

Crew Stats/Skills Post Skypiea Battle(s)

Status

Name: Monkey D. Luffy

Title: Inheritor of the Will, Pirate Hero

Age: 18

Level: 61

Spirit Fruit: Mythical Zoan - Model Raijū

Money: 1,220,107,002 Belli (or equivalent)

WG Issued Bounty: 100 Million Belli

Shop Points: 341,253

Perk Points: 4

Spirit Coupons: 5

Stats:

Strength: 204

Dexterity: 203

Endurance: 207

Intelligence: 120

Wisdom: 124

Charisma: 134

Luck: 115

Free Stat Points: 59

Perks

Gamer's Body: Grants a body that allows for the user to live the real world like a game. Wounds healed on rest. Status Effects removed on Rest.

Gamer's Mind: Allows the user to calmly and logically think things through. Gamer can suppress negative emotions at will.

The Will of D: Bearer holds the inherited will of the Family of D. Effect: Live in Interesting Times, ???, ???

Outsider's Perspective: Imported save data increases relevant stats, as well as relevant skills when acquired.

Danger Sense: A combination of Haki and gut instinct for trouble lets you sense dangers to you and others near you. Whether or not you can do anything about them is up to your skills.

Designer (General): You're exceptionally talented at more than one field of design! You have an intuitive sense of how best to optimize designs you've come up with!

Elemental Resistance 3: You are naturally resistant to elemental damage. At this level, you resist or ignore 60% of all elemental damage. Note: Due to Gamer's Spirit Fruit, Gamer is personally completely immune to electricity or sonic damage, with Elemental Resistance 3 now making that true for even superior or more focused sources of such energy. Such as a more specialized Spirit Fruit power or natural lightning.

Empathy: Beyond merely your Haki, you have a very good idea what the people around you are feeling. You're nearly impossible to lie to and everyone finds you easier to open up to.

Fertility Control: Being a baby's daddy would cut your adventure short! Now that you've become *active*, you decided it was time to prevent any accidents. You'll only order a special stork delivery if you *intend* to.

Gifted Hands: You are naturally good with your hands. Anything from art to martial arts gets a helping hand. Your instincts for all such things are 10% better than they should be, and you get a 5% boost to XP gain for any skill based around working with your hands.

Gun Nut: Despite your age, you've managed to learn a lot about guns! How to clean them, how to make them, and even a little bit about how to shoot them! Gain instinctive knowledge of any gun you handle, as well as 10% faster XP gain for the Gunsmith and Gunslinger skills.

Haki Domination 5(Max): When two Haki users meet, the more skilled takes the contest. In direct clashes of equal or near-equal Haki, you will at least come out equal. You *cannot* be overpowered in terms of Haki potency any longer. The best of the best can only hope to have an even playing field against you.

Haki Savant: Having proven talented with all three forms of Haki at a young age, you are 30% better at wielding it and 15% better at teaching it.

Inspired Design (Ships): You never run out of inspiration when working on designs for a ship! The results of you following your inspiration improve the end quality of any ships you personally work on by 20%.

Inspired Design (Weapons): You never run out of inspiration when working on designs for a weapon! The results of you following your inspiration improve the end quality of any weapons you personally work on by 20%.

Intuitive Combatant: You are naturally gifted at learning combat. You are 15% faster at learning any type of combat, from the use of guns to punching lights out with your bare fists!

Training Expert 5(Max): Get the most out of training! Not just for yourself, but for your crew too! Gain instinctive knowledge of the best ways to tweak your training for those GAINS BRO! +50% XP for Training your own skills, or for Training others in skills in which you outrank your trainee by at least 10 points.

Training Expert – Spirit Fruits 2: You have gained a unique insight into Spirit Fruits and can instinctively come up with good ways for someone to train their basic abilities. Rank 2 Addition: Having taken a second level of this perk, you now have an instinctive feel for obscure uses of any allies' Spirit Fruits and can help them figure out how they work.

Sage's Curve: You learn intellectual pursuits much faster than normal, and retain the knowledge more completely. You have a 20% boost to learning speed and memory retention of any intelligence or wisdom-based skills.

