

PLAYTEST CONTENT

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T.U.G.'s One Piece (Haki) Skill Tree

What is Haki?

Haki is the combination of an individual's spirit, vigor and ambition but it can be summarised as their overall willpower. Haki lies dormant within all living beings, but Powerful haki comes from the strength of one's ability to never doubt themselves.

Within the world of One Piece, haki can be used in many different ways through enough training to perform superhuman feats. This is based on the concept that energy can be manifested through the mastery of one's willpower.

There are currently 3 distinct types of this haki mastery.

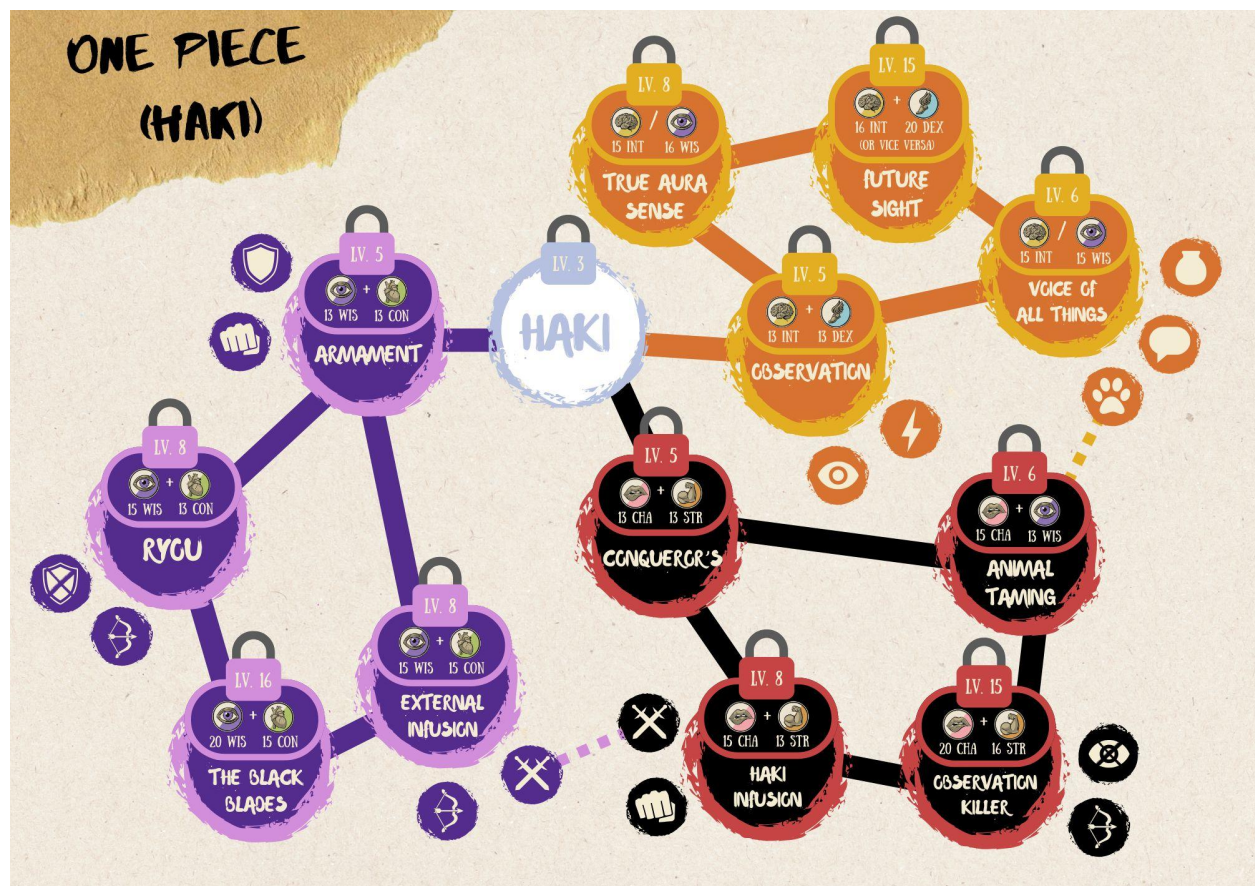
- The first is **Observation Haki**, which focuses on the sensing of other being's spiritual energy / willpower / haki, in order to anticipate their movements or to, in general, better understand them.
- The second is **Armament Haki**, which involves the creation of a protective coat of energy, your willpower personified. This can be applied in many ways, both offensively and defensively to "overcome another individual's willpower."
- And finally there is the rare **Conqueror's Haki**, only gifted to those who possess the willpower of a true king. This is not determined through the right to be king however, nor does it have anything to do with birthrights. True Kings are those who have the greatest ambitions in the world to become the very best at something. And in a way, could be considered to have the greatest willpower of us all. In its simplest form, these individuals can exert their kingly will upon others, forcing them to either run in fear, or become so overwhelmed that they outright fall unconscious.

