Focus, Fury, Hybrid Points, or hit dice. Your technique save DC is 8 + proficiency bonus + Drive ability modifier. Technique attack modifier is proficiency bonus + that modifier.

Grant-credit rule: an original class, species, or feat that grants an old Haki/fruit advancement instead unlocks the corresponding new technique without consuming an additional pick, but counts toward the table's maximum number of known advancements. If already at that maximum, replace one known technique or hold the grant until the next slot opens. Multiple grants never accelerate the maximum. Ordinary class features that merely resemble Haki are not converted into extra grants.

Named stacking: one attack can receive no more than one Drive-paid bonus-damage rider from this supplement. Sneak Attack, weapon damage, and ordinary class features remain governed by their own text. Multiple temporary-hit-point sources never stack. Numerical weapon enhancement bonuses never add together; use the highest. An armor formula is an alternative calculation, not an AC bonus.

Haki and fruitless specialists

Break the Influence. Master, level 11; Coating or Presence Sense. At the end of your turn, spend 2 Drive, no action, to repeat one saving throw against an ongoing fruit-origin effect on you that originally allowed a saving throw. Use its original DC and saving-throw ability. On success the effect ends on you only. One attempt per turn. No original saving throw means no universal dismissal; a separate escape method may exist. You cannot remove the fruit itself, undo instantaneous damage, or dispel an entire battlefield.

Observation

Presence Sense. Initiate, level 3. Bonus Action; 1 Drive; Concentration, up to 10 minutes. Detect whether conscious living creatures are within 30 feet, and their approximate direction, unless blocked by 1 foot of stone, 1 inch of metal, or an explicit concealment feature. This is not sight, does not locate exact squares, and does not remove disadvantage for unseen targets. Constructs, unconscious creatures, and deliberately excluded categories are not detected.

Combat Reading. Adept, level 5; Presence Sense. Reaction when a creature you can see makes an attack against you, before the roll; 1 Drive. Impose disadvantage on that attack. This does not affect every attack in a Multiattack.

Focused Perception. Adept, level 5; Presence Sense. While Presence Sense is active, its range is 60 feet and you gain advantage on Perception and Insight checks concerning a detected creature. You still need appropriate sensory access; this does not read thoughts or memories.

Future Sight. Master, level 11; Combat Reading. Reaction after an attack roll hits you or a creature you can see within 30 feet, but before damage; 3 Drive. The attacker rerolls and must use the new roll. Once per round. Cannot reroll a roll that has already been rerolled by this feature. You do not replay a completed turn or choose a different action after seeing the result.

Unerring Awareness. Apex, level 17; Focused Perception. While Presence Sense is active, gain Blindsight within 10 feet. Outside that radius, ordinary sight and concealment rules continue to apply. This does not reveal identities, disguises, written secrets, or the future.

Conqueror's Haki

Conqueror's aptitude is a campaign premise agreed at creation or earned as a story revelation. It is not randomly denied after a player builds toward it. Not every character must possess it; Armament, Observation, and specialist paths remain viable. Acquiring aptitude grants no free pick.

Conqueror's Presence. Adept, level 5; aptitude. Magic action; 2 Drive. Choose up to proficiency-bonus creatures you can see within 30 feet. Each makes a Wisdom save against your technique DC. On failure it is Frightened of you until the end of your next turn. A failed-save creature at or below twice your character level in current hit points instead falls Unconscious for 1 minute; damage or an ally's action wakes it. A creature immune to Frightened is immune to this whole technique. Success makes it immune to your Presence for 24 hours. This low-HP threshold handles crowds without automatically defeating elites.

Field Medicine. Adept, level 5. Utilize action; 2 Drive; healer's kit charge. A creature you touch spends one of its Hit Point Dice and regains the roll + your proficiency bonus. Each creature can benefit once per Short or Long Rest. A creature without an available Hit Point Die cannot benefit. This does not remove a disease or regenerate limbs.

Master's Reversal. Master, level 11; Signature Technique. Reaction after a creature within your melee reach misses you with a melee attack; 2 Drive. Make one weapon or Unarmed Strike attack against it. All once-per-turn limits still apply; this does not create a second Reaction.

Indomitable Dream. Apex, level 17. When damage would reduce you to 0 hit points without killing you outright, spend 4 Drive, no action, to remain at 1 hit point instead. Once per Long Rest. It cannot be used while Incapacitated before the triggering damage and does not cancel a death effect that does not deal damage. This gives fruitless specialists a high-level survival option without requiring Conqueror's aptitude.

