

Haki User

(覇気 Haki?, literally meaning "Ambition") is a mysterious power that is found in every living being in the world. It is not that different from the normal senses. However, most people do not notice it or fail to awaken it. Broadly, there are two types of Haki common to everyone, given the proper training; however, there is a third type that only a certain group of "chosen ones" are said to possess. In simple terms, Haki is an ability to sense spiritual energy and overpower enemies.

"Haki" is a power that lies dormant in all the world's creatures... "Presence", "fighting spirit" and "intimidation"... It is not different from the things that humans can naturally sense such as these... 'The act of not doubting'. That is strength!

— Silvers Rayleigh explaining Haki to Luffy at the start of his training.

Haki, unnamed at the time, was first seen when Shanks used it against the Lord of the Coast to save Luffy when he was a child from the wrath of the Sea King. The term "Haki" was first coined and used much later when Blackbeard was commenting on Luffy's bounty in Jaya, and was hinted at during Shanks' visit with Whitebeard. The underlying concepts of Haki were introduced during the Sabaody Archipelago and Amazon Lily Arcs. The concept was clearly explained by Rayleigh to Luffy at the start of the latter's training on Rusukaina Island.

Haki is dormant in every living person, but it's rare for most people to ever awaken that ability. Intense training can awaken it, as can extreme shock, such as with Coby during the battle of Marineford. Two known people (Aisa and Otohime) were born with the ability.

Haki is separated into three categories, or "colors": Kenbunshoku Haki, which grants users a sixth sense of the world around them and limited precognitive abilities; Busoshoku Haki, which allows the user to use their spirit as armor to defend against attacks or to make their own attacks more potent; and Haoshoku Haki, a rare type of Haki only one in a million can use which grants the user the ability to overpower the will of others. Most people who can use Haki tend to have a type they're better at and as a result focus on that type. However, a person can improve their abilities with all the types of Haki, it just requires more work.

Becoming a Haki User:

Unless a race states which they get, all players start the game or start a new character must roll a 1d100 and be within 10 of an opposed roll the GM makes.

The closer they are to the number the greater amount of Haki they can use.

Result within 10 to 7, player's choice of either Observation or Armament.

Result within 6 to 4, Both Observation and Armament (If they already have one through a race they do not gain the third but gain a second roll on a designated Haki's type).

Result within 3, Conqueror.

Result within 1-2, two choices of the three.

Match the number all three types on the roll the GM made to see if they get Haki.

(Do not have a guess or roll to 1 or 99 as it's meant to be so rare it has to be determined by sheer luck) Or very intense training from a skilled user in game for the first two choices as Conqueror can not be given in training.

Players with Haki, gain these powers at no cost, and they can freely be linked with other abilities and attacks at no cost in Build Points. They however can be expanded in some ways buy using build points. Once a player has access to one of the three styles of Haki they can later be trained (ether spending weeks / years training in the wilderness, through endless battles, or with a skill trainer of Haki themselves to properly use the ability)

Observation Haki:

Kenbunshoku Haki (Observation Haki), also known as Mantra on Skypiea, is a form of Haki that allows the user to sense the presence of others, even if they are concealed from view or too far to see naturally. With enough skill, one can use this Haki to predict an opponent's moves shortly before they make them, thereby making the attack that much easier to evade. This prediction appears to the user as an image or brief "premonition" of what the opponent will do in the user's mind's eye, and the damage the user will take if the attack actually "hits". It appears that the more killing intent the enemy has, the easier they are to predict. Although, more skilled users can predict future moves whether there are ambient murderous intents or not.

It was first introduced under the name Mantra when Satori used it to fight Sanji, Luffy, and Usopp as they went through the Ordeal of Balls. Aisa is the only known Shandian who has this ability. It served as a plot point when she helped Luffy locate Enel. It varied in strength between users, with Enel's seemingly being the strongest. With his Devil Fruit, the Goro Goro no Mi, Enel could pick up electromagnetic waves, allowing him to overhear conversations and everything around him; this extended the range of his Mantra to cover roughly all of Skypiea. By comparison, most of the other priests could only keep track of people nearby.

