



# One Piece RPG Discord Bot

---



## One Piece RPG Discord Bot

---

A living roleplay & adventure system where players create their own pirate, marine, revolutionary, or wanderer and carve out a destiny across the seas.

---

### 1. The "Choose Your Destiny" Character System

This is the player's **foundation**—their race, origin, faction, and dream all shape their journey and open different mechanics, abilities, and storylines.

---

#### A. Race Selection

Each race grants **unique stats, passives, and commands**, making them feel distinct in both roleplay and combat.

- **Human – The Adaptable Majority**
  - **Stats:** +1 to all (Strength, Agility, Durability, Intelligence)
  - **Ability – `Adaptability`:** +10% more EXP from all sources.
  - **Extra:** Flexible storylines, can join any faction without penalties.
- **Fish-Man / Mermaid – Lords of the Sea**
  - **Stats:** +2 Strength, +1 Durability
  - **Ability – `Water Breathing`:** No underwater penalties, unique `/fishman.karate` command.
  - **Extra:** Easier access to rare underwater quests & treasures.
- **Mink – Lightning Furies**
  - **Stats:** +2 Agility, +1 Strength
  - **Ability – `Electro`:** Basic lightning attack with stun chance.
  - **Event Form – `Sulong`:** Unlocks during “Full Moon” server events, massive buff.
  - **Extra:** Unique quests tied to Zou and the Mink Tribe's honor code.
- **Skypiean – Children of the Clouds**
  - **Stats:** +2 Intelligence, +1 Agility
  - **Ability – `Sky-Dweller`:** Reduced fall damage, starts with a Dial (Impact/Wind).
  - **Extra:** Easier navigation to Sky Islands and Dial-based crafting system.
- **Giant – Titans of the Seas**

- **Stats:** +4 Strength, +2 Durability, -2 Agility
- **Ability – Giant’s Strength:** Wield oversized weapons, resistant to knockback.
- **Extra:** Giants can’t stealth or hide, but can crush groups in combat.
- **Cyborg (Optional Unlock via Storyline)**
  - **Stats:** +3 Durability, +2 Strength
  - **Ability – Mechanical Upgrade:** Access to custom modules (rocket boosters, laser cannons).
  - **Extra:** Repair system instead of natural healing.

**B. Origin & Faction**

The **island of origin** sets your **starting questline** and **default alignment**. Later, players can betray or switch allegiances, but beginnings shape the first impression.

Origin Island	Default Faction	Opening Story Arc
Shells Town	Marine Recruit	<i>“The Tyrant’s Fall”</i> – Join the Marines under Captain Morgan, uncover corruption, and decide whether to remain a loyal soldier or desert.
Syrup Village	Pirate Hopeful	<i>“The Liar’s Legacy”</i> – Inspired by Usopp’s tales, defend the village from pirates while seeking a ship and crew of your own.
Ohara (Post-Buster Call)	Revolutionary Seed	<i>“Whispers of Truth”</i> – Survivor of knowledge’s destruction, drawn toward forbidden texts and the Revolutionary Army’s mission.
Baratie	Neutral Cook/Brawler	<i>“A Taste of the Grand Line”</i> – Train as a cook, fend off invading pirates, and discover the art of fighting while feeding allies.
Loguetown	Free Choice (Pirate / Marine / Revolutionary)	<i>“Dreams at Dawn”</i> – On the island where the Pirate King died, decide if you’ll follow in his footsteps, uphold justice, or burn the system down.
Skypiea	Neutral Adventurer	<i>“The Sky’s Burden”</i> – Explore the mysteries of the sky people while dealing with conflicts between Shandians and Skypieans.
Elbaf (Special Unlock)	Giant Warrior’s Path	<i>“Pride of the Warriors”</i> – Prove yourself in trials of honor and giant combat before leaving your homeland.

**C. Initial Dream (Character’s Goal)**

Dreams replace a **traditional class system**. They are **long-term aspirations** that grant **early perks** and expand into **unique skill trees**.

- **“To be the World’s Greatest Swordsman”**

- Start with a Katana + `/swordsman` skill tree unlocked.
  - Unique duel quests against rival sword-users.
  - **“To Find the All Blue”**
    - Start with cooking recipes + `/cook` buffs.
    - Craft food that restores HP, buffs allies, or grants travel bonuses.
  - **“To Map the World”**
    - Start with a Log Pose + `/navigate`.
    - Unlocks hidden locations, reduces travel cooldowns, chance to find rare islands.
  - **“To Become a Brave Warrior of the Sea”**
    - Start with high base HP + `/brawler` or `/marksman` tree.
    - Tanky frontline fighter archetype.
  - **“To Master Devil Fruits”**
    - Start with knowledge to sense/find Devil Fruits faster.
    - Unlocks `/fruit.hunt` (higher discovery rate).
  - **“To Topple the World Government”**
    - Start aligned closer to Revolutionaries, access to hidden propaganda & sabotage quests.
    - Unlocks `/rally` – boosts morale and XP gain for nearby allies.
  - **“To Become Pirate King”**
    - Balanced buffs across multiple trees, but the hardest path.
    - Endgame: Unlocks access to **Raftel storyline quests** if the server ever builds a campaign.
- 

## Crew & Ally System + Ship Mechanics

---

### 2. Crew System (Player Guilds / Parties)

Crews are the **heart of a One Piece RPG bot**. They’re more than parties — they’re **shared identities**, complete with ships, flags, and reputations.

#### A. Forming a Crew

- **Requirement:** Captain must have completed their “First Voyage” questline (earning a ship).
- **Command Example:** `/crew create <name>`
- **Customization:**
  - Crew Name
  - Crew Flag (pick from preset icons, unlock custom with quests)

- **Motto** (short text that appears in battles/explorations)

## B. Crew Roles

Each role gives a **buff** to the crew, encouraging teamwork.

- **Captain:** Decides direction, sets quests, gives +5% morale (attack buff).
- **First Mate:** Assists captain, bonus to leadership rolls, keeps crew stable.
- **Cook:** Provides buffs via `/cook` meals.
- **Navigator:** Reduces travel cooldowns, finds safe routes.
- **Doctor:** Can heal allies after fights, reduces death penalty timers.
- **Shipwright:** Repairs ships faster, can upgrade ship mechanics.
- **Musician:** Boosts morale with unique buffs (e.g., Brook-style).
- **Fighter(s):** General crew members (brawlers, snipers, swordsmen).