Retired feature migration

Original feature family	Replacement or disposition
Weapon Hardening, Haki-coated weapon grants	Coating; Hardening is a separate later investment
Soul Armor, Soul Shield, Dark Armor	Armament Guard; existing armor formulas remain alternatives, not bonuses
Spirit Blast, Soul Ravage	Hardening or Signature Technique
Spirit Emission and long-range fist effects	Emission
Internal Destruction	New Internal Destruction
Aura Detection, Aura Reading, Spirit Sense	Presence Sense and Focused Perception
Predict Outcome, Predictive Strike	Combat Reading
Glimpse Into the Future, Chronostasis, Preemptive Strike	Future Sight; no additional foretelling dice
Infinite Sight, Absolute Perception	Unerring Awareness; long-distance scouting still uses actual spells or devices
Roar of the Monarch and mass-dominance features	Conqueror's Presence
King's Wrath and Conqueror coating	Conqueror's Infusion
Observation Killer	Observation Suppression
Overpower Devil Fruit Effects	Break the Influence; not unlimited Dispel Magic
Permanent Black Weapon	A GM-awarded legendary weapon project, not a one-hour automatic crafting exploit
Voice of All Things	A story permission; never automatic mind control, translation, or Poneglyph literacy
Galaxy Impact, Divine Departure, island-scale attacks	Use the GM finisher template or a class power; not extra free capstones
All other old chapter-7 Haki features	Retired for this rules mode; rebuild with a listed technique or a separately budgeted GM reward

Devil Fruits

Universal rules

A fruit is unique in the campaign unless the GM explicitly introduces an artificial copy. A character normally has only one. Multiple-fruit exceptions are named plot exceptions, not an unlock for player builds. Eating a fruit grants access to the relevant fruit investment; it does not instantly grant every ability in its lore. If a character has no available pick, replace an existing pick or allow only cosmetic manifestations until the next advancement.

Immersion, a shared player/NPC rule: when at least half of your body is immersed in a substantial body of standing water, including fresh water, your Speed becomes 0 and you are Incapacitated until removed. You cannot propel yourself through water even with a swimming speed. Water breathing still functions if supplied independently. Rain, spray, splashes, ordinary drinking, and the damage of a water-themed attack are not immersion. An effect must actually create a containing volume to invoke this rule. Oil, slime, and every other liquid do not automatically inherit this weakness.

Immersion prevents active fruit use but need not erase passive anatomy. A rubber body can remain rubber without being able to act. Suffocation and drowning still follow the revised core rules, not instant death from touching water.

Seastone: secured restraints suppress active fruit techniques while in contact and impose the Restrained condition through the restraints' own mechanics. Use the revised manacles' capture, escape, and breaking rules, with seastone workmanship affecting durability as the GM states. Do not apply the original generic DC 20 permanent-incapacitation loop. A seastone weapon hit suppresses Logia intangibility for that attack only; it does not leave an unseen piece inside the victim or suppress all powers for a minute. A successfully maintained seastone grapple suppresses active fruit powers for the grapple's duration, but requires an actual capture tool, free hand, attack option, and escape DC. These are bounded game rules, not an exact canonical material-science model.

Haki: Armament permits contact with a Logia body; it does not switch off the entire fruit. Break the Influence affects one eligible ongoing effect on its user. Neither Haki nor seastone retroactively cancels damage already dealt.

Fruit investments and spells

Each investment costs one advancement pick. Fruit spells use the Drive ability for their save DC and attack modifier. They retain their revised spell casting times, range, duration, targets, Concentration, and verbal/somatic components, reflavored as visible technique performance. Non-costly material components are waived; costly or consumed components remain unless replaced by an explicitly priced setting equivalent. Fruit techniques cast this way are spells for Counterspell and Dispel Magic; passive traits and transformations are not spells.

Investment	Minimum level	Benefit
Fruit Foundation	3	Category trait, one appropriate cantrip, two level-1 techniques
Developed Fruit	5, Foundation	Learn two techniques of levels 1–2
Expert Fruit	9, Developed	Learn two techniques of levels 1–3
Mastered Fruit	13, Expert	Learn two techniques of levels 1–4
Awakened Fruit	17, Mastered	Learn two techniques of levels 1–5 and one awakening mode below

Choose from the GM companion's curated packages or approve an equally narrow list before play. At each new investment, exchange one earlier technique within its original level limit. Ordinary class levels do not unlock higher fruit spell levels. A learned fruit spell is not automatically prepared for class-slot casting, nor may class slots pay for it unless another class feature independently grants that spell.