Skilled Lover: You are extremely quick to pick up on your lover's sensitive spots, desires, and needs. Learn how to push all their buttons with incredible speed.

Sword Enthusiast: Despite your age, you've managed to learn a lot about swords! How to clean them, how care for them, and how to identify them! Gain instinctive knowledge of any sword you handle, as well as 10% faster XP gain for the Blacksmith(Sword) and Swordsmanship skills.

Sword Savant: You have created a new sword style at an incredibly young age. Know its flaws and how to fix them instinctively.

Quick Shot: You have incredible accuracy with firearms while on the move. +100% natural aim while firing without sights.

Quick Draw: You are an incredibly fast draw with any weapon, be it sword or blade.

Weather Sense (Advanced): You can predict normal weather with considerably accuracy. Even on the Grand Line you can do so to an extent, though only if it's a type of weather event you've experienced at least once.

Ship Sense 4: You *know* when something is wrong with a ship you are aboard. You instinctively know what the problem is, where it is, and how to fix it. A invaluable ability for keeping your only means of survival at sea afloat in troubled times.

Spirit Fruit - Model: Raijū – Adaptation 2: You've crystalized what you've learned so far about your Spirit Fruit into reflex. You can more smoothly use both your lightning powers and shapeshifting.

Spirit Healing 2: By learning a certain amount about medicine and a great deal about the manipulation of Spiritual Energy, you've learned to heal others by infusing them with your Spirit. Accelerate someone else's healing by 1680% so long as you are actively healing them.

Spiritual Infusion: By using Spiritual Energy during the Crafting of a Rare or greater quality item, you've learned how to infuse a bit of Spirit into your creations. Items created in this fashion can be farther infused with Spirit over time, improving their basic stats.

Spirit Manipulation 3: Learning more about spiritual energy has granted you a more intuitive ability to use it. Your temporary boosts to your speed, strength, or endurance no longer cause exhaustion,

unless you run out of Spiritual Energy. All Spirit Energy abilities are 20% more effective (Spirit Healing, Spirit Recovery, Etc.). You can now sense the general spiritual energy of a place.

Spiritual Recovery 3: Meditation allows you to tap into the Spirit of the World to recover your own more quickly. This ability will now heal your own physical wounds at the same rate as Spiritual Healing would for others. You can now do this via Moving Meditation, though the effect is weaker.

Spiritual Transference 3: By learning about Spiritual Energy and how it can affect others, you've gained an understanding of how to transfer energy to others to aid their recovery. Also improves Spiritual Healing by 40%. It can also now provide boosts healing of 1/3rd your total Spiritual Healing rate as a Heal Over Time effect. Duration dependent on how much energy you provide.

Spiritual Transference – Buff 2: You can copy your own boosts or resistances onto allies. At Buff 2, you require 3 minutes to do so, and the Buff will last for 3 hours. Note: This will not include benefits from any Spirit Fruit you may have.

Status Effect Resistance (Advanced): Even the nastiest of poisons will merely make you ill and you are immune to normal disease. Poisons or diseases with a Spiritual Component may still affect you but will have a reduced effect.

Bonus(Dex): Ambidextrous! Through hard effort, you've become genuinely ambidextrous. Provides a major bonus to attempts to dual wield, the ability to pat your head and rub your belly at the same time, and more!

Bonus 2(Dex): Heightened Precision! Through extreme training and body awareness, your movements have become far more precise than a normal person can achieve. From dancing to heart surgery, your body moves the way you want it to, often in ways that baffle others.

Bonus 3(Dex): Inhuman Reactions! The first step of catching bullets is the ability to see them move! To you, even that has fallen behind your perception and reaction speed. Little short of light itself can move quickly enough to keep you from tracking it. MODIFIED: Presence of lighting manipulation ability in System Host means even light can't outspeed your perceptions. Whether you can react fast enough to what you see is another matter entirely.

Bonus(Endurance): Damage Mitigation. You've toughened up to the point that 15% of all physical damage dealt to you is mitigated outright.

