

A little Introduction

*****FEEL FREE TO SKIP PORTION BELOW, GO TO PAGE 2 FOR SUGGESTIONS*****

Wassup everyone, thank you for taking the time to look at my suggestion list. I wanna start by saying I am very impressed with the work the development team has put into this game. I'm very excited to see what they do next as well as how far the game will go. I am a pretty big One Piece fan despite only being introduced to it in 2019. Back in like 2018 when Dona was shouting about wanting a One Piece based NinOnline game I never thought I'd see it happen. Though playing for about a week I already enjoy it *far more* than Nin. Regardless of any gripes I currently have, those of which are few, I wish this team the best. The following suggestions are simply the direction I'd hope to see the game go and should not be viewed as a harsh critique of the decisions already made.

My philosophy on these changes

MMO games, especially ones that aren't massive in playerbase and/or content, should aim to retain replayability as much as possible to keep player experience fresh and enjoyable. To accomplish this, giving players a high level of variety in not only options fighting options but also quest/journey decisions, character builds etc. is a sure way to be successful. **The majority of the suggestions I will list are to highlight a player's uniqueness in their experience.**

Obviously Pirate Souls is early in development and **I don't wish to direct their vision or ridicule any of the work they developers have put in**; I would also go as far to say that the game already accomplishes some of the ideas I have, however I cannot ignore that the game follows the same formula as Nin Online as far as general mechanics go, which I think could hurt it in the long run as I've seen it hurt Nin.

Please note this is not meant to bash Nin Online as a game, afterall I have love for it and what it brings to the Naruto fan community, but to put things simply the mechanics the game introduces are not only very simplistic but also lack what I consider to be enough variance in said mechanics. This is not to say it doesn't have any, I just wish it had **more**.

For Ex:

- Compare some Masteries to one another. You are very likely to notice that they seem nearly identical in function and utility. This leads to them feeling like "another coat of paint" rather than an entirely separate kit. The same could be said about *enemy mobs*, *different quest lines* etc.
- Compare this to a fighting game or another MMO where characters not only look different, but they feel entirely different in how they work and are required to play.

Now don't get me wrong I am *well aware* this isn't always the case and all these masteries have their own intricate makeup, I am however saying that there could've been a lot more intricacy. This also goes for much more than just the techniques but also, stat spreading, combos, buffs, debuffs etc. I'll go into far more detail as we finally get into the suggestions.

Suggestions

There are a ton of suggestions so I divided them into different categories. Please note that many of the suggestions will fundamentally change the way PVP and PVE is approached by players, though not as drastically as it may seem. Furthermore not all suggestions are meant to be taken at 100% reliability and they're more so to give an idea of how to make things better for players long term. I was also informed there are only 2 coders which makes the game all the more impressive and I in no way mean to impose my vision on the team.

*****Also if any suggestions go against the ideology of the developers and are in the direction of a game they DO NOT want to create, please disregard them completely and look at any others that still fit your vision.*****

Player VS Environment (PVE)

PVE is one the if not the biggest element of leveling in Pirate Souls, despite this I consider it to be one of the weakest or at least underdeveloped aspects of play. I don't expect the enemy AI to be on some extreme level of complication but I would much rather the most common source of EXP to be more challenging and especially more engaging.

I would also like to suggest a decent increase in EXP gains for mobs as AI becomes more difficult to deal with.

General Changes I would make to enemy mobs and bosses:

- **Faster Aggro Movement:** When a higher level mob aggro's you, allow them to move at the pace slower than run speed, but faster than walk speed. This alone will make fighting mobs more challenging as it won't be as simple to just kite them until their HP hits zero. Obviously not every mob should be fast, but definitely some of the later ones. Adjust mob techniques and such accordingly for balance.
- **Erratic Movement:** Some enemy mobs, mostly those it would make sense with, should have some unpredictability in their movement, while still approaching the player. This will allow the fight to feel as much more of a well...fight. If you don't know where the enemy will be for sure, you will carefully decide how to approach the situation, rather than just kite them or running, using a technique and retreating to recover energy or hp.
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Rope Traversal: This was an aspect I was fairly surprised to see, but was very glad it was introduced. I would like to see it utilized not only more frequently, but more optimally. While I like the idea of using it to grant access to otherwise inaccessible areas, why not also have it provide something like fast paths on maps you're used to traversing normally?