Bonus Action; 1 Drive; 10 minutes. Transform into a beast or hybrid interpretation of the fruit, ending early when Incapacitated or when you end it without an action. Keep your statistics, hit points, proficiencies, and actions; worn gear can merge without functioning or remain worn when physically compatible, chosen on transformation. Gain temporary hit points equal to proficiency bonus + your Drive ability modifier, minimum 1. A natural weapon deals 1d6 + Strength modifier bludgeoning, piercing, or slashing damage; a class feature can improve this as an Unarmed Strike. Choose one trait at Foundation: climb Speed equal to walking Speed, advantage on Perception checks using one sense, or +10 feet walking Speed. Animal shape does not grant a full monster stat block.

At Developed Fruit, choose one additional trait; flight up to walking Speed becomes an available choice. Flight requires the appropriate anatomy and no Heavy armor. It does not grant hover. Swimming anatomy never overrides fruit weakness. Ancient Zoans can select tougher appearance without extra free statistics. Mythical Zoans receive their supernatural effects through the same spell investments, not a second full fruit package.

Logia Foundation

Choose one damage type appropriate to the element from acid, cold, fire, lightning, poison, or thunder. Gain resistance to it. If the element has no appropriate listed type, choose one at creation as a gameplay approximation, not a claim about its real-world properties.

Disperse: Reaction when hit by a weapon or Unarmed Strike; 2 Drive. Gain resistance to that attack's bludgeoning, piercing, and slashing damage unless it is Haki-coated, seastone, or a specifically established elemental counter. No blanket immunity. At Developed Fruit, a Bonus Action and 2 Drive allow movement through non-airtight gaps at least 1 inch wide until the end of that turn; end in a space that can contain you. Cannot pass through occupied creatures, airtight barriers, seastone, or a containing body of water. Darkness-style Logias can replace Disperse with an appropriate learned control technique; they do not automatically gain the usual defensive reaction.

Awakening modes

Once per Long Rest, activate an awakening with a Bonus Action and 4 Drive; Concentration, up to 1 minute. Ending early does not refund costs. It is a distinct feature, not proof that every named fruit has canonically awakened.

- **Paramecia:** a 15-foot-radius area centered on you becomes difficult terrain for enemies. Once per turn, when one of your fruit techniques damages a creature within it, add 1d8 damage of a type that technique already deals. It cannot also receive a Drive-paid attack rider on the same hit.
- **Zoan:** gain temporary hit points equal to your character level, +10 feet Speed, and advantage on Strength checks and saves. This replaces, not adds to, Foundation temporary hit points. Use your own hit points throughout.
- **Logia:** choose a point within 60 feet when activating. A stationary 15-foot-radius elemental field lasts while you maintain the mode. A creature of your choice starting its turn there makes a Dexterity save, taking 2d8 of your selected element on failure, half on success. The field does not trigger on entering, being pushed, or being moved across a creature. It does not deal structural damage automatically. Moving the field 15 feet uses a Bonus Action.

Spell	Modern ruling
Slime Wave	Retain the original level-3 text and prone rider; use Magic action. Slime is not an immersion counter to fruits
Soap Bubble	Retain level, casting time, range, targets, and duration. Replace the 5 temporary hit points with a separate 5-point bubble integrity score; damage to the occupant reduces integrity by that damage after mitigation, but is not absorbed by the bubble. At 0 integrity it pops. Other temporary hit points cannot extend or erase bubble integrity
Wall of Goo	Retain its complete level-3 text, Concentration, wall dimensions, ranged-attack interference, and freezing rules. Goo is not standing water for fruit weakness; a frozen section uses its printed AC and hit points
Swamp Sphere	Retain its specified size, saves, duration, restraint, and movement; mud is not standing-water immersion for fruit weakness
Great Heaven Splitter	Retain as a custom level-5 spell paid from a valid class slot; not an automatic Haki feature
Poison Giant: Hell's Judgement	Level-8 class or GM reward only; not granted by the fruit investment track
Slime Tsunami	Level-8 class or GM reward only; no automatic seawater effect
Locate Devil Fruit Power	Retain level 9 and original limits; it does not identify history, future abilities, or an unconfirmed fruit name
Ice Age	Level-9 class or epic scenario ability; freeze only the listed volume/area, not an entire ocean by inference
Flame Emperor	Level-9 class or epic scenario ability, with printed costs and saves
Island Shaking	Level-9 class or epic scenario ability; structural consequences require the described area and targets

The original handbook intentionally removed some water spells. Keep those class-list exclusions. A new fruit package can include a water spell only with the GM's explicit target-and-immersion ruling recorded in advance.

New official content after the core revision

A new official spell, subclass, item, feat, or class is not automatically forbidden, but it is not a free addition to this homebrew. Admit the entire chosen option in place of its equivalent, keep its published prerequisites and resource limits, and give it a One Piece explanation. Use the newest version of an identically named option available to the table. Unearthed Arcana, third-party material, and playtest previews remain separate optional content. This procedure supports later books without claiming that every paid expansion was individually audited here.