The first time it was seen being used and referred to as Haki was during Luffy's battle on Amazon Lily with the Boa Sisters. Later, Rayleigh explained Haki to Luffy and confirmed that "Mantra" is the Skypiean name for the ability.

Though the power allows the user to predict most attacks, it can be circumvented by various means. It cannot predict inherently random attacks; for example, Luffy managed to bypass Enel's Mantra by bouncing his fists off a nearby wall, to prevent himself and

thus Enel from knowing where they would land. Tying in with the inability to detect random attacks, Kenbunshoku Haki seems to be linked to the target's own awareness of themselves and their surroundings. Enel failed to discern the presence of Luffy inside the giant snake Nola, only detecting him after he escaped. It also doesn't make the user any faster than normal, so the user's ability to dodge is dependent on their speed; Enel was unable to avoid Luffy's finishing move because it was moving too fast. Likewise, Luffy's Gear Second was able to outpace Boa Sandersonia, despite her ability to read his moves. It also seems to falter if the user loses their concentration. Satori lost the control of his Mantra when Luffy unexpectedly brought the string of exploding balls right to him, enabling Luffy to grab him from behind when the smoke cleared, and Gedatsu lost to Chopper because he lost his concentration and his Mantra faltered.

This type of Haki can also allow to user to sense the emotions and nature of others. For example, Otohime used this Haki to sense sense the sufferings and emotions in the heart of a fishman thief and Aisa was able to sense Wiper's aggressive nature with this Haki.

It appears it's also possible for the user of this Haki to sense the strength of others as well. This was shown when Rayleigh used this Haki to sense that there were 500 creatures on Rusukaina who were stronger than Luffy at that the time.

How Observation Haki is used in game:

This Haki comes in 6 forms the form that is determined for the player needs to be rolled on a d 12

| Result | Type | Trained | Untrained |
|--|------------------|------------------|-------------|
| 01 – 04 | Avoidance | PS Bonus + ½ lvl | +2 PS bonus |
| Effect | | | |
| The player gains the ability to avoid attacks by predicting where they are likely to strike. | | | |
| Result of spending build points | | | |
| The player can detect locations of threats granting them a +1 to PS score per point spent. | | | |

| Result | Type | Trained | Untrained |
|--|------------------|-------------|-----------|
| 05 - 07 | Detection | Full Effect | Randomly |
| Effect | | | |
| Gains ability to locate objects, focusing can detect location of objects or locations within 2 miles | | | |
| Result of spending build points | | | |
| The player can detect locations of threats granting them a +1 to PS score per point spent. | | | |

| Result | Type | Trained | Untrained |
|--|----------------|-------------|-----------|
| 08 - 09 | Empathy | Full effect | Randomly |
| Effect | | | |
| Gains ability to read targets emotion, granting them bonus of +50 on social skill checks | | | |
| Result of spending build points | | | |
| The player can detect locations of threats granting them a +1 to PS score per point spent. | | | |

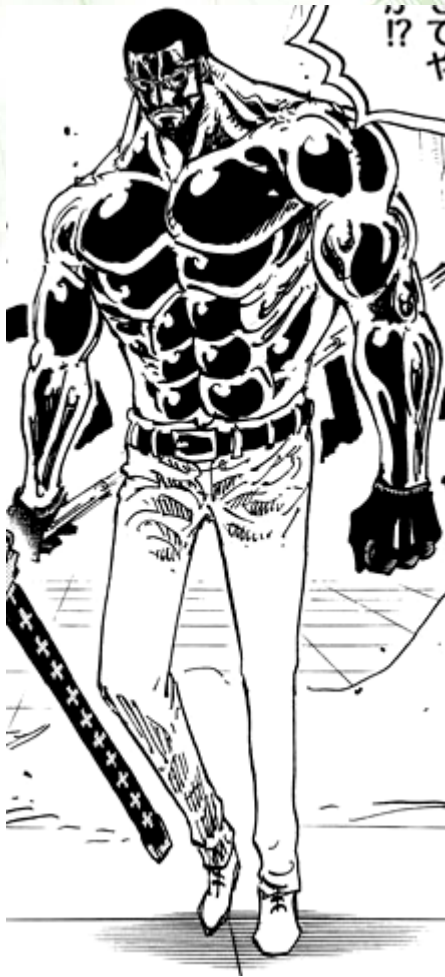
| Result | Type | Trained | Untrained |
|--|-------------------|-------------|-----------|
| 10 | Read Minds | Full effect | Randomly |
| Effect | | | |
| Gains ability to hear thoughts of a target within 100 ft | | | |
| Result of spending build points | | | |
| The player can detect locations of threats granting them a +1 to PS score per point spent. | | | |

