

Basics

Full Name

Crane Anastasia

Nickname

Ana

Alias

Verse Dependent

Epithet

Crane Maiden

Status

Alive

Blood Type

XF

Gender

Female

Pronouns

She, Her

Date of Birth

August 15

Age

28 (Post-Time-Skip)

26 (Pre-Time-Skip)

Sexuality

Biromantic

Bisexual

Hometown

Unknown, New World

Origin

New World

Residence

New World

Grand Line (previously)

New World (previously)

Affiliations

Ravenqueen Pirates

World Government (Previously)

Occupations

Pirate Sniper/Weaponsmith

Naval Officer (Previously)

Bounty

Wanted Dead

505, 400, 000

404, 320, 000 (Previously)

303, 240, 000 (Previously)

101, 080, 000 (Previously)

Wanted for treason against the World Government, piracy, murder, illegal weapons' dealing, consorting with pirates, ...

Appearance

Voice Claims (JP) (EN)

Unknown

Face Claim

(teen) Zero from *Drakengard 3/Drag-On Dragoon 3*

Hair

White-Silver, tips are dyed black

Eyes

Red

Skin

Light

Body

Slender curves, burnt arms and legs

Height

5'6"/167.64 cm

Weight

130 lbs./kg

Tattoos

None

Favorite Outfits

[Pinterest](#)

Personality

Likes

The forge, metalworking, engineering, artwork, and an organized workshop

Dislikes

Being interrupted, Miyuki takes catnaps in the forge, anyone in the forge while she's working, World Government, and for a time she dislikes pirates. Still does to an extent.

Hobbies

forging/crafting weapons, engineering, drawing, training, and reading

Strengths

Analytical, realistic, determined, loyal, and disciplined.

Flaws

Skeptical, stubborn, childish, can be hypocritical, and judgmental.

Habits/Tendencies

Locks everyone out of the forge, works all-nighters, keeps up her marine exercise regiment, stress eats, blushes

Wants

Quiet in her workshop, revolution, Celestial Dragons demotion, justice for her family, and artwork from various places.

Fears

Not being able to protect her new family/friends, helplessness, failure, isolation from her friends/family,

Extra

Keeps the bingo book up to date with Mira, photographs various spots for a sniper to strike, sketches various landscapes and cityscapes, orders a piña colada, and admires the breeze.

Personality

She is someone who can be relied upon. She helped raise her brothers after her mother passed away. She dutifully trained her soldiers and treated them as people instead of cannon fodder. She makes good on her promises and is trustworthy. She understands the cruelty of the world at first, but there is always so much she can take when it comes to her marine higher-ups... Sometimes, she feels like cannon fodder to her higher-ups, a person who can be disposed of at any given time. One of the first red flags of her work place when she enlisted in the marines.

She is passionate about what she came to do and that is to make the world a better place. No matter if she is a pirate or a marine. She hopes to keep Mira in line with becoming a better person than she was as the

Tempest. We all know Mira has a tendency to fall back on old habits when it comes to trying to survive. The only thing Ana trusts about Mira is that she is not afraid of airing out her flaws, and she will not back down when one of her men is in trouble. It is something Ana admires about Mira and those of the D family. Ana does her best to do the same for her men, and perseveres as much as she can.

Ana is cooperative even when teaming up with pirates. She knows what they are capable of but when both are in agreement the World Government sucks, she is ready to see a new perspective. While she is cooperative, she is a good leader and is capable of making good decisions that benefit her crew and later, crewmates. She has experience as a naval officer, and this includes leading her men in the Icarus Conspiracy.

On the downside, she is defensive about her beliefs. When she is cornered and called out, she is defensive that she is doing everything she could for the betterment of society and justice. At the end of the day, Ana is not sure what is just and what is not. She has seen her family killed in front of her at various intervals in her life by pirates and the marines, and she is not about to lose her current found family. She is scared of ending up alone.

She is impatient at times with the childishness of some of her crewmates such as Miyuki's pranks. She expects the best out of others and more from herself. It frustrates her when she is having a bad day and the burn scars are acting up on top of it.

Positive Traits

Dependable, persevering, passionate, cooperative, good leadership

Neutral Traits

Honest, determined, intellectual, wary, strict

Negative Traits

Defensive, suspicious, perfectionist, impatient, resentful

Headcanons

Headcanon 1

Headcanon 2

Headcanon 3

Abilities/Techniques

Devil Fruit

None

Japanese Name

None

English Name

None

Meaning

None

Type

None

Abilities

Weapon mastery, detection, concealment, disguises, martial arts, the ways of the mariners, navigation, craftsmanship, mending and crafting weapons, analyzing and gaging the enemy. She was raised to join the Marines and enter the family's business of weapons' making. She knows her way around the forge, and can use the forge as a weapon itself.

Techniques

She is not the type to shout her techniques before they happen like most seem to do. Her weapons are named after the constellations in the sky. She refers to the weapon she uses. If she does name a technique, it's most after the meteor showers.

Physical Abilities

She is quick to maneuver and evade attacks as much as it is possible. She has heightened endurance especially when she is shot and still needs to fight. This ability is increased when she recovers from severe burns to her arms and legs from what she dubs the "Icarus Conspiracy".