Bonus 2 (Endurance): Damage Mitigation 2. You've toughened up to the point that 30% of all physical damage dealt to you is mitigated outright.

Bonus 3 (Endurance): Damage Mitigation 3. You've toughened up to the point that 45% of all physical damage dealt to you is mitigated outright.

Bonus(Intelligence): Accelerated Thought. During moments of intense effort or danger, you can think much faster than a normal person, allowing you to break through blocks in your workflow or create desperate plans on the fly!

Bonus 2 (Intelligence): Eidetic Memory. You remember everything you've ever read or heard with near perfect fidelity. Unfortunately, while this does apply retroactively, it only does some from the

point you got your System onward. Your Past Life's memories will be recalled perfectly only if you think to review them manually before they fade.

Bonus(Strength): Power Strike. You've gained the ability to focus all your strength to a fine point, doing far more damage with your hits than you ought to, though only in short bursts.

Bonus 2(Strength): Shatter. Things that normally shouldn't shatter do, for you. A pulse of strength allows you to shatter most physical objects, so long as you can bring that strength to bare.

Bonus 3(Strength): Strength Diffusion. Trying to pick up a house generally fails as the brick crumbles in your hands. You, however, had learned how to diffuse your strength into an object so it remains intact when you pick it up...

Bonus(Luck): Fortune's Favor. Lady Luck likes you, in any situation involving luck, you can feel what the results will be, as if dice were tumbling in your head. Is it truly chance if they fall more often in your favor than not?

Bonus 2(Luck): Fortune's Favorite! When you feel the tumblers of chance rolling, you can put your thumb on the scale to influence it in your favor.

Bonus 1 & 2(Wisdom): Voice of the World (Lesser). You can hear the history of a place or objects speak to you more completely than someone with only a Faint gift. Grants a type of Psychometry that lets you know the history of objects or places that had a strong enough spiritual presence. With the Lesser modification, the required spiritual presence is significantly less. What once applied only to objects with great spiritual weight, can now be heard with objects that have meaning even for a single person.

Bonus(Charisma): Magnetic Personality. People are drawn to you, even if they don't know why. How that manifests varies from person to person. Friendship, hate, love or lust, all of them can be the result of your magnified Charisma. Everyone agrees that you simply stand out in a way they find pulls them to you.

Bonus 2(Charisma): Improved Relationship Panel. Your Observation ability can now see deeper into people. Based on your observations of even small things you might normally have missed, you can now build a history and personality profile of anyone who is at least an Acquaintance. Works equally well of enemies, so long as you know them reasonably well.

Skills

Brawling: 87

Blacksmithing: 90

Carpentry(Ships): 97

Gunslinger: 90

Gun Smithing: 87

Haki(Conquerors): 65

Haki(Observation): 101

Haki(Armament): 93

Knowledge (World History): 72

Knowledge (Navigation): 77

Medicine: 68

Observe: 98

Sailing: 92

Sciences: 77

Spirit Circulation: 58

Spiritual Manipulation: 64

Spirit Fruit (Model: Raijun) Mastery: 69

Sword Mastery(Wave Dancer Style): 98

More...

Status

Name: Shimotsuki Kuina

Title: Sword Saint

Age: 20

Level: 50

Spirit Fruit: N/A

Stats:

Strength: 135

Dexterity: 173

Endurance: 151

Intelligence: 77

Wisdom: 79

Charisma: 93

Luck: 58

Skills:

Brawling: 60

Command: 50

Haki(Observation): 73

Haki(Armament): 57

Shimotsuki Style Swordsmanship: 98

Description: The Youngest member of the Main Shimotsuki Family and heir to its famous sword style. Irritated with her father's misogynistic views, she has struck out on her own to prove she can be the World's Greatest Swordsman.

Relationship to Gamer: Admiring Friend, Loyal First Mate, Respectful of Gamer having survived Garp this long. Despite being three years older than Monkey D. Luffy, Kuina had grown to greatly admire her new Captain's strength and capabilities. She believes, more so than ever after recent events, that following him will show her the path to overcoming her greatest challenges.

