

The unseen force of willpower.



Haki is the manifestation of willpower, an ability utilized by pirate and marine alike. While it is possible to be born with this ability, most people find their way to use it after years of training.

Haki can be divided into three categories: Armament, Observation, and Conqueror's. Only one in a million people can be able to use Conqueror's haki, and those who have it are considered to be people with the qualities of a king.

Haki Dice

Everyone who has learned to use haki has haki dice, the type and number of dice is determined by the player's level as described by the Haki Table below.

Player Level	Number of Dice	Type of Die
1	1	d4
2	1	d4
3	1	d4
4	2	d4
5	2	d6
6	2	d6
7	3	d6
8	3	d6
9	3	d6
10	3	d8
11	4	d8
12	4	d8
13	4	d8
14	4	d8
15	5	d8
16	5	d10
17	5	d10
18	5	d10
19	6	d10
20	6	d12

The Dice can be used by a player character up to a number of times, recovering half of them after a short rest, rounded down, and all of them during a long rest.

Conqueror's Haki

Known as the color of the supreme king, this haki is only seen in one in a million people. Because of this, it is recommended that the DM either chooses one or none of their players to have this ability, otherwise roll a D100 for each player. On a 100 that player has the ability to unlock this form of Haki. Regardless, this form of haki is unlocked at the DM's discretion.

Domination

You can use a haki die to choose a creature you can see within 100 feet of yourself. That creature must succeed on a Wisdom Saving throw, contested against your intimidation + your haki die. That creature becomes friendly to you for one minute. If you deal no damage to that creature, the effect becomes permanent.

Incapacitation

You can use a haki die to unleash your willpower towards creatures within 100 feet of yourself as an action. Roll your haki die and add it to your Charisma Score, this becomes the DC all creatures within that area must beat with a Charisma saving throw. Creatures that fail this roll become unconscious for one hour. You can choose any number of creatures you are aware of to automatically succeed on this saving throw. Creatures with any form of haki can roll one of their haki dice as a reaction to increase their saving throw by that amount.

Pressure

When you use your observation haki, you can expend an additional haki die to deal psychic damage to all creatures and bludgeoning damage to all objects you choose within 50 feet of yourself. Creatures with a Charisma Score higher than your own do not take this damage.

Infusion

When your reach level 20, your attacks ignore the haki of creatures who do not possess Conqueror's Haki. If a creature with Conqueror's Haki hits you with an attack, you can use your reaction to make an attack roll against them. If both of your attacks hit, neither of you take the damage and that damage is instead done to all creatures within 100 feet of either of you. Creatures with Conqueror's Haki are immune to this damage.



Observation Haki

This form of Haki allows the user to sense their surroundings as well as the intentions of those around them. With enough practice one can even see the auras of individuals or even into the future. A number of abilities open up to those who chose to master this haki in the form of the abilities described in this pamphlet.

Attacking with Observation Haki

When you make an attack with a weapon you are proficient in, you are able to add one of your Haki dice to the attack roll.

Defending with Observation Haki

When a creature you are aware of makes an attack roll against you, you can add one of your Haki dice to your AC until the start of your next turn. This ability can be used in conjunction with your Armament Haki.

Feeling your surroundings

You can use observation haki when trying to look around an area and feel the emotions of those you are nearby. When you make an Insight, Investigation, Perception, or Survival Check, you can add one of your haki dice to your skill check. You become aware of a number of creatures equal to your level and learn if they are a higher or lower level than you. A creature's CR is considered its level when making this check.

All things have intention

You can use one of your haki dice to make an insight check on a creature you are aware of, contesting against their charisma saving throw. If you succeed, you become aware of whether or not the creature has hostile intentions. The creature also has disadvantage against the first attack they make against you within the next hour.

The power to see the future

Once you reach level 15 and have not chosen to master Armament haki, you gain the ability to see briefly into the future. Any time you use your haki dice to use an observation haki ability, you become aware of anything that will happen in the next minute. Furthermore you have advantage on your next attacks and all attacks against you have disadvantage for one minute.

Armament Haki

This form of Haki specializes in turning one's willpower into resilience. Either by hardening one's body to defend or enhancing one's weapons to strike true.

Attacking with Armament Haki

When you attack with a weapon you are proficient in, you are able to add one of your Haki dice to the damage roll. You must declare using the haki die before you know if you've hit with the attack. Your attack also ignores any resistances or immunities the target has when you hit it using haki.

Defending with Armament Haki

When a creature you are aware of hits you with an attack, you can use one of your haki dice to increase your AC until the start of your next turn. The number you roll on your haki die reduces any damage you receive by that amount until the start of your next turn.

Catching those without form.

When attempting to grapple a creature with an intangible form, such as a person with Logia Devil Fruit powers, you can use one of your haki dice to ignore their intangible form. This creature has disadvantage to escape your grapple.

Waves of Haki

Once you've reached level 8, you gain the ability to send your haki outwards. When you make a melee attack, you can use one of your haki dice to increase the range of the attack by 5 feet, this increases to 10 feet once you've reached level 15.

Internal Destruction

Once you reach level 15 and have not chosen to master Observation haki, you become able to destroy things from within using your haki. When you land a critical hit on a melee attack while using haki, you can roll another haki die to decrease the AC of what you hit by that amount for the next round. If the target of your attack was an object, it is destroyed.