| Result | Type | Trained | Untrained |
|--|-----------------------|-------------|-------------------|
| 11 | Nature Empathy | Full effect | Only when focused |
| Effect | | | |
| Gains ability to hear voices of nature (speak with animals and plants) | | | |
| Result of spending build points | | | |
| The player can detect locations of threats granting them a +1 to PS score per point spent. | | | |

| Result | Type | Trained | Untrained |
|--|--------------------|-------------|-------------------|
| 12 | Sense Power | Full effect | Only when focused |
| Effect | | | |
| Gains ability to sense targets skills and level, within 100 ft | | | |
| Result of spending build points | | | |
| The player can detect locations of threats granting them a +1 to PS score per point spent. | | | |

The powers are not limited per day, yet require training to properly use. Until then the powers will evoke only in sever events and can cause harm to a character, in the cases of detecting, hearing thoughts or sensing targets the subject will be attacked by sever headaches and be unable to take action until being knocked unconscious. While even after training users of Avoidance will find after activating this ability at the end of battle they suffer from exhaustion, and will require rest for 24 hours or x3 food amount for 24 hours (chosen by player which defect to have for their character)





Armament Haki :

Busoshoku Haki (Armament Haki) allows the user to create a force similar to an invisible armor around themselves. Similar to Tekkai, this allows the user to defend against attacks that would otherwise cause them harm.

Only significant physical force can overcome this defense; for example, Luffy striking Boa Marigold hard enough with Gear Second techniques to send her reeling.

Naturally this "invisible armor" can be used as a weapon to strike others with. It can be used to augment the user's own attacks, projected ahead of the user as pure brute force, or imbued in weapons to increase their effectiveness. Any attack enhanced by Busoshoku Haki hits immensely harder than it would normally be without it. The Kuja's Haki-imbued arrows, for example, are capable of penetrating solid stone.

This type of Haki also has the ability to bypass the powers of a Devil Fruit user, touching the "substantial body" beneath whatever protection the fruit provides, such as the case of body-altering Devil Fruits such as Logia users. Busoshoku Haki works

independently of the user's Devil Fruit, as shown when Luffy uses it to enhance his Gear Third attack underwater. This type of Haki may not be equipped to attacks that are not from one's body except for weapons (like Kizaru's laser beams, Marco's flames or any other Logia attack). So, those who do attack with parts of their body can combine their Haki and Devil Fruit powers. Moreover, the accumulation of this type of Haki seems to increase the heat in the zone where it is used. However, this aspect of Busoshoku Haki only seems to work when it's used in great quantities as seen when Luffy does it to vulcanize his rubber body or to generate fire instead of steam in his Gear Second mode.

How Armament Haki works in game:

There are four kinds of Armament Haki Users the types are determined by rolling a d8 to determine the 4 types. All Armament Haki Users can through training learn to attack Logia Forms that normally would avoid an attack by altering their body form this means intangible effects from devil fruits are rendered ineffective to Armament Haki that is active.

| Result | Type | Trained | Untrained |
|--|------------------------|-------------------|-----------|
| 01 - 03 | Invisible Armor | Grants ½ level DR | 1/dr |
| Effect | | | |
| The player ignores damage by greater amounts with in their level in rounds | | | |
| Result of spending build points | | | |
| The player's body does damage to melee attacks of 1 per point spent. | | | |

| Result | Type | Trained | Untrained |
|---|---------------|--------------------|-----------|
| 04 -05 | Weapon | +½ level in damage | +2 attack |
| Effect | | | |
| Players hits do greater damage for their level in rounds +1 | | | |
| Result of spending build points | | | |
| the player can ignore ADS score equal to the points spent in an attack. | | | |