There are then advanced versions of these different haki techniques which are listed on this table below. All of which can be mastered by you:

Haki Types (Table)

Haki Type	Basic	Advanced		Master
Armament	Armament Haki	Ryou/Ryou Emission	External Infusion	The Black Blades
Observation	Observation Haki	True Aura Sense	Voice of All Things	Future Sight
Conqueror's	Conqueror's Haki	Animal Taming	Haki Infusion	Killer of all Observation

Using this Skill Tree & Levelling Up



This Skill Tree has been designed to function alongside the typical D&D 5e Rules and its traditional levelling system. However, it can also be used in tandem with my [Classless](#) levelling system, giving additional options to spend your combat skill tree level points in.

If you decide to use the former, starting at level 3, and every 2 levels after that, allow your players to purchase one ability on this skill tree. Additionally, every time they gain 1 level, allow them to increase their stamina by 2, (or one if you wish to limit their uses of these abilities).

If using the latter method, simply allow players to spend their Combat Level Points on this tree as well as the combat skill tree, but limit them to one purchase from this skill tree per level. (Or every second level if you wish to limit their progression. This skill tree does offer some very powerful abilities after all). I would suggest having each ability cost 1 level point, but consider having the final abilities on this tree cost 2-3 level points.

A player starts their journey at the central node, “Haki”, where they learn how to harness their own willpower into energy (stamina). Stamina will be used to use most abilities within this skill tree.

Every time you purchase from a particular ability, each adjacent node (ability) on the skill tree becomes purchasable, so long as you meet its requirements.

Ideally, for a more traditional experience more akin to the anime, abilities from this skill tree should only be gifted when a player has achieved a sufficient level of training, or studied under a master of each art form.

But at the end of the day, do whatever is the most **Fun** for everyone at the table. Enjoy!

List of Haki Abilities

Haki

Requirements:

- Level 3

When you purchase front his ability you learn how to harness your very own willpower and apply it in new ways. You gain a number of stamina points equal to the modifier of a mental ability score of your choice (Charisma, Intelligence or Wisdom). If ever this modifier would increase, your stamina would also increase by an equal amount.

Lastly, you are no longer limited by the amount of stamina you can spend on a turn.

At 8th level you may choose 1 additional mental ability modifier (that you have not previously chosen) and increase your stamina by that amount, increasing it again should that modifier ever increase.

At 16th level you can do this 1 last time, choosing whatever mental ability modifier you have not chosen.

Stamina

Stamina can be spent to use certain abilities such as Flourishes, Grapple Moves, Exposing Strikes or Tricks on my [Classless Skill Tree](#), as well as other abilities on this skill tree. Typically you can only spend a number of stamina points equal to your proficiency modifier each turn and/or per action. Finally, you regain all of your stamina after taking a short rest.

Armament Haki

Requirements:

- Level 5
- Wisdom score of 13 or higher & a Constitution Score of 13 or higher.

When you purchase from this node, you learn how to infuse your body with haki in different ways. You can learn how to coat your body for **offensive** purposes or for **protective** purposes. You may choose one of these abilities when you purchase from this node. *If you purchase from this ability a second time, you may choose the option you didn't pick.*

Offensive Armament Haki

When you make an unarmed attack, you can infuse your attack with haki by spending 1 stamina to add your wisdom modifier to the attack role. *At 10th level you also can add your wisdom modifier to the damage rolls of these haki infused attacks.*

Protective Armament Haki

As a bonus action you can spend 2 stamina coat your body in haki, doing so requires concentration. If you do so you reduce all damage you take by your wisdom + your constitution modifier. *At 12th level this damage reduction is doubled, but so is the stamina cost.*

Ryou / Ryou Emission

Requirements:

- Level 8
- Wisdom score of 15 or higher & a Constitution Score of 13 or higher.

When you purchase from this ability, you can learn how to project your haki in different ways. You can learn basic **Ryou** for short ranged attacks, or **Ryou Emission** for increasing your range. You may choose one of these abilities when you purchase from this node. *If you purchase from this ability a second time, you may choose the option you didn't pick.*

Ryou

Before you make an unarmed attack, you can choose to make it a "ryou" attack, by spending 1 stamina. If you do so, this attack ignores any resistances that the target might have, as the attack deals damage internally. *At 15th level, this attack also ignores immunities.*

Ryou Emission

Before you make a melee attack, you can choose to use "ryou emission" by spending 1 stamina. If you do so, increase the range of your melee attack by 5ft x your wisdom modifier. *At 15th level this changes to 10ft x your wisdom modifier.*

External Infusion

Requirements:

- Level 8

- *Wisdom & Constitution Score of 13 or higher.*

When you purchase this ability, you may choose melee or range weapons. You learn the ability to infuse haki (your own willpower) into these types of weapons.