## C. Crew Progression

- **Crew Bounty (Infamy):** Increases as crew completes raids, attacks Marines, or steals treasure.
  - **Crew Reputation:** Distinguishes whether they're known for *honor*, *chaos*, or *cruelty*.
  - **Crew Perks:** Unlockable at milestones (crew size, bounty level, or big victories).
    - Example: At 50 million bounty → unlock *Intimidation aura* (weaker enemies flee at start of fight).
- 

# 3. Ally System (Rooster of Canon Characters)

Ally system = your “support roster,” like One Piece Legends mobile games. Allies are **canonical characters** you earn through quests, storylines, or gacha-style rolls.

## A. How Allies Work

- Players can recruit **NPC allies** to temporarily join their adventures.
- Allies grant **passive buffs** and can be **summoned in combat** once per fight.
- Stronger allies = harder quests to unlock.

## B. Examples of Ally Recruitment

- **Zoro (Early)** – “The Wandering Swordsman” questline in Shells Town. Buff: +5% sword attack dmg.
- **Nami (Early)** – Complete navigation quests in Syrup Village. Buff: +5% gold from loot.
- **Chopper (Mid)** – Medical support ally from Drum Island questline. Buff: heal after battle.
- **Ace (Special Event)** – Unlock through Marineford event chain. Summon attack: “Fire Fist.”
- **Sabo (Revolutionary path)** – Unlock after siding with Revolutionaries. Buff: +10% XP gain in rebel quests.

## C. Ally Limits

- **Active Roster:** 3 at a time.

- **Storage Roster:** Unlimited (like a “gallery” of unlocked allies).
  - **Bond Levels:** Improve ally bonuses by completing missions with them.
- 

## 4. Ship Mechanics

Ships aren’t just transport; they’re **moving bases** for the crew. They scale with the crew’s size, power, and ambitions.

### A. Ship Types (Tiers)

1. **Small Boats (1–2 players)** – Rowboats, dinghies. No cannons.
2. **Medium Ships (Crew of 5+)** – Caravels, sloops. 1–2 cannon slots.
3. **Large Ships (Crew of 10+)** – Galleons, brigantines. 4+ cannon slots.
4. **Unique Ships (Quest Unlocks)** – e.g., *Going Merry*, *Thousand Sunny*, or custom builds.

### B. Ship Stats

- **Durability (HP)** – How much damage the ship can take.
- **Speed** – Travel cooldown reduction.
- **Cargo Space** – How many resources/treasures can be stored.
- **Firepower** – How many cannons/weapon systems.

### C. Customization

- **Figureheads** (boost morale, intimidation, or speed).
- **Sails** (different colors/patterns affect recognition).
- **Cabins** (Doctor’s Room = faster healing, Kitchen = better cooking buffs).
- **Jolly Roger** (crew symbol, boosts intimidation/fame).

### D. Ship Combat (Crew vs Crew or Crew vs NPC)

- **Command Example:** `/ship battle <crew>`
  - Turns alternate between *crew maneuvers* and *ship cannons*.
  - Crew members can “board enemy ship” mid-combat for melee fights.
  - Winning grants bounty + resources, losing risks losing cargo or damage costs.
- 

## 5. Combined System Flow

1. Player creates character (Race + Origin + Dream).
2. Gains **starter quests**, earns first small boat.
3. Unlocks **crew creation** after first voyage.
4. Recruits **allies** from canon storylines.
5. Expands crew → upgrades ship → enters bigger seas.

6. Endgame: **Server-wide events** (Marineford War, Enies Lobby Raid, Yonko Battles).

---

## **Ship Upgrade Trees**

---

Ships evolve as your **crew grows stronger**. Instead of just being bigger, upgrades give **branching choices**, letting captains decide if they want a **fast raider**, a **heavy warship**, or a **versatile explorer**.

---

### **A. Base Ship Progression**

Every crew starts with a **Small Boat** → upgrades into **Customizable Ships** as milestones are reached.

- **Tier 1 – Dinghy / Rowboat (solo or 1–2 players)**
    - Tiny, fragile, but enough to get started.
    - No cannons, no storage.
  - **Tier 2 – Caravel / Sloop (crew of 3+)**
    - First “real” ship, small cabin space, 1 cannon slot.
    - Unlocks customization tree.
  - **Tier 3 – Brigantine / Medium Galleon (crew of 6+)**
    - Larger ship, multiple cabins, 2–3 cannon slots.
    - Branching specialization begins here.
  - **Tier 4 – Grand Vessel (crew of 10+)**
    - Full crew warship, flagship potential.
    - 4–6 cannon slots, multiple upgrades unlocked.
  - **Tier 5 – Legendary Ship (endgame unlock)**
    - Either a **unique quest ship** (*Going Merry*, *Thousand Sunny*) OR a fully customized build.
    - Unlocks all special ship mechanics.
- 

### **B. Upgrade Tree Paths**

At Tier 3+, crews choose **what type of ship they want to specialize in**.

---

#### **1. Speed Ship Path – Raiders & Explorers**

Fast ships that excel at **mobility**, **surprise attacks**, and **exploration**.

- **Upgrades:**
  - **Reinforced Sails:** Travel cooldown -20%.
  - **Streamlined Hull:** Higher chance to escape ship battles.

- **Crow's Nest:** Navigator can “spot” hidden islands or ambushes.
  - **Stormrider Mast (Advanced):** Immune to storm travel penalties.
  - **Sea Glide Rudder (Legendary):** Halves all travel times, unlocks unique “Hit & Run” battle option.
  - **Playstyle:** Perfect for bounty hunters, explorers, or hit-and-run pirates.
- 

## 2. Warship Path – Cannons & Combat

Heavy ships designed for **crew vs crew naval warfare**.

- **Upgrades:**
    - **Extra Cannon Slots:** +1 firepower slot per upgrade.
    - **Reinforced Hull:** +20% ship HP each level.
    - **Ballistae & Harpoons:** Boarding actions easier, disable enemy movement.
    - **Armored Prow:** Unlocks “Ramming Attack” command.
    - **Sea Fortress Deck (Legendary):** Full warship with multiple cannon barrages per turn.
  - **Playstyle:** Dominates PvP and large-scale faction wars.
- 

## 3. Cargo Ship Path – Traders & Treasure Hunters

Massive storage and **resource-focused progression**.