Status

Name: Roronoa Zoro

Title: Sword Fiend

Age: 19

Level: 47

Spirit Fruit: N/A

Stats:

Strength: 175

Dexterity: 130

Endurance: 182

Intelligence: 42

Wisdom: 53

Charisma: 51

Luck: 88

Skills:

Brawling: 74

Haki(Observation): 35

Haki(Armament): 63

Minor Ship Maintenance: 44

Three-Sword-Style Swordsmanship: 95

Description: An orphaned (distant) descendant of the Shimotsuki Family, Zoro has created his own Three Sword Style, proving him to be an exceptional talent with a blade. Defined primarily by his love of swords and love/rivalry of/with Kuina, Zoro is determined to one day beat not just her, but anyone else he has to in order to be acknowledged as The World's Greatest Swordsman.

Relationship to Gamer: Admiring Friend, Loyal Crewmate, Barely able to believe that his Captain Survived Garp. Despite being two years older than Monkey D. Luffy, Zoro respects his Captain's strength and capabilities. His loyalty is still first and foremost to Kuina, however, seeing overcoming her as his best path to being the World's Greatest Swordsman.

approval of how far the two had come anyway, he moved on to the sisters.

Status

Name: Nami

Title: Mistress of the Winds

Age: 18

Level: 40

Spirit Fruit: Uma Uma no Mi, Model: Pegasus

Stats:

Strength: 82

Dexterity: 114

Endurance: 102

Intelligence: 87

Wisdom: 56

Charisma: 93

Luck: 77

Skills:

Navigation: 101

Haki(Observation): 48

Ship Handling: 97

Staff Fighting: 88

Description: Orphaned in a pirate attack and raised by her adoptive mother Bell-mère, Nami is a former (unwilling) member of the Arlong Pirates, as well as a world class navigation talent.

Relationship to Gamer: Lover, Crewmate. Utterly loyal to her new Captain after he helped her save her village, Nami has also developed a growing love for the gamer, and is certain she was not wrong to give herself to him. If the devil himself came for the gamer, Nami would gnaw on his ankles until the devil decided it wasn't *not* worth getting slobber on his socks. Is discovering the hard way that being Luffy's Love is a great and greatly pleasurable way to improve endurance...but to also end up frequently exhausted and unable to even wiggle her toes as that would take too much energy.

Status

Name: Nojiko

Title: Crystal Princess

Age: 21

Level: 45

Spirit Fruit: Crystal-Crystal Fruit

Stats:

Strength: 102

Dexterity: 99

Endurance: 98

Intelligence: 78

Wisdom: 69

Charisma: 74

Luck: 59

Description: Orphaned in a pirate attack and raised by her adoptive mother Bell-mère, Nojiko has done her best to look after her younger sister, despite Nami being dealt a terrible hand by fate. Courageous and determined, she has trained herself rigorously with the thought that, eventually, she was going to need that strength.

Relationship to Gamer: Loyal Quartermaster, Harem Cheerleader. Loyal to her new Captain after he helped her save her village, Nojiko had also noticed the way her sister looks at him. She's determined to make both of them happy, and has some very odd ideas of how to do that. It's possible she's spent too much time reading the hidden collection of naughty novels Bell-mère had written and stashed away.

Skills:

Navigation: 52

Ship Handling: 47

CQC Rifle Style: 85

Marksmanship: 79

Haki(Observation): 33

Haki(Armament): 45

Spirit Fruit (Crystal-Crystal Fruit) Mastery: 40

Status

Name: Usopp

Title: Dead Eye

Age: 17

Level: 44

Spirit Fruit: N/A

Stats:

Strength: 94

Dexterity: 97

Endurance: 92

Intelligence: 95

Wisdom: 59

Charisma: 50

Luck: 71

Description: The son of Yasopp and Banchina, Usopp was born and raised in Syrup Village. Since a young age, he has dreamed of the sea, with knowledge of his father being a pirate slanting that dream towards being a 'brave warrior.' Natural talent, genetics, and dedicated training has made him a fearsome sniper at a young age.