Chapter 8: Spell Lists

This list provides all of the different spells which are used as Natural Abilities, Inventions, Tactics, or Powers listed in the various classes throughout Chapter 3. Some spells have not been omitted from these lists so as to better fit the theme of a One Piece setting. These spells are found in standard Dungeons and Dragons 5th edition and all of its expansions and suppplement books. Be sure to look up any spells that aren't in the standard 5e PHB to see which expansion book they're in.

It is important to take some artistic liberties in justifying the use of these spells in each class. For example, if a Tinkerer casts fireball, the DM or player can describe it as the character shooting an explosion of flames out of their gadget using some form of sci-fi power source.

Legend. Spells marked with ^ are custom spells unique to this system, and are shown later in this chapter under "Custom Spells".

Chemist Spells

Natural Abilities/Cantrips (0 Level)

- Control Flames
- Create Bonfire
- Druidcraft
- Frostbite
- Guidance
- Gust
- Infestation
- Magic Stone
- Mending
- Mold Earth
- Poison Spray
- Primal Savagery
- Produce Flame
- Resistance
- Shillelagh
- Thorn Whip
- Thunderclap

1st Level

- Absorb Elements
- Animal Friendship
- Beast Bond
- Charm Person

- Air Bubble
- Animal Messenger
- Barkskin
- Beast Sense
- Continual Flame
- Darkvision
- Dust Devil
- Earthbind
- Enhance Ability
- Enlarge/Reduce
- Find Traps
- Flame Blade
- Flaming Sphere
- Gust of Wind
- Healing Spirit
- Heat Metal
- Hold Person
- Lesser Restoration
- Locate Animals or Plants
- Locate Object
- Moonbeam
- Pass Without Trace
- Protection from Poison
- Skywrite
- Spike Growth
- Summon beast
- Warding Wind
- Wither and Bloom

3rd Level

- Aura of Vitality
- Call Lightning
- Conjure Animals
- Daylight
- Dispel Magic
- Elemental Weapon
- Erupting Earth
- Feign Death
- Flame Arrows

- Antilife Shell
- Awaken
- Cone of Cold
- Conjure Elemental
- Contagion
- Control Winds
- Geas
- Greater Restoration
- Insect Plague
- Mass Cure Wounds
- Planar Binding
- Scrying
- Summon Draconic Spirit
- Transmute Rock
- Wall of Stone
- Wrath of Nature

6th Level

- Bones of the Earth
- Conjure Fey
- Find the Path
- Flesh to Stone
- Heal
- Heroes' Feast
- Investiture of Flame
- Investiture of Ice
- Investiture of Stone
- Investiture of Wind
- Move Earth
- Primordial Wind
- Sunbeam
- Wall of Thorns
- Wind Walk

7th Level

- Draconic Transformation
- Fire Storm
- Mirage Arcane
- Regenerate

- Armor of Agathys
- Arms of Hadar
- Cause Fear
- Charm Person
- Distort Value
- Expeditious Retreat
- Hellish Rebuke
- Hex
- Illusory Script
- Protection from Evil and Good
- Witch Bolt

2nd Level

- Borrowed Knowledge
- Cloud of Daggers
- Crown of Madness
- Darkness
- Earthbind
- Enthrall
- Flock of Familiars
- Hold Person
- Invisibility
- Mind Spike
- Mirror Image
- Misty Step
- Ray of Enfeeblement
- Shadow Blade
- Shatter
- Spider Climb
- Suggestion

3rd Level

- Counterspell
- Dispel
- Enemies Abound
- Fear
- Fly
- Gaseous Form
- Hunger of Hadar

- Danse Macabre
- Dream
- Enervation
- Far Step
- Great Heaven Splitter^
- Hold Monster
- Infernal Calling
- Mislead
- Negative Energy Flood
- Planar Binding
- Scrying
- Synaptic Static
- Wall of Light

6th Level

- Circle of Death
- Conjure Fey
- Create Undead
- Eyebite
- Flesh to Stone
- Investiture of Flame
- Investiture of Ice
- Investiture of Stone
- Investiture of Wind
- Mass Suggestion
- Mental Prison
- Scatter
- Soul Cage
- Summon Fiend
- Tasha's Otherworldly Guise
- True Seeing

7th Level

- Crown of Stars
- Finger of Death
- Forcecage
- Power Word: Pain

8th Level

- Absorb Elements
- Burning Hands
- Catapult
- Chaos Bolt
- Charm Person
- Chromatic Orb
- Color Spray
- Detect Magic
- Disguise Self
- Earth Tremor
- Expeditious Retreat
- False Life
- Featherfall
- Fog Cloud
- Grease
- Ice Knife
- Jump
- Mage Armor
- Magic Missile
- Ray of Sickness
- Shield
- Silent Image
- Silvery Barbs
- Sleep
- Tasha's Caustic Brew
- Thunderwave
- Witch Bolt