- **Upgrades:**
    - **Expanded Cargo Hold:** +20% resource storage per level.
    - **Secure Vault:** Protects a portion of loot if ship is sunk.
    - **Merchant Cabin:** Reduces shop/trade costs by 10%.
    - **Treasure Compass:** Higher rare item discovery rate.
    - **Floating Market (Legendary):** Allows ship itself to act as a traveling shop/trade hub for crew or allies.
  - **Playstyle:** Suited for players who love economy, crafting, or treasure grinding.
- 

## 4. Explorer Path – Adventurers & Mystery Seekers

Balanced ships designed for **world events, lore hunting, and unique island access**.

- **Upgrades:**
  - **Log Pose Chamber:** Reduces cooldown between unknown island travels.
  - **Cartographer's Cabin:** Navigator gains +15% success finding hidden islands.
  - **Submersible Gear:** Unlocks underwater exploration quests.
  - **Sky Lift Rigging:** Access to Sky Islands earlier than other ships.

- **Voyager's Heart (Legendary):** Unlocks story-only islands/events (Raftel, Eternal Pose events, etc.).
  - **Playstyle:** Best for crews that want lore-heavy journeys and special questlines.
- 

## 5. Hybrid / Legendary Path – Endgame Customization

At Tier 5, crews can **combine elements** from multiple trees or unlock unique ships.

- **Hybrid Builds:**
    - Example: **Fast Warship** (Speed + Warship) → Cannons + Escape options.
    - Example: **Treasure Raider** (Cargo + Speed) → Holds tons of loot but still travels fast.
  - **Legendary Ships:**
    - Unlocked via **server-wide quests or rare storyline events**.
    - Examples:
      - *Going Merry Replica* (morale boost, hard to sink).
      - *Thousand Sunny Replica* (Gaon Cannon attack, solar sails = free speed boost).
      - *Custom Yonko-Class Ship* (named + symbolically tied to crew's journey).
- 


## C. Crew Ship Management

- **Shipwright Role** is vital → needed to unlock/repair upgrades.
  - **Resource Costs:** Wood, metal, rare seashells, treasure.
  - **Faction Discounts:** Marines/Revolutionaries get bonuses on warships, Pirates on speed/cargo, Neutral crews on explorers.
- 

## D. Ship Events

Ships also trigger **server events** when upgraded:

- Warship Tier 4 → crew bounty skyrockets → Marines/Revolutionaries actively hunt them.
  - Explorer Tier 4 → chance to discover server-wide events (Sky Islands, Raftel clues).
  - Cargo Tier 4 → crew becomes target of pirate NPC raids.
- 

 In short:

- **Speed Ships** = hit-and-run, explorers, bounty hunters.
  - **Warships** = PvP monsters, faction warfare.
  - **Cargo Ships** = treasure hoarders, economy builders.
  - **Explorer Ships** = lore-driven adventurers.
  - **Legendary/Hybrids** = ultimate crew-defining endgame vessels.
-





# Ally Recruitment – East Blue Saga

---

## Core Framework:

- **Narrative Trigger** – Ally only becomes recruitable after completing their respective arc's MSQ.
  - **Conditions** – Faction alignment, dream, or role-based prerequisites.
  - **Roster System** – Players can collect many, but only **equip one ally per tier** in their active crew.
  - **Bond System** – Spending time/quests with an ally increases their buffs.
- 

## Romance Dawn Arc – Shells Town



### Roronoa Zoro (Tier 1 Ally)

- **Trigger:** Complete “The Tyrant’s Fall” by exposing Captain Morgan.
  - **Conditions:**
    - Pirate/Revolutionary players → can free Zoro from execution.
    - Marines → can choose to keep him jailed (Zoro unavailable) OR secretly recruit him if they defect.
  - **Bufs:**
    - Passive: +10% sword damage.
    - Summon Skill: *Onigiri* (multi-hit slash).
  - **Dream Tie-In:**
    - If player’s dream = “World’s Greatest Swordsman,” unique dialogue unlocks and Zoro becomes easier to convince.
- 

## Orange Town Arc – Buggy’s Territory



### Buggy (Tier 1 Rival Ally / Temporary)

- **Trigger:** After defeating Buggy.
  - **Conditions:**
    - Pirate/Neutral → Can *force Buggy* into temporary alliance (short-term buff in battles).
    - Marines/Revolutionaries → Buggy flees, unavailable.
  - **Bufs:**
    - Passive: +10% loot from defeated enemies (greedy).
    - Summon Skill: *Chop-Chop Cannonball* (single AoE attack).
  - **Special Note:** Buggy is unstable. If kept too long, he may betray the crew in a story event.
-

## Syrup Village Arc – Kuro’s Deception

### **Usopp (Tier 1 Ally)**

- **Trigger:** Complete “The Usurper’s Ruse,” help defend Kaya and villagers.
  - **Conditions:**
    - Must uncover Kuro’s plot OR survive the ambush fight.
    - Revolutionary players can sway Usopp by emphasizing protecting villagers.
    - Pirates can promise him “a future of adventure.”
  - **Bufs:**
    - Passive: +10% ranged weapon accuracy.
    - Summon Skill: *Pop Green Shot* (deals AoE minor damage).
  - **Dream Tie-In:**
    - If player’s dream = “Brave Warrior of the Sea,” Usopp bonds quicker and unlocks unique quests later.
- 

## Baratie Arc – Krieg’s Assault

### **Sanji (Tier 2 Ally)**

- **Trigger:** Aid Baratie chefs in the Don Krieg battle.
  - **Conditions:**
    - Player must complete cooking-related side quests OR protect Zeff during battle.
    - Marines cannot recruit Sanji (he openly defies authority).
    - Pirates/Neutral/Revolutionaries can persuade him.
  - **Bufs:**
    - Passive: +10% cooking buffs last longer.
    - Summon Skill: *Diable Jambe Kick* (single-target burn effect).
  - **Dream Tie-In:**
    - If player’s dream = “Find the All Blue,” Sanji becomes a guaranteed ally.
- 

## Arlong Park Arc – The Weight of a Promise

### **Nami (Tier 2 Ally)**

- **Trigger:** Complete “The Weight of a Promise” arc by confronting Arlong.
- **Conditions:**
  - Must either free Nami from Arlong’s control OR negotiate with her through Marines/Revolutionary channels.

- Neutral players can recruit her by helping the villagers resist.
  - **Bufs:**
    - Passive: +10% gold and item find.
    - Summon Skill: *Thunderbolt Tempo* (AoE lightning attack, chance to stun).
  - **Dream Tie-In:**
    - If player's dream = "Map the World," Nami joins more easily and grants extra navigation quests.
- 

## Loguetown Arc – Gateway to the Grand Line

### **Smoker (Tier 3 Ally / Rival)**

- **Trigger:** Confront Smoker during the final arc.
- **Conditions:**
  - Marine players → Smoker can become an ally if loyalty score is high.
  - Pirate/Revolutionary players → Smoker is an enemy rival, not recruitable.
- **Bufs (if allied):**
  - Passive: Reduces PvP damage taken by crew.
  - Summon Skill: *White Blow* (AoE smoke bind attack).