Tactical Skills

She has what it takes to be a sniper. She has the skills in stealth and concealment. Ana is able to detect a target. She is very good at finding the right range she needs to access the target with her rifle. She is also very adept with using two pistols or revolvers at the same time in succession. She is able to time her change of ammo with the enemy around, and if she cannot, she is able to quickly conceal herself in the shadows. She is very resourceful and is capable of using mostly anything as a weapon against her opponent.

She is able to correctly measure the speed of various artillery ammunition and her marksmanship is on point.

Haki

Observation (Kenbunshoku Haki) & Armament (Busoshoku Haki)

Her Kenbunshoku is much stronger than her Busoshoku Haki. She uses Busoshoku Haki to clot her blood when she needs to fight while injured.

Weapons

Guns (all named after constellations). Aquila and Gemini are her go-tos. If she could create an A.I. in One Piece, it would be named Argo Navis. Her forge is called Fornax.

Headcanons

Headcanon 1

Headcanon 2

Headcanon 3

Relationships

Family

Father: Antosha (deceased, assassinated by the World Government in the Icarus Conspiracy)

Mother: Anya (deceased, murdered by pirates)

Younger Brothers: Ikki, Aleksei, Artem (deceased, sent on missions that killed them purposefully or their higher-ups killed them.)

Friends

Ravenqueen Crewmates

Marine Crewmates (Previously, deceased)

Verse Dependent

Rivals

Captain Mira of the Ravenqueen Pirates (Previously)

Verse Dependent

Enemies

World Government

Pirates (Previously)

Verse Dependent

Lovers

Verse Dependent

History

Crane Anastasia was born the oldest of four children to Anya and Antosha in the New World. She was often called Ana, and was a delight to raise. She was inquisitive about her world and enjoyed drawing various things from nature. However, she eventually found out how tough it was to live in the New World. Her mother died protecting her and her brothers from a pirate attack, and ever since Anastasia hated pirates and her newfound responsibility of helping her father raise her three younger brothers.

Her family was well known to enlist in the Marines and find jobs as 'smithies. Anastasia found a knack for metalworking, engineering and was trained to enlist in the military when she was of age. Her brothers would

follow in her footsteps as soon as they were of age. Antosha called Anastasia his little Drill Sergeant, because her voice was just as scary to her little brothers and the other small children of the village. She kept her brothers in line for her father who was too busy with his duties as a marine Vice Admiral. Ana continued her studies at school and in metalworking, aware of the threat the pirates hold in the New World. She vowed to get a foothold over the New World as well once she is in the marines.

Upon turning of age, Ana left to enlist in the marines. She left Ikki in charge of her brothers and graduated from the military academy at 18. She met her higher ups and fellow trainees and began training for combat. Having graduated from the military academy at the top of her class, she was placed as a lower officer. Over the years she would see through the ranks, but for now, she made sure her underlings were well-accounted for and properly disciplined if there had been a slight. She continued her work as a metal worker, of course, making and mending guns for her fellows. Guns with ammo laced with Seastone. While this helped with combatting devil fruit users, it did not help in combating those with haki.

One year there had been a skirmish with the Whitebeard Pirates, Ana was able to see more honorable pirates in action. Still, she did her best against them as they were pirates and they needed to be disciplined under the law of the World Government. Still, she could not help but look up to the more seasoned fighters of Whitebeard's ranks. While they defeated her squadron with ease, they did not kill. They also did not work like other pirates, each member of the crew were family to the captain. In awe, Ana continued to work her hardest and take care of her underlings as best as she could. They were important in the grand scheme of things as well and should not be treated as cannon fodder like some officers of the military seemed to see them as. She was later transferred after the skirmish to a different company, and went through the ranks to become captain of her own ship where she would eventually meet her own pirate rival, Ravenheart D. Miranda.

While Ana made her way through the ranks, her brothers also made their ways in the military. Artem was the last of the siblings to enlist. Upon getting into a company however, a tragedy happened. During Artem's first operation, Artem met with tragedy and was killed in the operation, stunning the family and the rest of the siblings. While looking into the operation's details, Aleksei also met with death and was killed. Ana did her best to keep her head down as she was instructed to do by their father, but she could not help but believe the marines had something to do with her brothers' deaths. She felt like she failed her brothers, but was relieved that Ikki was still alive. They began investigating as much as they can, while also keeping with the appearance of dutiful officers.

Ana was selected to chase after Ravenheart D. Miranda, while Ikki was selected to join another company having increased in rank. They could not reconvene as much as they could, but they did their best to look into things. Ana was busy chasing Mira to the ends of the Grand Line and the New World. As for Ikki, he was instructed to follow orders. Upon losing track of Mira's location, Ana found out Ikki met with tragedy and died. Called in to help Ikki's higher up on an operation, Ana later found out about her father's own dealings with the World Government. Upon reaching a successful conclusion with the operation, Ana took her men to intervene on her father's behalf against the marines and was badly injured in the Icarus Conspiracy. Her underlings unfortunately died.

Ana knew she had to leave the marines for her own safety. She feigned memory loss from the events of the conspiracy until her wounds healed enough before escaping the hospital. Ana met with Mira's crew, and urged Mira to let her join her crew as the Ravenqueen Pirates' sniper and weaponsmith.