DUALINK

Haki

System



One Piece Edition

Haki

Optional Rules System

Haki is a manifestation of will that trained warriors use to perceive danger, harden the body, and dominate weaker spirits. This section presents a complete, self-contained system for using Haki in a D&D campaign.

Haki is not spellcasting. It does not require components, and it functions in antimagic areas. A creature that cannot be conscious, such as one that is unconscious or incapacitated, cannot use Haki.

Haki Training

At the DM's discretion, a character can learn Haki through training, awakening, or story milestones. A typical campaign uses one or more of the options below.

Training Reward. After significant instruction, such as downtime with a master or completing a major arc, a character gains a Haki discipline of the DM's choice, or of the character's choice with the DM's approval.

Monsters. A monster can be given a Haki discipline and a number of Haki uses equal to its proficiency bonus, minimum 1.

Disciplines

Haki is divided into three disciplines:

- Armament Haki hardens the body and strikes, overcoming unnatural defenses.
- Observation Haki sharpens awareness and anticipates intent.

- Conqueror's Haki exerts overwhelming will over other creatures.

You can learn more than one discipline, but each discipline is trained separately, see Learning Additional Disciplines.

Haki Ability

Each discipline uses a particular ability score, called your Haki ability, which is used for your Haki saving throw DC and, if applicable, Haki attack rolls.

- Armament Haki: Constitution
- Observation Haki: Wisdom
- Conqueror's Haki: Charisma

Haki Save DC

Some Haki features require saving throws.

Haki save DC = 8 + your proficiency bonus + your Haki ability modifier

Haki Uses

Haki techniques are fueled by a limited resource.

If you know at least one Haki discipline, you have a number of Haki uses equal to your proficiency bonus. You regain all expended Haki uses when you finish a short or long rest.

Some techniques also require concentration, as if concentrating on a spell. You can concentrate on only one such technique at a time, and you lose concentration if you become incapacitated.

Technique Tiers

Each discipline's techniques are divided into tiers. A technique's prerequisites are listed with it.

- Basic techniques are learned when you first gain the discipline.
- Advanced techniques require proficiency bonus +3 or higher.
- Supreme techniques require proficiency bonus +5 or higher.

A creature can use a technique only if it meets the prerequisites.

Learning Techniques

When you gain a Haki discipline, you learn all of its Basic features.

In addition, whenever your proficiency bonus increases, to +3, +4, +5, and +6, you learn one new technique from any Haki discipline you know for which you meet the prerequisites.

The DM can also award a technique as a training reward, even if your proficiency bonus has not increased, provided you meet the prerequisites.

Learning Additional Disciplines

You can learn an additional Haki discipline only with the DM's permission, usually as a major training reward or by taking the Haki Initiate feat.

Conqueror's Haki is rare. The DM decides whether a character can learn Conqueror's Haki. In many campaigns, it cannot be learned through ordinary training, it awakens through exceptional will and circumstance.

Feat: Haki Initiate

Prerequisite: 4th level

You gain one Haki discipline of your choice: Armament,

Observation, or, with the DM's permission, Conqueror's. You gain Haki uses as described in the Haki rules, and you learn that discipline's Basic features.

If you already know a Haki discipline, you learn one additional Haki technique from a discipline you know for which you meet the prerequisites.

Armament Haki

Armament Haki hardens the body and strikes, allowing a warrior to contend with unnatural defenses and withstand brutal force.

Armament Basics

- Haki Strikes. Your unarmed strikes and attacks with weapons you wield count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.
- Iron Will. When you take damage, you cannot be forced to drop a weapon you are holding unless you are incapacitated.

Armament Techniques

Hardening. *Bonus Action; Cost: 1 Haki use; Duration: Concentration, up to 1 minute*

You flood your body with Armament Haki. Until the technique ends, you gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

Blackened Blow. *No Action, when you hit with an attack; Cost: 1 Haki use; Duration: Instantaneous*

When you hit a creature with a weapon attack or an unarmed strike, you can empower the hit with

Armament Haki. The attack deals an extra 1d8 damage of the weapon's type, or bludgeoning for an unarmed strike.

You can use this technique only once on each of your turns.

Guardbreaker. *Prerequisite: Proficiency Bonus +3*

No Action, when you hit with an attack; Cost: 1 Haki use; Duration: Instantaneous

When you hit a creature with a weapon attack or unarmed strike, you ignore resistance to bludgeoning, piercing, and slashing damage that creature has until the end of the attack. If the creature is immune to one of those damage types, it instead treats that immunity as resistance for the attack.

You can use this technique only once on each of your turns.