### **Dragon (Tier 3 Ally / Event Ally)**

- **Trigger:** Rare "Revolutionary Contact" event in Loguetown (low % trigger).
  - **Conditions:**
    - Only Revolutionaries can unlock.
  - **Bufs:**
    - Passive: +10% XP for all revolutionary-aligned quests.
    - Summon Skill: *Storm Gale* (powerful AoE that guarantees escape from battle).
  - **Special:** Dragon cannot stay permanently; he's a **temporary narrative ally**, representing the Revolution's support.
- 

## **Ally Tier Rules (East Blue)**

---

- **Tier 1 (Early Allies):** Zoro, Usopp, Buggy (unstable).
  - **Tier 2 (Mid Allies):** Sanji, Nami.
  - **Tier 3 (Late Allies):** Smoker (Marine), Dragon (Revo, temp).
  - **Limit Rule:** Only **1 ally per tier** can be equipped in active crew. Others remain in the roster gallery.
-



# Crew vs Crew (CvC) PvP Mechanics

---

## 1. Battle Setup

- **Command:** `/pvp challenge @crewname`
  - **Arena Options:**
    - **High Seas** (open ocean battle, focuses on Ship + Cannon mechanics).
    - **Island Raid** (crew fights on land, focused on crew members + allies).
    - **Mixed Battle** (ship vs ship until one side boards the other; combines both).
  - **Party Slots:**
    - Each crew selects **up to 6 active members** (players + their allies).
    - Ship is treated as a “7th slot” with HP, upgrades, and cannon damage.
    - Substitute system: benched members can swap in mid-battle at cost of 1 turn.
- 

## 2. Turn Structure (Semi-Tactical)

PvP is **turn-based**, because real-time combat is hard to manage in Discord.

- **Initiative:** Random roll + Ship’s “Sailing” stat influences order.
  - **Actions per turn:**
    - Attack (basic or skill-based).
    - Special Move (DF ability, Haki, Weapon Art, Ally Unique Skill).
    - Ship Action (cannon barrage, evasive maneuver, boarding action).
    - Support (heal, buff, rally).
- 

## 3. Ship Role in PvP

Ships aren’t just background—they define the **combat terrain**.

- **HP & Armor:** If Ship HP hits 0, crew automatically loses.
  - **Upgrade Effects** (from your Ship Tree):
    - **Hull Plating:** Reduces all incoming cannon damage by % value.
    - **Sails Upgrade:** Crew attacks have +Speed bonus (higher initiative).
    - **Special Modules:** Unique moves (Flame Cannon, Reinforced Ramming, etc.).
- 

## 4. Crew & Ally Combat Roles

Each crew slot fills a role (similar to RPG party balance).

- **Striker (Damage Dealer):** Zoro, Sanji-type allies.
  - **Support (Buff/Healer):** Chopper, Kaya, Revolutionary Doctors.
  - **Tactician (Debuff/Control):** Usopp, Nami (weather, illusions, traps).
  - **Tank/Defender:** Marine soldiers, strong NPC allies, armored characters.
  - **Wild Card (Unique):** Devil Fruit or dream-specific roles (e.g., Cook buffs food mid-battle, Cartographer reads enemy tactics).
- 

## 5. PvP Rewards

- **Bounty Increase:** Winners gain Bounty across crew (loss also may slightly raise notoriety).
  - **Loot:** Small chance of stealing resources (berries, timber, cannonballs).
  - **Ranked Rewards:** If ranked ladder is enabled, monthly rewards (titles, rare mats, cosmetic Jolly Roger upgrades).
  - **Prestige:** Crew “Notoriety” leaderboard that changes server status (your crew might be called “Terrors of the East Blue”).
- 

## 6. Balance Mechanics

- **Tier Restrictions:** Crews can’t bring multiple “S-tier” allies like Zoro + Sanji + Smoker at once. Limit: 1 S-tier, 2 A-tier, rest B/C.
  - **Stamina System:** Crew members and allies have limited stamina per PvP week. Prevents spam-farming.
  - **Ship Balance:** Even if one crew has stronger members, weaker crew with stronger ship upgrades can still win.
- 

## 7. Advanced Modes

- **Crew Brawl (3v3):** Smaller skirmishes for quick battles.
  - **Fleet Wars** (future Grand Line expansion): Multiple crews ally and fight in large-scale wars with raid-like mechanics.
  - **Territory Control:** PvP that decides control of Islands (dock taxes, resource multipliers).
- 



## East Blue Islands & Territories

---

Each island is both a **story hub** (for MSQ/Ally recruitment) and a **strategic territory** (for crew control, resources, PvP).

---

### 1. Dawn Island (Foosha Village)

- **Narrative Role:** Starting area (tutorial hub). Players spawn here or nearby based on origin.

- **Territory Bonus:** Basic resources (wood, food). Small XP boost for low-level players.
  - **Control Feature:** Mostly symbolic — crews can plant their **first Jolly Roger** here (your "home port").
- 

## 2. Shells Town

- **Narrative Role:** Marine hub (Captain Morgan arc). MSQ for Marine origin players.
  - **Territory Bonus:** Access to **Marine training grounds** (combat stat boosts, recruit basic Marine NPC allies).
  - **Control Feature:**
    - Marines = natural defenders.
    - Pirates/Revs must raid it to weaken Marine presence (PvP event).
- 

## 3. Orange Town

- **Narrative Role:** Buggy's domain. MSQ includes first DF-user fight.
  - **Territory Bonus:**
    - "Circus Loot" → Berries & Trinkets (sellable resources).
    - Shops offer **cheap cannonballs** (early naval advantage).
  - **Control Feature:**
    - Whoever controls Orange Town can set **trade taxes** (5–15% cut of all shop purchases).
    - Boosts crew income.
- 

## 4. Syrup Village

- **Narrative Role:** Usopp + Black Cat Pirates. Ship acquisition quests.
  - **Territory Bonus:** **Shipyard Access** → Cheaper ship upgrades and repairs.
  - **Control Feature:**
    - Controlling Syrup lets your crew build ships faster.
    - Other crews pay a fee for repairs unless allied.
- 