2nd Level

- Aganazzar's Scorcher
- Air Bubble
- Alter Self
- Blindness/Deafness
- Blur
- Cloud of Daggers
- Crown of Madness
- Darkness
- Detect Thoughts
- Dragon's Breath

- Ashardalon's Stride
- Blink
- Catnap
- Clairvoyance
- Counterspell
- Daylight
- Dispel Magic
- Enemies Abound
- Erupting Earth
- Fear
- Fireball
- Flame Arrows
- Fly
- Gaseous Form
- Haste
- Hypnotic Pattern
- Incite Greed
- Intellect Fortress
- Lightning Bolt
- Major Image
- Melf's Minute Meteors
- Protection from Energy
- Sleet Storm
- Slow
- Soap Bubble^
- Stinking Cloud
- Thunder Step
- Vampiric Touch
- Slime Wave^
- Wall of Goo^
- Water Breathing
- Water Walk

4th Level

- Blight
- Charm Monster
- Confusion
- Dominate Beast
- Fire Shield

- Chain Lightning
- Circle of Death
- Disintegrate
- Eyebite
- Fizban's Platinum Shield
- Flesh to Stone
- Globe of Invulnerability
- Investiture of Flame
- Investiture of Ice
- Investiture of Stone
- Investiture of Wind
- Mass Suggestion
- Mental Prison
- Move Earth
- Otiluke's Freezing Sphere
- Scatter
- Sunbeam
- Tasha's Otherworldly Guise
- True Seeing

7th Level

- Crown of Stars
- Delayed Blast Fireball
- Draconic Transformation
- Dream of the Blue Veil
- Etherealness
- Finger of Death
- Fire Storm
- Power Word: Pain
- Prismatic Spray
- Reverse Gravity

8th Level

- Abi-Dalzim's Horrid Wilting
- Dominate Monster
- Earthquake
- Incendiary Cloud
- Power Word: Stun
- Sunburst

- Aid
- Air Bubble
- Animal Messenger
- Barkskin
- Beast Sense
- Cordon of Arrows
- Darkvision
- Enhance Ability
- Find Traps
- Gust of Wind
- Lesser Restoration
- Locate Animals or Plants
- Locate Object
- Magic Weapon
- Pass Without Trace
- Protection from Poison
- Silence
- Spike Growth
- Summon Beast

3rd Level

- Ashardalon's Stride
- Conjure Animals
- Conjure Barrage
- Daylight
- Elemental Weapon
- Flame Arrows
- Lightning Arrow
- Nondetection
- Protection from Energy
- Revivify
- Soap Bubble^
- Speak with Plants
- Summon Fey
- Water Breathing
- Water Walk
- Wind Wall

4th Level

- Aid
- Augury
- Blindness/Deafness
- Borrowed Knowledge
- Calm Emotions
- Continual Flame
- Enhance Ability
- Find Traps
- Gentle Repose
- Hold Person
- Lesser Restoration
- Locate Object
- Prayer of Healing
- Protection from Poison
- Silence
- Spiritual Weapon
- Warding Bond
- Zone of Truth

3rd Level

- Animate Dead
- Aura of Vitality
- Beacon of Hope
- Bestow Curse
- Clairvoyance
- Create Food and Water
- Daylight
- Dispel Magic
- Fast Friends
- Feign Death
- Glyph of Warding
- Incite Greed
- Life Transference
- Magic Circle
- Mass Healing Word
- Meld Into Stone
- Motivational Speech
- Protection from Energy
- Remove Curse

- Conjure Celestial
- Divine Word
- Etherealness
- Fire Storm
- Regenerate
- Resurrection
- Symbol
- Temple of the Gods

8th Level

- Antimagic Field
- Control Weather
- Earthquake
- Holy Aura
- Poison Giant: Hell's Judgement^
- Sunburst

9th Level

- Flame Emperor^
- Island Shaking^
- Locate Devil Fruit Power^
- Mass Heal
- Power Word: Heal
- True Resurrection

Skald Spells

Natural Abilities/Cantrips (0 Level)

- Blade Ward
- Dancing Lights
- Friends
- Light
- Mending
- Message
- Minor Illusion
- Prestidigitation
- Thunderclap
- True Strike
- Vicious Mockery