Ex. The path from Hajiwari to Rhum Island could be traversed significantly faster by utilizing a puzzle-like path involving the rope grab.

Additions like this will give players who are further along a greater feeling of progression as a pirate, as well as give newer players another thing to look forward to.

Achievements: This one is more nitpicky, but why not also give some experience for completing Achievement Challenges on top of the soul power? This will further incentivise players to work towards them before max level.

Crew Roles: Allow captains to give more roles to their members rather than just the First Mate. These include Doctor, Swordsmen, Navigator, Shipwright, Scout etc.

I'm not too familiar with Marine mechanics as I've yet to make one, but something that could rival this could be implemented as well.

Elemental Clashes: I assume this will be rather difficult. Specific Elements should have different interactions across the board with one another.

- Obviously this means fire based attacks should do less damage on water based enemies.
- Blunt damage should be slightly less effective on those with the rubber fruit.
- If a Fire Fruit and Smoke Fruit user collide with their attacks, they should cancel each other out etc.
- *I understand this may be hard to implement at this stage, but I assure you this will **greatly** add to the immersion.*

Notorious Crews Event: My personal favorite PvE suggestion.

An **automated event** where the game selects 1 of 3 **NPC Pirate Crews** to spawn in and **attack a town**.

- Each Crew would have a Captain, First Mate(probably a powerful swordsman), Doctor, and Cook NPCs with **fairly high levels**. Accompanying them would be *lower level pirate recruit mobs*.
- Players will have to team up with their fellow pirates, or marines to defend the town and win a reward after defeating the crew.
- Each NPC would have their own item drop that could consist of cosmetics, hefty amounts of berries, a few diamonds/event tickets, or rarely a random soul fruit.
- I suggest the game have 2 or more possible Crews to spawn so the world feels more fleshed out and will add immersion to players experience.

The Pirate Crew with the Fire Fruit Captain could easily be the first of this event.

Character Build and Stat System

Bonus Stat Effects for Techniques: The attacks of some classes could have benefits from having stats unlike your usual focus stat.

Ex: The Light Fruits beam that explodes on contact has **damage** that scales with Willpower, however the **range/distance** of the attack could scale with Aim.

Ex: The Famine Wheel Technique's **damage** scales with AGI but lets say having more Energy makes it have more **knockback or stun**.

Benefits such as this will incentivize Fighters to go over the initial recommended amount of energy, while fighters who prefer to have more damage rather than knockback will not make the decision.

This alone will provide far more diversity in player builds and options.

It's best to pair each classes focus stat with another stat that compliments its playstyle.

So Fighters/Swordsmen would focus on **AGI**, and could secondarily focus on **Energy** for bonus effects rather than just to gain more energy.

Snipers could Focus on **Aim** and secondary **Energy** for bonuses on their rate of fire.

- Fruits should vary with each one, mostly the animal fruits versus the elemental fruits.

Elemental fruits would focus on **Willpower** for damage and secondly **Aim** for the range and effectiveness of them.

Animal Fruits would focus on **Willpower** and the obvious **AGI** for the effectiveness.

Note: *It's best to not have each class overlap with other distinct classes, as that will lead to a power creep on whichever stats become most common. This means if snipers could focus on only Aim and AGI, they could have good gun damage as well as relative melee damage to a fighter, or vice versa.*

While this is unavoidable in its entirety, it is still very manageable. In other words, it's better if fighter and swordsmen share the same bonus stats as they are already relative counterparts, rather than fighter and snipers which are fundamentally opposites.