## 5. Baratie (Floating Restaurant)

- **Narrative Role:** Sanji arc, Krieg Pirates confrontation.
  - **Territory Bonus:** **Food Buffs** → Crew meals give PvP/PvE buffs (HP regen, ATK up, DEF up).
  - **Control Feature:**
    - Controlling crews set the **menu price**.
    - Neutral option: leave it open for all (gain passive "reputation" instead of tax).
-

## 6. Arlong Park (Cocoyashi Village)

- **Narrative Role:** Arlong's reign of terror. MSQ moral dilemma.
  - **Territory Bonus:**
    - Control over **Fish-Man Resources** (rare corals, exotic fish = crafting mats).
    - **Combat Training Buffs** if your crew allies with freed villagers.
  - **Control Feature:**
    - If Marines/Revs liberate, they gain **moral prestige** (reputation boost).
    - If Pirates control, they gain **tribute tax** (villagers pay weekly).
- 

## 7. Loguetown (Final Island in East Blue)

- **Narrative Role:** Bridge to Grand Line (Smoker, execution platform).
  - **Territory Bonus:**
    - Access to **Grand Line Charts** (unlocking next saga).
    - **Bounty Board Hub** (PvP rankings visible here).
  - **Control Feature:**
    - No single crew can hold Loguetown forever → it's a **Contested Zone** (weekly crew battles decide control).
    - Winner gains **server-wide fame** (title: "Rulers of Loguetown").
- 



## Territory Control Mechanics

---

### 1. Capturing an Island

- Crew challenges current holders → PvP event or PvE raid vs NPC defenders.
- Requires planting **Jolly Roger** at Dock/Town Square.

### 2. Maintaining Control

- Weekly upkeep → crew must defend vs NPC raids or rival crews.
- If upkeep fails, territory becomes **Contested** again.

### 3. Benefits of Control

- Economic: taxes, trade boosts, discounts on upgrades.
- Social: reputation titles, special NPC allies.
- Combat: buffs when fighting on "your" island.

### 4. Faction Influence

- **Pirates** → Tax villages, extort resources.

- **Marines** → Establish “Justice HQs,” reduce pirate presence.
  - **Revolutionaries** → Free islands, inspire rebellion (gain hidden support).
  - **Neutral** → Maintain balance, gain rep without forcing taxes.
- 

## Suggested Flow for East Blue Control

---

- Crews start with **Dawn Island (Foosha)** → symbolic base.
  - Move outward: Shells/Orange/Syrup/Baratie → “mid-tier” territories.
  - Arlong Park = first **major contested territory**.
  - Loguetown = endgame hub, rotating control via **weekly wars**.
- 

## Faction Quests System

---

Faction quests differ from MSQ in three key ways:

1. **Repeatable / Procedural** → Keeps gameplay loop engaging beyond main arcs.
  2. **Reputation-Oriented** → Completing them raises faction rep and unlocks unique gear, perks, or allies.
  3. **Dynamic Goals** → Change depending on player progression, island control, and PvP events.
- 

### Marine Faction Quests (Justice & Order)

Marines focus on maintaining order and suppressing pirate/Revolutionary influence.

#### Quest Examples:

- **Bounty Hunt Patrol:** Track down a wanted NPC pirate across nearby islands. Higher reputation unlocks hunts for **player crews** with high bounties.
  - **Supply Escort:** Safeguard a Marine convoy ship until it reaches Loguetown. PvP risk: pirate crews can intercept.
  - **Island Garrison Duty:** Help defend a Marine-controlled island from NPC pirate raids.
  - **Undercover Sting:** Gather intel on local crime (dialogue mini-quest, leads to ambush).
  - **Reputation Tiers Unlock:**
    - *Petty Officer:* Access to basic Navy swords & rifles.
    - *Lieutenant:* Call NPC Marines to aid in battle once per day.
    - *Captain:* Eligible to command a Marine warship (PvP advantage).
- 

### Pirate Faction Quests (Freedom & Infamy)



Pirates thrive on chaos, raiding, and building a notorious name.

#### Quest Examples:

- **Raid & Plunder:** Attack a merchant convoy ship and steal cargo (berries, materials).
  - **Smuggling Run:** Deliver contraband items between islands while avoiding Marines.
  - **Territory Shakedown:** Extort villagers on controlled islands for tribute (increases income but lowers local loyalty).
  - **Rumor Mongering:** Spread your name in taverns, raising bounty but lowering Marine reputation.
  - **Reputation Tiers Unlock:**
    - *Rookie:* Cheaper ship repairs at shady docks.
    - *Supernova:* Unique pirate techniques / black-market gear.
    - *Warlord Potential:* Ability to control multiple territories without constant upkeep.
- 

### ▲ **Revolutionary Faction Quests (Freedom Fighters)**

Revolutionaries focus on gathering intel, freeing villages, and destabilizing World Government influence.

#### Quest Examples:

- **Free the Oppressed:** Help villagers resist pirate or Marine control (earn trust, lower rival influence).
  - **Sabotage Mission:** Plant explosives on a Marine outpost or disrupt supply lines.
  - **Espionage Network:** Recruit NPC informants in taverns (increases chance of discovering rare quests).
  - **Smuggle Scholars:** Escort a historian or outlawed researcher safely across islands.
  - **Reputation Tiers Unlock:**
    - *Cell Member:* Craft camouflage gear (stealth advantage).
    - *Field Commander:* Deploy NPC rebels in island battles.
    - *Revolutionary Officer:* Gain access to Cipher Pol info leaks (early warning of raids).
- 

### **Neutral (Baratie/Adventurer/Explorer)**

Neutral players aren't bound to strict factions but still have unique tasks. Their quests are more about exploration, trade, and survival.

#### Quest Examples:

- **Merchant Escort:** Protect neutral traders in exchange for rare crafting mats.
- **Treasure Hunt:** Follow maps leading to buried loot.
- **Resource Expeditions:** Gather rare fish, herbs, or minerals.

- **Peacekeeping:** Resolve disputes without choosing a side (negotiation/diplomacy).
  - **Reputation Tiers Unlock:**
    - *Explorer:* Reduced travel time between islands.
    - *Navigator:* Can chart new islands earlier than others.
    - *Adventurer's Guild Leader:* Unlocks "guild contracts" where players hire you for protection/quests.
- 

## **Faction Quest Mechanics**

---

- **Daily / Weekly Quests** → To keep engagement consistent.
  - **Procedural Objectives** → Randomize NPC targets, islands, cargo types, etc.
  - **Dynamic Scaling** → Quest difficulty/rewards scale with player level and saga progress.
  - **Reputation Bar** → Unlocks faction-specific cosmetics, skills, ships, and allies.
  - **PvP Hooks** → Some quests (escort, sabotage, raids) can trigger open-world PvP with rival factions.
- 

## **Reputation Rewards Progression Trees**

---

### **Marines – *Justice Through Strength***

Focus: **Authority, order, military gear, and command power.**

#### **Rank 1 – Recruit (0–999 Rep)**

- Title: *Petty Officer*
- Rewards:
  - Access to basic Navy sword & rifle.
  - Uniform cosmetic skin (Marine coat).
  - Small HP boost when fighting on Marine-controlled islands.