- Aid
- Animal Messenger
- Blindness/Deafness
- Borrowed Knowledge
- Calm Emotions
- Cloud of Daggers
- Crown of Madness
- Detect Thoughts
- Enhance Ability
- Enthrall
- Gift of Gab
- Heat Metal
- Hold Person
- Invisibility
- Kinetic Jaunt
- Knock
- Lesser Restoration
- Locate Animals or Plants
- Locate Object
- Mirror Image
- Nathair's Mischief
- Phantasmal Force
- Pyrotechnics
- See Invisbility
- Shatter
- Silence
- Skywrite
- Suggestion
- Warding Wind

3rd Level

- Bestow Curse
- Catnap
- Clairvoyance
- Dispel Magic
- Enemies Abound
- Fast Friends
- Fear
- Feign Death

- Dominate Person
- Dream
- Geas
- Greater Restoration
- Great Heaven Splitter^
- Hold Monster
- Legend Lore
- Mass Cure Wounds
- Mislead
- Modify Memory
- Planar Binding
- Rary's Telepathic Bond
- Scrying
- Skill Empowerment
- Synaptic Static

6th Level

- Eyebite
- Find the Path
- Heroes' Feast
- Mass Suggestion
- Otto's Irresistable Dance
- Programmed Illusion
- True Seeing

7th Level

- Forcecage
- Mirage Arcane
- Mordenkainen's Sword
- Prismatic Spray
- Project Image
- Regenerate
- Resurrection
- Symbol

8th Level

- Antpathy/Sympathy
- Dominate Monster
- Feeblemind

- Absorb Elements
- Alarm
- Burning Hands
- Catapult
- Cause Fear
- Charm Person
- Chromatic Orb
- Color Spray
- Detect Magic
- Disguise Self
- Distort Value
- Earth Tremor
- Expeditious Retreat
- False Life
- Feather Fall
- Find Familiar
- Fog Cloud
- Frost Fingers
- Gift of Alacrity
- Grease
- Ice Knife
- Identify
- Illusory Script
- Jump
- Longstrider
- Mage Armor
- Magic Missile
- Magnify Gravity
- Protection from Evil and Good
- Ray of Sickness
- Shield
- Silent Image
- Silvery Barbs
- Sleep
- Snare
- Tasha's Caustic Brew
- Tasha's Hideous Laughter
- Tenser's Floating Disk
- Thunderwave

- Shadow Blade
- Shatter
- Skywrite
- Snilloc's Snowball Storm
- Spider Climb
- Suggestion
- Tasha's Mind Whip
- Vortex Warp
- Warding Wind
- Web
- Wither and Bloom
- Wristpocket

3rd Level

- Animate Dead
- Ashardalon's Stride
- Bestow Curse
- Blink
- Catnap
- Clairvoyance
- Counterspell
- Dispel Magic
- Enemies Abound
- Erupting Earth
- Fast Friends
- Fear
- Feign Death
- Fireball
- Flame Arrows
- Fly
- Gaseous Form
- Glyph of Warding
- Haste
- Hypnotic Pattern
- Incite Greed
- Intellect Fortress
- Leomund's Tiny Hut
- Life Transference
- Lightning Bolt

- Vampiric Touch
- Wall of Sand
- Wall of Goo^
- Water Breathing

4th Level

- Arcane Eye
- Blight
- Charm Monster
- Confusion
- Conjure Minor Elementals
- Dimension Door
- Divination
- Elemental Bane
- Evard's Black Tentacles
- Fabricate
- Fire Shield
- Gravity Sinkhole
- Greater Invisibility
- Hallucinatory Terrain
- Ice Storm
- Leomund's Secret Chest
- Locate Creature
- Mordenkainen's Faithful Hound
- Otiluke's Resilient Sphere
- Phantasmal Killer
- Polymorph
- Raulothim's Psychic Lance
- Sickening Radiance
- Stone Shape
- Stoneskin
- Storm Sphere
- Summon Abberration
- Summon Construct
- Summon Elemental
- Summon Greater Demon
- Swamp Sphere^
- Vitriolic Sphere
- Wall of Fire

- Chain Lightning
- Circle of Death
- Contingency
- Create Homunculus
- Create Undead
- Disintegrate
- Drawmij's Instant Summons
- Eyebite
- Fizban's Platinum Shield
- Flesh to Stone
- Globe of Invulnerability
- Gravity Fissure
- Guards and Wards
- Investiture of Flame
- Investiture of Ice
- Investiture of Stone
- Investiture of Wind
- Magic Jar
- Mass Suggestion
- Mental Prison
- Move Earth
- Otiluke's Freezing Sphere
- Otto's Irresistable Dance
- Programmed Illusion
- Scatter
- Soul Cage
- Summon Fiend
- Sunbeam
- Tasha's Otherworldly Guise
- Tenser's Transformation
- True Seeing
- Wall of Ice