Emission Strike. *Prerequisite: Proficiency Bonus +3*

Action; Cost: 1 Haki use; Range: 15 feet; Duration: Instantaneous

You project Armament Haki beyond your reach. Choose one creature you can see within range. The target must make a Dexterity saving throw. On a failed save, it takes 3d8 force damage and is pushed up to 10 feet away from you. On a successful save, it takes half as much damage and is not pushed.

Internal Destruction. *Prerequisite: Proficiency Bonus +5*

No Action, when you hit with an attack; Cost: 2 Haki uses; Duration:

Instantaneous

When you hit a creature with a weapon attack or unarmed strike, you can force your Armament Haki into its body. The attack deals an extra 3d8 force damage, and the target cannot gain temporary hit points until the start of your next turn.

You can use this technique only once on each of your turns.

Observation Haki

Observation Haki sharpens awareness beyond ordinary sense, allowing a warrior to read intent, find threats, and evade what others cannot.

Observation Basics

- Heightened Senses. You have advantage on Wisdom (Perception) and Wisdom (Insight) checks.
- Awareness. You cannot be surprised while you are conscious.

Observation Techniques

Intent Reading. *No Action, when you roll initiative; Cost: 1 Haki use; Duration: 1 minute*

When you roll initiative, you can heighten your perception of hostile intent. For 1 minute, you have advantage on initiative checks. If already rolled, you instead gain advantage on your next Dexterity saving throw before the minute ends, and you cannot have disadvantage on Wisdom (Perception) checks.

Evasion Instinct. *Reaction, when a creature you can see makes an attack roll against you; Cost: 1 Haki use;*

Duration: Instantaneous

You impose disadvantage on the triggering attack roll.

Presence Sense. *Action; Cost: 1 Haki use; Duration: Concentration, up to 10 minutes*

You extend your awareness. For the duration, you know the direction of the nearest creature within 300 feet of you that is not behind total cover, provided that creature is not unconscious.

This sense does not reveal identity, exact distance, or number of creatures.

Future Sight. *Prerequisite: Proficiency Bonus +5*

Bonus Action; Cost: 2 Haki uses; Duration: Concentration, up to 1 minute

Your awareness sharpens into brief glimpses of what will happen moments ahead. Until the technique ends, you gain the following benefits:

- Attack rolls against you cannot have advantage.
- When you would be hit by an attack, you can use your reaction to halve the attack's damage against you.

You can use the reaction granted by this technique only once on each of your turns.

Conqueror's Haki

Conqueror's Haki is the pressure of an indomitable will. It can crush lesser spirits and, in its highest form, infuse attacks with overwhelming dominance.

Conqueror's Basics

- Commanding Presence. You have advantage on Charisma (Intimidation) checks.
- Unyielding Spirit. You have advantage on saving throws against being frightened.

Conqueror's Techniques

Conqueror's Burst. *Action; Cost: 1 Haki use; Range: Self, 20-foot radius; Duration: Instantaneous*

You unleash a wave of oppressive will. Each hostile creature of your choice within 20 feet of you that can see or hear you must make a Wisdom saving throw.

On a failed save, a creature is frightened of you until the end of your next turn. If the creature's Hit Dice are less than or equal to your proficiency bonus, it is instead unconscious for 1 minute. The unconscious creature wakes if it takes damage or if another creature uses an action to shake it awake.

On a successful save, the creature is unaffected.

Dominating Glare. *Bonus Action; Cost: 1 Haki use; Range: 60 feet; Duration: Until the start of your next turn*

Choose one creature you can see within range. Until the start of your next turn, that creature has disadvantage on the next saving throw it makes against being frightened.

Conqueror's Coating. *Prerequisite: Proficiency Bonus +5*

No Action, when you hit with an attack; Cost: 1 Haki use; Duration: Instantaneous

When you hit with a weapon attack or unarmed strike, you can coat the blow in Conqueror's Haki. The attack deals an extra 2d8 force damage, and you ignore resistance to the attack's damage types until the end of the attack. If the target is immune to one of the attack's damage types, it instead treats that immunity as resistance for the attack.

You can use this technique only once on each of your turns.

Observation Killing. *Prerequisite: Proficiency Bonus +5*

Bonus Action; Cost: 2 Haki uses; Duration: Concentration, up to 1 minute

You suppress your presence with absolute control. For the duration, you gain the following benefits:

- You cannot be detected by Presence Sense or similar features that sense creatures without sight, at the DM's discretion, unless you are within 10 feet of the sensing creature.
- Creatures cannot gain advantage on attack rolls against you from precognition, foreknowledge, or features that function like Future Sight.
- A creature that relies on such a feature cannot use it to reduce or negate your attacks' effects against it, for example, a reaction that halves damage due to foreseeing the attack.