Relationship to Gamer: Loyal Crewmate, Admiring Friend. Usopp looks up to his Captain as a mix of good friend and mentor. Thankful beyond words that Luffy saved Kaya, his loyalty to Luffy is surpassed only by his Loyalty to his lady love.

Skills:

Marksmanship: 109

Carpentry(Ships): 65

Gun Smithing: 79

Haki(Armament): 27

Haki(Observation): 53

Tinkering/Inventing: 52

Status

Name: Kaya

Title: Spiritualist

Age: 18

Level: 29

Spirit Fruit: Shiku Shiku no Mi

Stats:

Strength: 51

Dexterity: 87

Endurance: 41

Intelligence: 107

Wisdom: 67

Charisma: 59

Luck: 47

Description: Heir to a considerable fortune in money...and to a mysterious power that has apparently lead to many of her past family being hunted. Kaya's path has taken a sharp turn from what might have been expected from a rich heiress, as she seeks to make the world a better place with her gift.

Relationship to Gamer: Loyal Crewmate, Admiring Friend. Kaya is **deeply** appreciative to her Captain for both healing her, and opening her eyes to the gift she didn't realize she had.

Skills:

Haki(Conquerors): 29

Haki(Observation): 95

Haki(Armament): 57

Medicine: 83

Seal of the Spirit (Martial Art): 54

Spirit Circulation: 72

Spirit Fruit Mastery: 15

Spiritual Manipulation: 78

Spirit Tag Creation: 17

Status

Name: Vinsmoke Sanji

Title: Elite Chef

Age: 19

Level: 37

Spirit Fruit: N/A

Stats:

Strength: 109

Dexterity: 98

Endurance: 97

Intelligence: 75

Wisdom: 54

Charisma: 79

Luck: 68

Description: After fleeing his family during their attack on Cozia and escaping aboard the cruise ship Orbit, Sanji cut all ties with his past and sought to become a chef. When both the Orbit and an attacking pirate ship were caught in a storm and lost, he was saved by Red Leg Zeff. After a period of starving after the shipwreck, they were rescued and Zeff took Sanji under his wing, training him to become both an Elite Chef and a competent kick-based combatant.

Relationship to Gamer: Loyal Crewmate. Sanji's loyalty to his new Captain has solidified after watching how he's risen to every occasion, without once compromising his own morals. Reminded painfully of his own inability to stop the monsters that are his family, Luffy's ability and willingness to do something about the numerous problems they've run into has gone a long way to earning Sanji's admiration. Though the fact Luffy seems to attract women far easier than him is a source of great annoyance...

Skills:

Cooking: 92

Black Foot Style Martial Arts: 95

Armament Haki: 23

Observation Haki: 10

Status

Name: Tony Tony Chopper

Title: Doctor

Age: 15

Level: 30

Spirit Fruit: Hito Hito no Mi

Stats:

Strength: Variable

Dexterity: Variable

Endurance: 125

Intelligence: Variable

Wisdom: 30

Charisma: 65

Luck: 62

Description: A genetic varaintion of the Reindeer on Drum Island, Tony Tony Chopper ate the Human-Human Fruit after being neglected and left to starve by his herd. Granted human level

intelligence, Chopper found himself caught between two worlds and miserable for it. Thankfully, the kind-but-crazy Doctor Hiriluk took him in and gave him his name. After eventually studying medicine with Kureha he is now among the most capable Doctors on the Grand Line.

Relationship to Gamer: Loyal Crewmate, Admiring Friend. Chopper looks up to the entire crew, thinking they are all really cool...is sometimes also scary! Thankful for the chance to travel and study more medicine, Chopper is pleased with all the people he's been able to help so far!