7th Level

- Create Magen
- Crown of Stars
- Delayed Blast Fireball
- Draconic Transformation
- Finger of Death

- Blade of Disaster
- Flame Emperor^
- Foresight
- Ice Age^
- Imprisonment
- Invulnerability
- Locate Devil Fruit Power^
- Mass Polymorph
- Meteor Swarm
- Power Word: Kill
- Prismatic Wall
- Psychic Scream
- Ravenous Void
- Shapechange
- Time Ravage
- Time Stop
- True Polymorph
- Weird

Custom Spells

This list of spells is meant to exist within the world of One Piece, although you are free to borrow from it if you wish to bring some of these spells to other systems. Many of these spells relate to mechanics within the campaign setting and rules. Since this spell list is purely Homebrew, a Dungeon Master may decide to not allow these spells in their game. These spells may be used by classes with spell lists including these spells, or can be included in Devil Fruit sheets as usable powers.

Level 3 Spells

Slime Wave

3rd level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a drop of slime)

Duration: Instantaneous

Classes: Chemist, Tinkerer

Any ranged weapon attack that enters the wall's space has disadvantage on the attack roll, and fire damage is halved if the fire effect passes through the wall to reach its target. Spells that deal cold damage that pass through the wall cause the area of the wall they pass through to freeze solid (at least a 5-foot square section is frozen). Each 5-foot-square frozen section has AC 5 and 15 hit points. Reducing a frozen section to 0 hit points destroys it. When a section is destroyed, the wall's goo doesn't fill it.

Level 4 Spells

Swamp Sphere

4th level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a piece of swamp material)

Duration: Concentration, up to 1 minutes

Classes: Chemist, Hybrid, Tinkerer

You conjure up a sphere of swamp mud with a 5-foot radius at a point you can see within range. The sphere can hover but no more than 10 feet off the ground. The sphere remains for the spell's duration.

Any creature in the sphere's space must make a Strength saving throw. On a successful save, a creature is ejected from that space to the nearest unoccupied space of the creature's choice outside the sphere. A Huge or larger creature succeeds on the saving throw automatically, and a Large or smaller creature can choose to fail it. On a failed save, a creature is restrained by the sphere and is engulfed by the mud. At the end of each of its turns, a restrained target can repeat the saving throw, ending the effect on itself on a success.

The sphere can restrain as many as four Medium or smaller creatures or one Large creature. If the sphere restrains a creature that causes it to exceed this capacity, a random creature that was already restrained by the sphere falls out of it and lands prone in a space within 5 feet of it.

As an action, you can move the sphere up to 30 feet in a straight line. If it moves over a pit, a cliff, or other drop-off, it safely descends until it is hovering 10 feet above the ground. Any creature restrained by the sphere moves with it. You can ram the sphere into creatures, forcing them to make the saving throw.

When the spell ends, the sphere falls to the ground and extinguishes all normal flames within 30 feet of it. Any creature restrained by the sphere is knocked prone in the space where it falls. The wmud then vanishes.

Level 5 Spells

Great Heaven Splitter

5th level conjuration

During each of your turns while the spell is active, you may spend an action to allow the poison demon to make two attacks against any creature within 30 feet of you. These attacks count as melee spell attacks, and deal 4d12 poison or acid damage (your choice) on a hit.

Any creature that takes poison or acid damage from this spell is poisoned until the end of its next turn.

Slime Tsunami

8th level conjuration

Casting Time: 1 action

Range: sight

Components: V, S

Duration: Concentration, up to 1 minutes

Classes: Chemist, Hybrid, Tinkerer

A wall of slime springs into existence at a point you choose within range. You can make the wall up to 300 feet long, 300 feet high, and 50 feet thick. The wall lasts for the duration.

When the wall appears, each creature within its area must make a Strength saving throw. On a failed save, a creature takes 6d10 bludgeoning damage, or half as much damage on a successful save.

At the start of each of your turns after the wall appears, the wall, along with any creatures in it, moves 50 feet away from you. Any Huge or smaller creature inside the wall or whose space the wall enters when it moves must succeed on a Strength saving throw or take 5d10 bludgeoning damage. A creature can take this damage only once per round. At the end of the turn, the wall's height is reduced by 50 feet, and the damage creatures take from the spell on subsequent rounds is reduced by 1d10. When the wall reaches 0 feet in height, the spell ends.

A creature caught in the wall can move by moving through the slime. The wall counts as difficult terrain. Because of the force of the wave, though, the creature must make a successful Strength (Athletics) check against your spell save DC in order to move at all. If it fails the check, it can't move. A creature that moves out of the area falls to the ground.