Take Away: Despite focusing on willpower for your attacks, you could have not only another, but a unique benefit from giving attention to a stat you normally wouldn't. Effects such as this would be present in all class and techniques.

I have noticed that PVP at max level comprises essentially the same build regardless of your kit. Meaning everyone has about the same amount of HP(about 1000), Energy(200), and aims for the same amount of punch/sword/gun damage(about 120 in either or 60 if you're splitting with willpower), with comparatively little variance. This is a similar issue I also found in Nin.

Level Stats: The first controversial suggestion, an increase of stat points per level from 5 to 7. ***Please hear me out as I know this could sound a little crazy at first glance.***

- The point of this change is not to make players more overpowered, as I expect enemy mobs and such to be powered up to make up for the change, but rather to give players the ability to **better focus or balance out their stat spread.**

Ex: If a player wants to have a Tank Build with an excess of HP compared to the status quo, this will be possible without sacrificing viable max level damage. This essentially means, you can have a Tank build but still have damage that's not unreasonably low compared to someone who is Pure damage. Furthermore, being a "tank" will consist of more than just having like 200-500 more HP than the average level capped player.

- Pure AGI/AIM will still be possible of course(**and it relatively won't be stronger**), but if you wanted to be more balanced with Willpower or Energy(or even the opposite AGI/AIM, it would still be a viable build versus someone who is pure. This isn't to mean that your damage should be as high as theirs, but you will still be capable. **Stat system uniqueness is better displayed when players are given a little more stat points than there are stats to implement, because it grants more opportunities to be different.**

- Lastly, I believe this change would be better supported with implementing a better reason to use other stats as stated above. I assume this will come naturally with Haki and the Willpower Stat in the future but allow me to go even further.

Passives: To further promote character uniqueness, I would like to introduce passives to the game.

Note: *The contents of this suggestion **do not have to be introduced as passives necessarily** but anything that would grant players customization relative to what I'm about to suggest. I also understand this may be hard and time consuming to code and implement into this engine.*

Passives are simply what I'm used to dealing with but really anything that provides the same end result would be *greatly appreciated*.

To see the full list of potential passives I've come up with see the bottom of the last page.

- I would also move some **existing mechanics to passives**, i.e AGI giving a *slight increase to movement speed* and health/energy giving a slight increase to defense. In my opinion, these would be better off as a passive if the concept is introduced.

This would also fix the issue of swordsmen getting more speed simply by equipping a sword(which gives an AGI boost).

- Players **will not be able to max out all passives**, so they will have to pick and choose which passives they will want to accommodate their playstyle, technique kit and build.

- The amount of passives players are given as well as how is yet to be determined.

Though they could be based on **stat points spent** if the passive relates to said stat point.

Ex: Putting x amount of stats in Aim provides x amount of **Aim Passive points**. A Aim Passive in this example would be a % chance for your gun to pierce an enemy.

They could also be based on something like **challenges** relating to each passive.

Ex: To increase your points in the *Adrenaline* passive, you must race a npc in a quest using your dash strategically to win.

This suggestion should be familiar to most players if you've played modern Action/Adventure or any BYOND games that have a skill tree of some sort.

Classes: This is a more broad suggestion, but I'd like to see each class really focus on a distinctive aspect of their gameplay.

Note: I don't mean for these to be buffs but more so to make each class feel more particular from their counterparts.

At the moment I feel as though the only real outlier between the 4 choices(Fighter,Swordsmen,Sniper,Fruit User) is Sniper, which is a given since it utilizes guns rather than melee options.

- **Fighters'** aspect should be on their **speed** and **quick** movements, so things like a longer dash, or a modified dash that does a small amount of damage if you make contact. Fighters Buff techniques should provide a movement speed buff to better their ability to land attacks. Maybe give fighters a 1 tile speed boost with their dodge versus other classes.

Ex.: Blazing Leg should provide a slight attacking speed buff while active to make attacking slightly more effective when the buff is active, seeing as though it's impractical to try and cast it in the middle of a fight. To make up for this change a slight decrease in the AGI could be added though I don't really think it will be needed.