#### **Rank 2 – Officer (1000–2999 Rep)**

- Title: *Lieutenant*
- Rewards:
  - `/callmarines` → Summon 2 Marine NPCs once per day for PvE aid.
  - Discount at Marine weapon shops.
  - "Seastone Bullets" unlock for ranged fighters (anti-DF buff).

#### **Rank 3 – Commander (3000–5999 Rep)**

- Title: *Captain*
- Rewards:
  - Command a **Marine Cutter Ship** (faster pursuit vessel).
  - New skill: “**Justice Rally**” → Buffs nearby allies in PvP (ATK + DEF).
  - Higher-tier bounty hunt quests available.

#### Rank 4 – Elite (6000–9999 Rep)

- Title: *Commodore*
- Rewards:
  - Unique ship upgrade → “Justice Cannon” (extra-long range).
  - Passive buff: Reduced damage from Pirate faction NPCs.
  - Access to Cipher Pol intel quests (spy missions).

#### Rank 5 – Flag Officer (10,000+ Rep)

- Title: *Rear Admiral*
- Rewards:
  - Authority to set **Marine patrols** on controlled islands.
  - Legendary gear: “Justice Coat” cosmetic with +10% defense.
  - Eligible for Grand Line promotion story arc.

---

### **Pirates – Infamy & Freedom**

Focus: **Gold, bounties, outlaw perks, and intimidation.**

#### Rank 1 – Rookie (0–999 Rep)

- Title: *Rookie Pirate*
- Rewards:
  - Access to shady dock repairs (cheaper but lower quality).
  - Pirate flag cosmetic for ship.
  - Gain small bonus berries when looting.

#### Rank 2 – Rising Star (1000–2999 Rep)

- Title: *Notorious*
- Rewards:
  - Unique weapon skin (rusty cutlass, flintlock).
  - `/rumorspread` → Increase your bounty for notoriety gain.

- Special black-market vendors unlocked.

### Rank 3 – Supernova (3000–5999 Rep)

- Title: *Supernova*
- Rewards:
  - Access to a **Pirate Brig Ship** (balanced speed + cargo).
  - “Crew Feast” → temporary ATK/HP boost after plundering.
  - Gain 10% extra tribute from controlled villages.

### Rank 4 – Infamous (6000–9999 Rep)

- Title: *Scourge of East Blue*
- Rewards:
  - Unique ship upgrade: “Hidden Smuggler’s Bay” (extra cargo slot).
  - PvP passive: Enemies gain +5% bounty when defeated by you.
  - Ability to intimidate NPC villagers (skip small fetch quests).

### Rank 5 – Legend (10,000+ Rep)

- Title: *Pirate Warlord Candidate*
- Rewards:
  - Eligible for special **Warlord storylines**.
  - Legendary cosmetic: Blood-red pirate coat.
  - Crew-wide passive: “Infamy Aura” → raises morale in PvP.

---

## ▲ Revolutionaries – *Freedom & Secrets*

Focus: **Stealth, sabotage, liberation, and intelligence.**

### Rank 1 – Recruit (0–999 Rep)

- Title: *Cell Member*
- Rewards:
  - Camouflage cosmetic (hooded cloak).
  - `/hide` command → reduces chance of NPC encounter when traveling.
  - Discounted tools from rebel merchants.

### Rank 2 – Operative (1000–2999 Rep)

- Title: *Field Operative*
- Rewards:

- Unlock crafting recipes for smoke bombs and traps.
- Access to rebel safehouses (free heals, supplies).
- Small EXP boost when sabotaging Marine/Pirate property.

### Rank 3 – Commander (3000–5999 Rep)

- Title: *Field Commander*
- Rewards:
  - Deploy **NPC Rebel Fighters** in PvE/PvP events.
  - Passive buff: +10% damage to Marines in combat.
  - Access to “Cipher Pol Intercepted Files” (reveals enemy patrol routes).

### Rank 4 – Veteran (6000–9999 Rep)

- Title: *Revolutionary Officer*
- Rewards:
  - New ship upgrade: “Silent Runner” (faster stealth sailing).
  - Ability to flip minor villages into “rebel sympathizers.”
  - “Rebel Rally” → temporary buff to ally morale.

### Rank 5 – Elite (10,000+ Rep)

- Title: *Revolutionary Commander*
- Rewards:
  - Eligible for Dragon’s personal storyline in Grand Line saga.
  - Legendary cosmetic: Red revolutionary cloak.
  - Passive: “Liberator’s Presence” → reduces upkeep cost on liberated territories.



## Neutral/Adventurers – *Exploration & Trade*

Focus: **Discovery, crafting, and survival without heavy faction ties.**

### Rank 1 – Explorer (0–999 Rep)

- Title: *Wanderer*
- Rewards:
  - Explorer’s outfit cosmetic.
  - Discount on tavern inn prices.
  - Slight travel speed boost on world map.

### Rank 2 – Pathfinder (1000–2999 Rep)

- Title: *Navigator*
- Rewards:
  - Access to detailed maps (reduce travel RNG risk).
  - Unique `/scout` command → spot hidden resource nodes.
  - Rare material find rate +5%.

### Rank 3 – Adventurer (3000–5999 Rep)

- Title: *Treasure Hunter*
- Rewards:
  - Access to **Treasure Maps** quests.
  - Discounted ship repairs at neutral docks.
  - Passive: “Survivor’s Luck” → lower death penalty in PvE.

### Rank 4 – Explorer’s Guild (6000–9999 Rep)

- Title: *Guild Officer*
- Rewards:
  - Build contracts → hire players/NPCs for expeditions.
  - Unique ship upgrade: “Expanded Cargo Hold.”
  - Can trade directly with any faction without penalty.

### Rank 5 – Legend (10,000+ Rep)

- Title: *Adventurer’s Guild Leader*
- Rewards:
  - Cosmetic: Ornate explorer’s coat + compass.
  - Passive: “Guild Network” → better trading rates across all islands.
  - Eligible for “Neutral Grand Voyage” storyline in Grand Line.