Level 9 Spells

Locate Devil Fruit Power

9th level divination

Casting Time: 1 hour

Range: Self

Any water or liquid frozen by this spell becomes solid ice, and each 5-foot square of it has AC 12 and 20 hit points, and is vulnerable to fire damage. Once the ice melts or gets destroyed, or the duration of the spell ends, the water or liquid it was made of returns to its regular state. A creature restrained by this spell must break every 5-foot block of ice it is inside of in order to become unrestrained, or succeed on a Constitution saving throw made at the end of each of its turns to slip out of the segments of ice it is trapped in and move 5 feet to an empty space.

Flame Emperor

9th level evocation

Casting Time: 1 action

Range: 1,000 ft

Components: V, S, M (a perfect ball of coal)

Duration: Concentration, up to 1 minute

Classes: Hybrid, Tinkerer, Priest

You create a 20-foot-radius sphere of concentrated flames center on a point you can see within range. The sphere is considered rough terrain. For the spell's duration, any flammable substance within 100 feet of the sphere is ignited if it isn't being worn or carried.

If a creature ends its turn within the sphere, it must make a Dexterity saving throw. The creature takes 8d6 fire damage on a failed save, or half as much damage on a successful one.

As a bonus action, you can move the sphere up to 60 feet in any direction up to 1,000 feet away from you. Once you hit a creature with the sphere, you can only move it up to half its remaining distance. Any creatures hit while you move the sphere this way must make the saving throw against the sphere's damage.

You can detonate this sphere as a bonus action on your turn, hitting every creature within 100 feet of the sphere with the explosion. Any creature in this range must make a Dexteirty saving throw. Creatures take 20d6 fire damage on a failed save, or half as much damage on a successful one. Once you detonate the sphere this way, the spell ends.

Island Shaking

9th level evocation

Casting Time: 1 action

Range: 1 mile

Components: V, S

Duration: Concentration, up to 1 minute

Credits

First off, thank you so much for reading to the very end of this document. If you are a Dungeon Master, I would highly recommend you check out the Dungeons and Devil Fruits Dungeon Master's Guide as well, as it provides a great number of resources such as island generation, travel rules, and ship/monster stats.

During the last few years, I spent a great deal of my free time between work and university to write, compile, and edit together this conversion system. I hope that many other fans of D&D and One Piece use it freely in their own tabletop groups and campaigns.

I do not claim any intellectual rights to the original One Piece manga/anime series, the official Dungeons and Dragons 5th Edition system owned by Wizards of the coast, or any third-party media mentioned in this document. This document was made for completely non-profit reasons and is not to be sold, rented, or redistributed in any way which would require a fee or subscription. This document is a free download intended to further the One Piece fan base and give readers/viewers a means to transform their homebrew 5th Edition D&D adventures into something more One Piece themed. I will refrain from asking for any donations or tips, but do appreciate positive feedback or constructive criticism.

Modifying this document or improving upon it for personal use or to send to friends is perfectly fine. I would greatly appreciate any advice or assistance anyone is willing to offer toward updating this project in the form of original artwork, ideas, or even a list of errors found in the document. Anyone wishing to join in working on the project is more than welcome. I will personally attempt to make any corrections needed in a timely manner and update these documents periodically. However, I am normally busy with other projects and university work, so it won't be immediate. Unless needed changes are urgent, I will only make major corrections over time.

If you need to reach out to me for any reason, message me on my twitter @OneWorldHD and I will get back to you. If anyone tries to claim ownership or charge money for this document, please let me know right away.

-Cody (OneWorldHD)

Credit Links & Names

Creation & Writing

OneWorldHD

Editing

Skylarke

Timjo

Alieno

Inspiration

Dungeons and Dragons

- Cover Page: https://www.deviantart.com/thechamba/art/We-are-the-Strawhats-395693099
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- Conis: http://pm1.narvii.com/6068/ae3c0478cb835b485028d1ea7bc205024aa7e6ab_00.jpg
- Carrot: @Sebijy
- Kuma: @Vinrylgrave
- King: https://www.zerochan.net/3545994
- Hajrudin: https://www.deviantart.com/leomon32/art/Hajrudin-One-Piece-version-2-650452646
- Katakuri: @Vinrylgrave
- Snakeman: @BBDBG03
- Garp Young: @Melonciutus
- Nami Art: @Jury Padilha
- Bonnie Art: @DidiEsmeralda
- Nami Art Shush: @RikaMello
- Green Bull Art: https://www.deviantart.com/matheusaraujo777/art/ryokugyu-the-green-bull-ONE-PIECE-PINUP-923470229
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- Art Used Page Art: @TonyMaverick

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