- **Swordsmen** should have a focus on **close range endangerment**. I feel as though they do have this idea already, however it's mostly in 1 or 2 techniques.

Ex: Some swords(most likely the highest 2 grades) could provide 2 tile sword swings and special bleed debuffs to *really* discourage getting in range of a swordsman's blade. As well as a buff to their defense for about 30 seconds as they try to rush you and cut you down.

- **Snipers** obviously should focus on **range**, I was surprised to see how short the bullets for snipers go(*I'm aware later guns have more base range*) and while I would like to see an increase in the base range. Preferably, a technique that allows them to shoot faster, or from longer distances for a period of time would be nice.

*Unironically this suggestion kind of creates a "**RockPaperScissors**" type of match up for the classes, with Fighter beating Sniper with their speed, Sniper beating Swordsmen with their range, and Swordsmen beating Fighter with their superior range and durability.**Leveling and Overall Progression**

Stat Increase Per Level: This may very well be my most controversial idea, but I believe you should gain **ONE** point in all stats per level to add to a sense of growth to your character.
(*Alternatively, this could be free 1 point in Health, Energy and your main focus stat per level*)

Obviously PVE, and other elements this change would need to be adjusted for the higher damage, hp and energy of players, but I think long term for characters this will be an appreciated change.

Ex: Currently at level 5 you put a total of 20 stat points in Aim to reach 30 Aim Stat points(as you have 5 by default). This would instead be 50 Aim stat points at level 5, since you would gain 20 points in it by default.

Furthermore, I believe a limit to how many stats you can put in one category depending on your level would be healthy for build creation. 3 of 7 points per level should be the limit for each stat in my opinion. If you manage to only *put* 2 in one stat for one level, for the very next level your limit would be 4.

This may seem strange but it will make a lot of sense after reading the rest of my stat and passive ideas.

- The idea behind this is to help players to better feel **the weight** of their levels. As well as to feel more accomplished at higher levels. I find myself having a surprisingly easy time damaging or killing players with 10 or **even 20** levels on me. With how difficult it can become to level, I think granting even more reward for gaining those levels is *essential* in player satisfaction and retention.
- Lastly, the intention isn't necessarily for max level players to be overpowered comparatively to lower levels, but to highlight the work said players put in to reach said level. The difference between a lvl 30 and a lvl 50 is definitely noticeable, but not as powerful as you would expect after putting *several* hours in to get those 20 levels. This was also an issue I found with Nin Online.

Player Vs Player EXP Gains:

- Giving and receiving damage should give a miniscule amount of EXP to players. And when I say miniscule I really mean small, like less than most if not all enemy mobs. Though the amount could possibly scale with the level of your opponent in some way.

- Furthermore, killing a player should grant you experience depending on their level, versus your own. This gives players more incentives to fight as well as challenge those with higher levels than them.

- Lastly, dying in a pvp battle could grant a very small amount of experience. This is not so much as to “reward” players for losing, but rather to reward them for putting up a fight and not running(Obviously this doesn’t cover a failed escape attempt). Honestly we could do without this feature, but I think it would help a lot of newer players not get discouraged with a sort of “Honor” bonus. I especially would like you to consider this since killing other players is heavily encouraged by many of the game mechanics.

Technique Growth: Pretty simple concept that piggybacks off of the previous progression ideas. Techniques learned very early on(and some learned later) should improve in various and slight ways after a set amount of levels and/or stat points to give them more utility as you progress through the game.

While gaining new techniques at higher levels should still be the main focus, it would be very nice for fully grown players to see differences in the attacks they’ve been using for 50+ levels.

Not only will this help with techniques becoming stale, it will also easily add to player satisfaction and variance.

Combat Mechanics and Technique Variety.

-Basic Attacks: I personally believe BA's could accomplish a little more use than just small damage.