---

## Why This Works

---

- **Every faction feels unique:** Marines = authority, Pirates = infamy, Revs = secrecy, Neutrals = freedom.
  - **Tiered growth:** tangible milestones (gear, ships, allies).
  - **Narrative hooks:** Each Rank 5 opens up new Grand Line arcs tied to your chosen path.
- 

## Crew-Wide Reputation Benefits

---

## 🔑 Core Principles

1. **Shared Reputation Pool** → Each crew has a “Crew Rep” value = the **sum of its members’ reputation contributions** (scaled to prevent stacking abuse).
  2. **Faction Alignment** → Crew inherits the **majority faction alignment** of its members. (E.g., if 70% Marines → Crew is Marine-aligned).
  3. **Crew Perks** unlock at milestones of **Crew Rep**, just like individuals do.
  4. **Discord Integration** → Crew perks = unlocked via slash commands (/crew.perks, /crew.stats), and buff effects can show as role tags or automated messages.
- 

## ■ Marines – *Order of Justice*

Focus: **Discipline, defense, and control.**

- **Crew Rep Rank 1 – Patrol Unit (0–4999)**
    - Crew tag in Discord: [Marine Patrol]
    - Shared Perk: Crew-wide **5% HP buff in Marine territories**.
    - Command Unlock: /crew.callpatrol → summon a small NPC patrol during island defense.
  - **Crew Rep Rank 2 – Marine Squadron (5000–14,999)**
    - Shared Perk: **Cheaper ship repairs** at Marine docks.
    - Discord Role: “Marine Squadron” with channel access to classified faction missions.
    - Command Unlock: /crew.alert → ping all crew members with faction alert (like a patrol mission).
  - **Crew Rep Rank 3 – Justice Fleet (15,000–29,999)**
    - Shared Perk: Unlocks **fleet warship docking access** in Shells Town.
    - PvP Buff: +5% defense when defending Marine-controlled islands.
    - Command Unlock: /crew.drill → all online crew members gain temporary combat buff.
  - **Crew Rep Rank 4 – Regional HQ (30,000–59,999)**
    - Shared Perk: Can establish a **Marine HQ** on one controlled island (buffs all allies docked there).
    - Discord Integration: Dedicated HQ channel → bot posts event summaries, patrol reports.
    - Command Unlock: /crew.enforce → declare Martial Law on island (tax cut, enemy PvP harder).
  - **Crew Rep Rank 5 – Admiralty Fleet (60,000+)**
    - Shared Perk: Global prestige → All crew members gain **+10% bounty on defeating pirates**.
    - Discord Role: “Marine Admiralty Fleet” (highest tier).
    - Command Unlock: /crew.mobilize → trigger server-wide PvP event (call for Marine allies).
-

## **Pirates – Infamy & Brotherhood**

Focus: **Plunder, intimidation, and chaos.**

- **Crew Rep Rank 1 – Rookie Crew (0–4999)**

- Crew tag: `[Rookie Pirates]`
- Shared Perk: +5% berries earned from raids.
- Command Unlock: `/crew.feast` → short crew-wide morale buff after plundering.

- **Crew Rep Rank 2 – Notorious Band (5000–14,999)**

- Shared Perk: Tribute collection unlocked on controlled islands.
- PvP Buff: Crew gains +3% ATK when fighting Marines.
- Discord Role: “Notorious Band” (shows under pirate role).

- **Crew Rep Rank 3 – Supernova Fleet (15,000–29,999)**

- Shared Perk: **Black Market Dealer** NPC spawns on their flagship.
- Command Unlock: `/crew.smuggle` → deliver contraband, generates passive crew income.
- PvP Buff: +5% attack in Pirate-controlled seas.

- **Crew Rep Rank 4 – Sea Tyrants (30,000–59,999)**

- Shared Perk: +10% tribute from villages.
- Crew can fly a **custom Jolly Roger flag** visible in Discord (bot embeds it in channels).
- Command Unlock: `/crew.intimidate` → chance to avoid PvP skirmishes with weaker crews.

- **Crew Rep Rank 5 – Pirate Warlords (60,000+)**

- Shared Perk: Recognized as a Warlord candidate → immune to upkeep costs on 1 island.
- Discord Role: “Sea Warlords” with color-highlighted names.
- Command Unlock: `/crew.warlordraid` → trigger server-wide PvP raid (crew event).

---

## ▲ **Revolutionaries – Freedom Network**

Focus: **Liberation, sabotage, stealth.**

- **Crew Rep Rank 1 – Rebel Cell (0–4999)**

- Crew tag: `[Rebel Cell]`
- Shared Perk: -10% travel time between islands.
- Command Unlock: `/crew.hide` → temporary reduced PvP detection.

- **Crew Rep Rank 2 – Rebel Squadron (5000–14,999)**

- Shared Perk: Free heals & supplies at liberated villages.
- PvP Buff: +5% ATK vs Marines.



- Discord Role: “Rebel Squadron” (secret channel with coded intel updates).
  - **Crew Rep Rank 3 – Revolutionary Division (15,000–29,999)**
    - Shared Perk: Deploy Rebel NPC squads during defense events.
    - Command Unlock: `/crew.sabotage` → temporarily weaken enemy-controlled island defenses.
    - Discord Buff: Bot posts “rebel whispers” → hints about rare quests/resources.
  - **Crew Rep Rank 4 – Shadow Network (30,000–59,999)**
    - Shared Perk: Can secretly flip NPC villages into Rebel sympathizers.
    - PvP Buff: Enemies fighting them lose -5% morale.
    - Discord Role: “Shadow Network” → access faction-exclusive spy reports.
  - **Crew Rep Rank 5 – Army of Liberation (60,000+)**
    - Shared Perk: Recognized as a Revolutionary Fleet → can bypass Marine blockades.
    - Command Unlock: `/crew.liberate` → server-wide event to free an island.
    - Discord Buff: Crew tag shows glowing “🔥 Liberators 🔥”.
- 