Skills:

Brawling: 57

Medicine: 134

Spirit Fruit Mastery: 27

Status

Name: Nico Robin

Titles: Mistress of History, Demon Child, Last Child of Ohara

Age: 28

Level: 41

Spirit Fruit: Hana Hana no Mi

Stats:

Strength: 76

Dexterity: 115

Endurance: 92

Intelligence: 170

Wisdom: 89

Charisma: 95

Luck: 44

Description: The last child of Ohara, seeking the True History of the world, Nico Robin had been chased down, betrayed, and villainized for most of her life. Despite everything, the revelation that one of her first friends in Jagur D. Saul might still be alive, along with the surprising acceptance of the Strawhat crew, has relit a tiny flame of hope that had nearly sputtered out.

Relationship to Gamer: Crewmate. Robin is growing slowly closer to the crew, and has developed a certain degree of *interest* in both Nami and Luffy. She still fears that her luck will come back to haunt not only herself, but these people she's growing to actually enjoy being around.

Skills:

Brawling: 63

Diplomacy: 60

Spirit Fruit Mastery: 30

History (World): 103

Outmaneuvering People Less Intelligent Than Her: 175

Status

Name: Hina

Titles: Black Cage

Age: 32

Level: 42

Spirit Fruit: Ori Ori no Mi

Stats:

Strength: 99

Dexterity: 97

Endurance: 110

Intelligence: 89

Wisdom: 69

Charisma: 90

Luck: 74

Description: An Ex-Marine who feels her values were betrayed by her former comrades, Hina has set out into the world full of uncertainty and unsure exactly what she wants. She only knows she wants to do good. After Skypiea, she is growing more and more sure she made the right choice, and is eagerly waiting to see just how much egg on their face the Marines and World Government end up with.

Relationship to Gamer: Crewmate. Hina has quickly realized that her new crew are a weird mix of complicated and straight forward. She's come to appreciate the odd mix and is a little disconcerted how well she finds herself fitting in. Part of her is slightly disturbed by that, but most she's just grateful that she apparently landed on her feet, in a manner of speaking.

Skills:

Brawling: 98

Command: 97

Diplomacy: 50

Spirit Fruit Mastery: 21

Status

Name: Nefatari Vivi

Titles: Princess of Alabasta, Action Girl

Age: 17

Level: 35

Spirit Fruit: Doa Doa no Mi

Stats:

Strength: 87

Dexterity: 120

Endurance: 82

Intelligence: 81

Wisdom: 59

Charisma: 99

Luck: 88

Description: Princess and heiress to the throne of Alabasta, Nefatari Vivi is no wallflower. Having taken on years of dangerous undercover work, pushed herself hard to climb the ranks of Baroque Works, and then recruited others to help her stop a plot on her nation, Vivi will be a Princess for the history books. Now, with a chance to explore the world with free-spirited friends, while still doing her duty to her country, Vivi is enthusiastically optimistic about the future.

Relationship to Gamer: Loyal Crewmate. Growing more and more certain she has feelings for her new Captain and uncertain what to do about it, given Nami's relationship with him. The fact she's slowly realizing she's attracted to Nami, when she was unaware of liking girls previously, is only muddling the issue for her. With the Gamer having gone out of their way to save Vivi's home, complete with taking on one of the most dangerous men in the seas to do it, only complete betrayal would shake the absolute faith Vivi has in Monkey D. Luffy and his ability to do the impossible.

Skills:

Diplomacy: 78

Haki (Observation): 10

History (Alabasta): 95

History (World): 71

Slasher Combat Style: 69

Status

Name: Pagaya

Titles: Dial Supremist

Age: 52

Level: 37

Spirit Fruit: N/A

Stats:

Strength: 50

Dexterity: 70

Endurance: 40

Intelligence: 117

Wisdom: 72

Charisma: 35

Luck: 25

Description: A Skypiea Dial Engineer. The fact that he helped Enel perfect the Ark Maxim has left a heavy weight on Pagaya's soul. Wishing to atone for his actions, he has left home to join the Strawhat crew, hoping to make the world a better place in some small way.

Relationship to Gamer: Crewmate. Pagaya tentatively trusts the Gamer and his companions, due to their role in both bringing down Enel *and* in negotiating a better future for his home. At the same time, he doesn't know them well enough yet to have established any real loyalty.

Skills:

Dial Engineering: 112

Haki (Observation): 21

Sky Combat: 43