- I propose, basic punches have a small chance, 15% to either stun or slow(whichever seems more fair) opponents for 1 second, this could lead to better opportunities to land some techniques that would be unreliable otherwise. I would also give it a 15 sec c/d upon activation so in case anyone has insane luck they won't stun lock.

Basic Attack Combo would also have a slightly higher chance for this.

- In contrast, swords have a 10% chance to cause a bleed debuff on opponents. Lower chance to make up for the higher damage and possible longer range. Also a 15 sec c/d

- Secondly, landing a “basic attack”(punching/kicking or hitting with a weapon) should recover a miniscule amount of energy, specifically like 2-5. While I think charging is a great mechanic for a game like this, there should be other methods of recovering energy other than running away and waiting, or holding a button in place.

- A decrease in HP and Energy recovery from the “Rest” state as well as a decrease to the amount of energy recovered from charging. Alternatively, charging could decrease the time it takes to reach “rest”.

The idea behind these suggestions is to encourage more fighting rather than running to charge or avoid conflict.

If people don't feel as though they will have to run to charge energy or recover hp as often, they will be more focused on the fight in front of them and how to tackle their opponent effectively.

More importantly, lower regeneration to energy will encourage players not to blindly throw out attacks, out of fear of wasting their energy and giving their opponent an easy opening. This works even better in conjunction with the “basic attacks give a small amount of energy mechanic”.

More Basic Techniques: The game currently provides 3 basic techniques available to all players, that being Blink Step and throwing knives early on, while later you gain rope traps. There are 4 techniques if you count the dodge mechanic though, I feel it would be healthier if there were 1 or 2 more available at earlier levels.

Ex: Bombs, Smoke Bombs, Molotovs. Pirates are crafty, it's not far fetched for them to have malicious tools such as this at their disposal.

Bombs could be a 3x3 AoE that takes 1-2 seconds to explode after being thrown.

Smoke Bombs could have a cloaking effect for 3 seconds on a 5x5 AoE after being dropped with a 1 second cast time.

Molotovs could be thrown no more than 6 tiles also with a 3x3 AoE. If you are hit directly, you will take damage and be hit with a burn debuff, however if you are only hit on the edge of the attack you will only receive the burn debuff.

Technique Variety: Currently, many of the game's techniques and tools, while they have different effects, either function very similarly or have very simple mechanics. I think many attacks could be given a little more depth with methods such as *sour/sweet* spots, *multi-hit* effects, and some *dynamic* effects.

Ex: In this case a dynamic effect could be, the *Hotline* attack having a 40% to cause a burn debuff on opponents *if* the attack is landed from 1 tile away as opposed to 2-3 tiles away.

Ex: The *Kick Strike* technique does AoE damage in front of the user. It could be modified to become a multi-hit, in which if both or all hits land, the stun is longer as opposed to only being hit by 1 kick. I propose this to add more variety as well as more depth to the attack, also to give it more nuance.*(with damage reduced to account for the multiple strikes).*

Ex: The *Gorilla Smash* technique functions virtually the same as the original *Kick Strike*. For more depth to the attack as it is single hit with cast, and no stun, I would make the edge of its hitbox stronger than the inside. This will give players a strategy to implement when trying to land the attack.

PVP Elements like this will give fighting more depth as well as more strategy and ideas for combos and such.

Soul Fruit Modes: Each fruit should have a “transformation” technique similar to the techniques of the Leopard and Reindeer fruits. For Elemental Fruits this could be as simple as a buff that gives them bonus effects relating to their fruit.

Ex:

The **Flame Fruit** has “*Flame On*”, basic attacks now 2 tiles in front of the user as you now box with flames. Each blow inflicts 3 second burn debuffs.

The **Light Fruit** has “*Light Speed*”. Basic attacks now have a shorter delay between attacks, and movement speed is increased by 30% while the buff is active.

The **Rubber Fruit** could have *Gear 2nd*. Increased cast speed and damage to all rubber techniques. As well as a buff to their dash distance while the buff is active.