| Result | Type | Trained | Untrained |
|---|----------------|-----------------------------------|-------------------------------|
| 06 - 07 | Element | elemental bonus damage of +2d6 | elemental resistance of +1 |
| Effect | | | |
| the type of element chosen by roll of d8 1-fire, 2-cold, 3-electricity, 4-wind, 5-acid, 6-shadow, 7-light, 8-earth. | | | |
| Result of spending build points | | | |
| grants the elements resistance and damage increase by 1 for each build point use | | | |

| Result | Type | Trained | Untrained |
|--|----------------|--------------------|----------------|
| 08 | Healing | Fast Heal END+ lvl | fast healing 1 |
| Effect | | | |
| The players body is so use to damage that they actually shake off damage at a higher rate by willing their body to heal wounds quickly. This Haki's uses is limited per day but the limit is based on ¼ of the characters level. | | | |
| Result of spending build points | | | |
| player gains a use 1/per day to heal their level +points spent in damage. | | | |



Conqueror's Haki:

Haoshoku Haki (Conqueror's Haki) is a rare form of Haki that cannot be attained through training and only one in a million people carry it. It was first demonstrated by Shanks, when he used it to scare off a Sea King. Later on, during a meeting with Whitebeard, he used it to knock out most of the crew, which the few still standing attributed to his superior Haki. Luffy first displayed the effects of this type of Haki against Duval's bull, Motobaro, much to everyone's confusion. He displayed it again on Amazon Lily while battling the Boa sisters, knocking out a large portion of the audience observing the match, despite all of them being accustomed to regular Haki usage. This is also the first time it is referred to by name. Luffy's exhibition of it during the Marineford War was enough for the Marine admirals to be wary of him that they prioritized his elimination after that.

After the time skip, Luffy is proficient enough to tame monsters, as well as knock out a selected group of individuals without affecting any of the bystanders using Haoshoku Haki, displaying his new-found proficiency in the skill.

This type of Haki grants the user the ability to dominate the wills of others. The most common usage in the series so far is knocking those with weak wills unconscious. Whilst inexperienced users are restricted to merely overpowering the will of one individual or blindly knocking out weak-willed people around them, those with more expertise can pick out weak-willed individuals in a large group and knock them out without affecting those around them. However, those with stronger wills can resist or even ignore the effects of Haoshoku Haki. According to Rayleigh, while this type of Haki cannot be attained through training, it can be improved through training, as it grows as the users spirit grows. It seems that upon recovery, victims of Haoshoku Haki experience the sensation of chills running through their body. However, it presumably wears off after a short period.

How Conqueror's Haki is used in Game:

Players with the rare ability of Conqueror's Haki start with one of the three forms thru the roll of it through the roll of a d6 and it acts uncontrolled in the GM's hand until the player can obtain training in it.



| Result | Type | Trained | Untrained |
|--|------------------|-------------|-----------------------|
| 01 - 03 | Influence | Full effect | Active in high stress |
| Effect | | | |
| Grants Moral Bonus of ½ user's level, this stacks with other moral bonuses and lasts for 1d10 minutes. | | | |
| Result of spending build points | | | |
| The user can increase the time of the bonus by 1 minute | | | |

| Result | Type | Trained | Untrained |
|--|-------------|-------------|-----------------------|
| 04 - 05 | Tame | Full effect | Active in high stress |
| Effect | | | |
| A single target makes will save DC (user's level + Will Mod +10) vs. Domination (works only on INT scores lower then 10) | | | |
| Result of spending build points | | | |
| At a cost of 1 per the INT score it affects is increased | | | |

| Result | Type | Trained | Untrained |
|--|------------------|-------------|-----------------------|
| 06 | Overpower | Full effect | Active in high stress |
| Effect | | | |
| an area attack of Will DC (user's level + SPI Mod +10) vs. Overpower, if a target gets under 10 from the DC they can't not take action, if they get less then that they are knocked unconscious. This effect is an area centered on the user 30ft. | | | |
| Result of spending build points | | | |
| At a cost of 1 the player can increase the range of the effect by 10 ft. | | | |

Unlike the other two Haki's granting only one type, those blessed with Conqueror's can train to gain all three types through training their conquerors powers.