## **Neutrals / Adventurers – *Guild of Exploration***

Focus: **Discovery, trade, utility.**

- **Crew Rep Rank 1 – Travelers’ Band (0–4999)**
  - Shared Perk: Slightly cheaper tavern costs.
  - Command Unlock: `/crew.mapshare` → share discovered island maps with allies.
- **Crew Rep Rank 2 – Explorer Crew (5000–14,999)**
  - Shared Perk: Increased rare resource find rate.
  - PvP Buff: +3% defense against Pirates.
  - Discord Role: “Explorer Crew” → guild board channel access.
- **Crew Rep Rank 3 – Treasure Fleet (15,000–29,999)**
  - Shared Perk: Unlocks **crew-only treasure hunts** (hidden island events).
  - Command Unlock: `/crew.trade` → crew stall opens, other players can buy/sell.
  - Buff: +10% earnings from neutral island shops.
- **Crew Rep Rank 4 – Merchant Guild (30,000–59,999)**
  - Shared Perk: Free docking at neutral ports.
  - PvP Buff: Crew gains +5% speed in naval battles.
  - Discord Buff: Crew gets a “Trader’s Mark” custom emoji in chat.
- **Crew Rep Rank 5 – Adventurer’s Guild (60,000+)**

- Shared Perk: Recognized as leaders of neutral trade → passive income from server-wide market taxes.
  - Command Unlock: `/crew.contracts` → hire other players for missions (bot posts contract).
  - Discord Buff: Custom crew banner embed (artwork).
- 

## Discord Bot Implementation

---

- **Reputation tracking:** Stored per user & per crew in database.
  - **Commands:**
    - `/crew.stats` → Shows current crew rep, perks unlocked, faction alignment.
    - `/crew.perks` → Lists all crew-wide perks available.
    - `/crew.use [perk]` → Activates crew-wide perk (if cooldown met).
  - **Discord Integration:**
    - Crew rank = Discord role auto-assigned.
    - Bot posts milestone announcements in server (e.g., “The Pirate Crew *Bloodfangs* has become a Sea Tyrant!”).
    - Crew perks like “HQ” or “Contracts” = separate channels the bot manages.
- 

## Crew Contracts System

---

### Core Principles

1. **Player-Driven Economy** → Crews generate jobs, not just the bot.
  2. **Faction Influence** → Contracts can help or sabotage faction reputation.
  3. **Discord Integration** → Jobs show up as bot posts in a **Contract Board Channel**, managed by commands.
  4. **Risk vs Reward** → High-paying contracts often involve PvP risk or reputation consequences.
- 

## Workflow: How Contracts Work

### 1. Posting a Contract

- Command: `/crew.contract.post`
- Options:
  - **Type** (Escort / Trade / Raid / Liberation / Exploration / Hunt / Spy)
  - **Reward** (Berries, Resources, Item, or Reputation)
  - **Target/Objective** (Island, Crew, NPC)
  - **Difficulty** (Ranked Easy → Legendary)

- Cost: Small upfront posting fee (prevents spam).
- Bot posts an embed in **#contracts-board** with all details.

## 2. Accepting a Contract

- Command: `/crew.contract.accept [contractID]`
- Crew locks in as contractor.
- Contract moves from “Available” → “In Progress”.
- Bot announces in **#contract-updates** (like a bounty board).

## 3. Completion/Failure

- Upon success:
  - Contractor crew receives reward.
  - Posting crew reputation + resources adjust accordingly.
  - Bot posts a summary event in **#world-news**.
- Upon failure (timeout or loss):
  - Contractor loses rep/resources.
  - Posting crew may recover partial deposit.
  - Rival crews may “steal” the contract by intercepting.

## Contract Types

### 1. Escort Contracts

- **Goal:** Safely escort a ship or NPC between two islands.
- **Risks:** Other players can intercept → PvP chance.
- **Reward:** Berries, small rep boost with target faction.
- **Commands:** `/crew.contract.escort start` → triggers travel event sequence.

### 2. Trade / Smuggling Contracts

- **Goal:** Deliver goods for profit.
- **Risks:** Interceptable, Marines can confiscate smuggled items.
- **Reward:** High berries, black market access.
- **Twist:** If Marines discover → rep loss + PvP.

### 3. Raid Contracts

- **Goal:** Attack rival crew or island.
- **Risks:** Full PvP event.
- **Reward:** Crew rep with Pirates/Revs, stolen loot.
- **Consequence:** Target faction increases hostility.

#### 4. Liberation Contracts (Revolutionary-Specific)

- **Goal:** Free an NPC village from Marine/Pirate control.
- **Reward:** Faction rep with Revolutionaries, bonus recruits.
- **Twist:** Target crew may counter-contract Marines.

#### 5. Exploration Contracts (Neutral-Focused)

- **Goal:** Chart new islands, retrieve treasure maps, scout routes.
- **Reward:** Resources, treasure maps, reputation with Adventurer's Guild.
- **Bot Output:** Unlocks "hidden location" sidequests for the contractor crew.

#### 6. Hunt Contracts (Bounty / Monster Hunts)

- **Goal:** Defeat NPC boss or capture a pirate captain.
- **Reward:** High bounty payout, fame.
- **Faction Effect:** Marines gain big rep from player bounty captures.

#### 7. Spy / Sabotage Contracts

- **Goal:** Gather intel on rival crew activities or weaken defenses.
- **Reward:** Reputation with Revolutionaries or Pirates.
- **Twist:** High risk → discovery = bounty increase on your crew.

---

### Discord Integration

- **Channels**

- Allow Administrator only to decide where these channels goes. Do not auto create it. Let administrator do it manually:
  - `#contracts-board` → Bot posts active contracts (embed style).
  - `#contract-updates` → Tracks ongoing contracts.
  - `#world-news` → Bot posts summaries of completed/failed contracts → creates living story.

- **Embeds Example**

```
 New Contract Posted!  
Crew: Bloodfang Pirates  
Type: Raid Contract  
Target: Shells Town (Marine Outpost)  
Difficulty: Hard   
Reward: 5000 Berries + +200 Pirate Rep  
Expires: 48 hours  
  
 Use /crew.contract.accept 21 to accept.
```

- **Auto Announcements**

- Success → “The Bloodfang Pirates successfully raided Shells Town, plundering Marine supplies!”
  - Failure → “The escort crew was ambushed! The Marines reclaimed their stolen cargo.”
- 

## **Crew-Wide Tie-ins**

- **Faction Synergy** → Some contracts give **crew rep boosts** that apply to Crew Perks progression.
  - **Economy** → Completed contracts generate **passive crew income** if trade routes are secured.
  - **PvP Hooks** → Rival crews can ambush contracts mid-progress.
- 

## **Progression & Scaling**

- **Contract Rank** (E → SS) → Determines difficulty, PvP risk, and reward tier.
  - **Crew Reputation Rank** → Higher rank = ability to post more lucrative contracts.
  - **Cooldowns** → A crew can post **1 major contract per day**, but accept multiple smaller ones.
-