The **Ice Fruit** would have “*Ice Age*” basic attacks have a 40% chance to freeze enemies for 1 second. There could also be a 20% chance for opponents to be frozen if they basic attack the player.

The **Smoke Fruit** would get “*Heavy Smoker*” which gives all smoke based attacks a 30% chance to slow their opponent for 2 seconds. Dashing now also leaves a trail of smoke behind you that will stun enemies.

I don't intend for this to make specific fruits overpowered compared to one another, but rather to add more immersion. I'd expect the animal fruits will be compensated to make up for changes such as this.

Future/Speculated Mechanics and Personal Additions

A lot of these I assume will be very difficult to implement in such a way if it all, but a boy can dream.

Coliseum Event:

An event that requires a minimum of 16 players to begin.

- Participants compete in a tournament or FFA for a prize reward

Prizes: Diamonds, Event Tickets, Cosmetics or Soul Fruits. These prizes could accompany a set amount of Reputation and Berries depending on how many players there are.

- The winner of the previous Coliseum Event *cannot* participate in the next one, in order to keep things fresh.

Sea Navigation: Easily the biggest ask of this thread.

I would love a navigable sea with a ship of your choice, to go from island to island, rather than just interacting with an idle ship to teleport to another place. I'm not sure if a system like this is intended and even if it isn't I'm thankful for what we have already been given.

- An even bigger ask is the ability to board enemy ships while sailing. If your crew runs into a ship full of Marines, they should be able to board your ship and vice versa if they get too close. Furthermore, players should be able to shoot cannons from their own ship to damage enemies and their ship.

- The ability for the crew to defend their ship from cannon attacks and such. A player on the ship should be able to attack an incoming cannon to stop the damage that otherwise would have been to the ship.

- If your ships health reaches zero while on the sea, your entire crew is defeated and sent back to a spawn, where your ship will have to be repair by your shipwright after a determinant amount of time.(I expect ships to be hard to destroy, so if it happens it should take a long time to repair)

- The ship can be navigated by anyone, as long as they have a logpose.

Ship Creation: Probably the second most difficult suggestion to implement but I still would like to give ideas if it ever comes to this.

There should be 2 types of ship bases available to players depending on their faction. If you're a Marine, you can modify a ship with a Marine pattern base as seen in OP, if you're a Pirate, a simple Pirate ship design can be modified.

- Players can cycle through a Figurehead, Jolly Roger, Helm, Sail, Cannons, Wood type/base, etc. All of which will have their own benefit or use.(Minus aesthetics like the Jolly Roger)

- The sail will determine how quickly the ship can change course
- Cannons will determine how much damage the ship can dish out

- Wood Base/Rudders will determine the speed and defense of the ship, with the higher defense bases providing less speed, and vice versa.

- All of these aspects can be adjusted, upgraded and repaired with the *Shipwright Profession*

Again like many other suggestions I'm aware that the developers likely have an idea in mind already.

Bounty Hunter Profession: players can choose this profession and can be hired by other players to hunt down wanted criminals or even marines. If they succeed they're rewarded with more money and rep than a normal player would be. I feel as though there should be more benefits or abilities but this is all I have for now.

Cat Burglar Profession: Players become thieves and can now do a handful of sneaky things that normal players cannot. For starters, they can use the Swipe technique, that cast for 1 sec on opponents allows them to steal ryo, and more rarely **an item**. This profession should also provide a sort of sneak mechanic for the player, allowing them to be less detectable from enemy mobs.

Weatherer Class: A class inspired by Nami's weatherball and tact techniques. Damage would scale with Aim in a similar fashion to snipers. They would also be able to buy tacts from the weapon shop, similarly to snipers. Furthermore, they could get crafted weather tools the same way swordsmen can get crafted swords.

Ex: Weather Ball Attack, Thunder Strike, Bubble Barrage

Special Class Sub Categories: Secondary mastery types of Classes that provide a different set of skills and mechanics.

Ex: Musician Swordsmen, Champion Fighter(Burgess). Maybe Slingshot and Rifle Snipers could become a separate path in the future?

Haki: I'm sure the developers already have things in mind for this but hear me out. Get ready this should be pretty interesting.

My most anticipated aspect of the game, with only ships being anywhere near close. I suspect Haki will be based on willpower as it's already a stat in-game, as well as it making sense hence the name.

- For starters, due to there only being 1 stat regarding it, the 3 different types of Haki should be customizable through passives(an earlier suggestion). Players will be able to have a "balanced" Haki mastery, being at equal skill in each one, or a "pure/focused" Haki mastery. Meaning they specialize in one over the others.

Ex: Each Haki Passive will have a max of 5(could be less or more) with the player having a total of 10 Haki Passives to use at Max Level, with 1 Passive every 10 Levels. However, I also think Haki should be locked until lvl 50 for the sense of growth as well as making it to the halfway milestone.

For every other Haki Passive you will gain a technique pertaining to said Passive. While the 2 Passives in between will simply boost the effects of said techniques.

- **Observation Haki Passive:** Each point in this passive will provide more information about opponents and your environment.

1of5: Mantra: Player receives an increased % chance to dodge all attacks.

3of5: Observation: Player can sense any potential threats on the map you're on.

Highlighting threats around you and notifying you of any other player closing in on your location.

5of5: Future Sight: Player receives an even higher % chance, but also can see the techniques/stats his target has. Furthermore, they could be notified when someone enters the map, uses an attack or any action. If a map is introduced, I theorize it would allow you to see everyone on it. This ability has a **lot** of potential outside of just combat.

- Armament Haki Passive:

1of5: Hardening/Imbuement: Players will now do 30% more damage with Basic Attacks/Weapons when Armament is active. This buff applies to guns and throwing knives as well, as they will now be “imbued” with Haki when thrown.

3of5: Haki Armor: Players will have 25% damage reduction from all incoming attacks when armor is active.

5of5: Emission/Ryou: Player will gain an extra tile of range for all Basic Attacks. Meaning 2 Tile Basic Attacks and Sword Swings. Snipers bullets could have a bigger AoE as well.. Higher Grade Swords that already have 2 tile range, will be given another %boost in damage instead.

- Conqueror's Haki Passive:

1of5: Intimidation: Players can use a Haki wave that slows anyone in an AoE range. Alternatively, Intimidation could cause a weak BI debuff on those affected.(maybe a 10% stat decrease for 5 seconds.)

3of5: Pressure: Players can emit an advanced wave of Haki that now stuns opponents for 3 seconds. If the user has at least 30 levels on his opponent, it has a 30% chance to do a sizable amount of damage to them.

5of5: King Infusion: Players can now use Conqueror's infused attacks. This Buff increases their Basic Attacks by a greater amount than any other buff in the game, 50%. It will last for as long as 1 minute, but will have quite the cooldown. Alternatively, it could damage the user slightly over time.

Haki passives could also change how you interact with some NPCs. Like providing more options if you have a certain level. If you have enough Observation you could tell a NPC was lying which would change your mission, or if you had a lot of Conqueror's you could intimidate an NPC during a mission to change the outcome.

Potential Passives: Each Stat should have 5 Passives to choose from to promote character diversity. Some should have higher caps than others, but the total amount of all possible passives to spend in each category will total **50 points at level 100.**

The passive system also encourages players not to dump all their points into 1 stat just for damage.

- A player who is “pure” in one stat should have all 50 points for the stat in question. While someone who is more balanced will have around 30-40 points to spend.
- Pure in this case, would mean you put **3** of your **7** stat points in one category per level. So a total of **300** stat points put into Aim at level 100, will result in having all **50** Aim Passive Points.
- If you only put **200** stats at level 100, you would have about **32** passives in said stat. *(This rounds out at about 1 Passive per 6 points in one stat.)*

Ex:

- A *High DPS* Sniper would have a build such as: 3 Aim, 2 Health, 2 Energy. *(50 Aim points, 32 Health, 32 Energy)*
- While a *Tank* Swordsman would choose something such as: 3 Health, 2 Agi, 1 Energy 1 Willpower. *(50 Health, 32 Agi, 16 Energy, 16 Willpower)*

- Alternatively, both classes could sacrifice either damage or health to put stats into energy for the passives it provides relating to their profession. *See below for more info.*

Health

- **Iron Body:** 3% Increase to Defense per point. *10 Points*
- **Survivalist:** 1% increase to Max HP per point. *20 Points*
- **Life Sap:** 2% increase to the amount of HP taken from Life Steal Abilities per point. *5 Points*
- **Will of D(ona)/Will to Live:** 3% decreases to the amount of HP taken from Life Steal abilities per point. *10 Points*
- **Mind and Body:** 3% decreases the chance of being stunned or cut from Basic Attacks per point. *5 Points*

Energy

- **Adrenaline:** 2% reduction to energy cost. (per point you get the idea). *10 Points*
- **Relaxed:** 1% increase to the speed at which rest is activated(the ability to regen). *10 Points*
- **Endurance:** 2% increase to the amount of HP recovered while at rest. *10 Points*
- **Studious:** 3% increase to the effectiveness of Doctor based abilities. *10 Points*
- **Connoisseur:** 2% increase to the effectiveness of the food made by a cook. *10 Points*

Willpower: Note these are separate from the suggested Haki Passives.

- **Encyclopedia:** The user is educated on the Soul Fruits of the world. 2% reduction to the damage and effectiveness they take from Soul Fruit Techniques. *20 Points*
- **Awakening:** 3% increase to the damage and effectiveness to devil fruit based abilities *10 Points*

(Points in this passive could also be used as a requirement to unlock Advanced Fruit Abilities.

Ex: Rubber Fruit unlocks Gear 2nd at 3 Passives, Gear 3rd at 6 Passives etc.)

- **Spirit Animal:** 10 second Increase to the duration of Animal Fruit transformations. *10 Points*
- **In My Element:** Grants 2% chance for Elemental Fruit users to dodge any incoming damage. (Logia Phasing). *5 Points*
- **Strong Willed:** 5% damage reduction to Haki based attacks. *5 Points*
(this is also to help those w/o Haki to combat those with it slightly).

Agility:

- **Sharpened Blade:** 1% increase to the chance to make an opponent Bleed when using Basic Attacks with swords. *10 Points*
- **On the Fly:** 5% reduction to cast times. At max level, the player can move while casting any technique.(Some techniques should have you move slower however) *5 Points*
- **Swift Criminal:** A small increase to movement speed and attack speed. *15 Points*
(differences with this stat should really only be noticeable after each 5 point interval. At 7 points you should be about 1.5 times faster than someone with 0 points.)
- **The Fist:** 2% increase to the chance to stun/daze from Basic Attacks. *10 Points*
- **Shave/Soru:** The player's Dash will move 1 tile further per point of this passive. At 3 Passives, you can now change direction as you dash(holding another direction as you dash, will use the rest of your boost to move in a different direction.) *5 Points*

Aim:

- **Quick Draw:** 2% delay decrease to projectile launching(Shooting Guns,Climate Tacts or Throwing Knives). *10 Points*

- **Hawkeye:** Increases the range of all projectile-like attacks by 1 tile per level of this passive. *5 Points* (this could also be useful to non snipers)
- **Clearshot:** 2% reduction to the chance for opponents to dodge projectiles. *10 Points*
- **Gunsmith:** The player further understands how to clean and modify weapons, for each level of this passive increase the speed your bullets travel by 1%. *20 Points*
- **Graze:** If a sniper misses their mark by 1 tile, they have a chance to do $\frac{1}{3}$ of their damage to the opponent. This chance increases by 5% with each passive. *5 Points*