If you purchase from this ability a second time, you may choose the weapon type you didn't pick.

As a bonus action you can spend 1 stamina to infuse a weapon you are holding with Haki. Doing so requires concentration. A weapon infused with haki deals additional force damage equal to your wisdom modifier + your constitution modifier.

The Black Blades

Requirements:

- *Level 16*
- *Wisdom score of 20 or higher & a Constitution Score of 15 or higher.*
- *At least 1 purchase from both "Ryou / Ryou Emission" and "External Infusion".*

When you purchase this node, choose one melee weapon you own and permanently infuse it with haki. The weapon turns pitch black, and using the "External Infusion" ability with this weapon, no longer requires concentration. Additionally, You do not need to use stamina when using any "Ryou / Ryou Emission" ability. Lastly, this becomes a +3 *weapon* so long as it is wielded by you. Otherwise it counts as a +1 *weapon*. This weapon is also indestructible and cannot be destroyed by any means.

Observation Haki

Requirements:

- *Level 5*
- *Intelligence score of 13 or higher & a Dexterity Score of 13 or higher.*

When you purchase from this node, you learn how to perceive haki in new ways. You can learn how to quicken your **perception** and in turn, your reflexes, or deepen your **understanding** of individuals in order to defend against them. *You may choose one of these abilities when you purchase from this node. If you purchase from this ability a second time, you may choose the option you didn't pick.*

Observation (Perception)

When you learn this ability you can add your proficiency modifier an additional time to perception checks you make. And once per turn, if you are unhappy with the result of a dexterity saving throw you made, you can spend 1 stamina to reroll that save.

Observation (Understanding)

When you learn this ability you can add your proficiency modifier an additional time to insight checks you make. And once per turn, if you are unhappy with the result of a charisma saving throw you made, you can reroll that save.

True Aura Sense

Requirements:

- Level 8
- Intelligence score of 15 or higher **OR** a Wisdom Score of 16 or higher.

When you purchase from this ability, you learn to perceive auras as a 6th sense. This sense allows you to perceive the silhouette of individuals and their exact location across long distances. As an action you can activate this ability. So long as you are not moving, you can sense the location of all living creatures within 100ft of you. If you do move, while this ability is active, you must make a concentration check at the end of your turn (DC is equal to the distance you've travelled since the end of your last turn), to maintain this ability. On a failed check, this ability ends.

Additionally, you learn the Locate Creature spell, and can cast for 6 stamina instead of spending a spell slot / mana.

At 15th level this ability's range extends to 1 mile, as does the range of the Locate Creature spell.

Voice of All Things

Requirements:

- Level 6
- Intelligence score of 15 or higher & a Wisdom Score of 15 or higher.

When you purchase from this node, you learn how to communicate with and understand anything that possesses haki. **Language** barriers become trivial things, the intentions of **beasts** become easy to perceive, even the will of **objects** becomes possible to articulate.

You may choose one of these abilities when you purchase from this node. If you purchase from this ability an additional time, you may choose any option you didn't pick.

Voice of All Things (Language)

When you learn this ability you learn the *Comprehend Languages* spell and can cast it at no cost.

Voice of All Things (Beast)

When you learn this ability you can use the abilities of the *Detect Thoughts* spell on beasts, ignoring the requirements for a target to need an intelligence higher than 3, or the ability to speak a language. You can use this ability at will, as though you cast the *Detect Thoughts* spell at no cost, and you do not need to know this spell in order to use it.

In addition you learn the *Speak with Animals* spell, and can cast it at no cost.

Voice of All Things (Objects)

When you learn this ability you learn the *Locate Object* spell and can cast it at no cost.

Additionally, if you are within 30ft of an object, you understand if it possesses sentience or not.

Future Sight

Requirements:

- Level 15
- Intelligence score of 16 or higher & a Dexterity Score of 20 or higher (or vice versa).
- At least 1 purchase from both "True Aura Sense" and "Voice of All Things".

When you learn this ability, you learn how to peer a few seconds into the future. If ever you are attacked or forced to make a dexterity saving throw by a creature or object, you make a contested Intelligence (insight) against the attacker vs their deception (automatically succeeding against objects unless otherwise specified by the DM). On a successful insight check, the attack misses you, or you automatically save the dexterity saving throw.

You can use the effects of Future Sight a number of times per day equal to your intelligence modifier +1.

Conqueror's Haki

Requirements:

- Level 5
- Charisma score of 13 or higher & a Strength Score of 13 or higher

Traditionally, this form of Haki can only be wielded by those who possess the willpower of a true king; those who have the greatest ambitions to become the very best at something. This haki, in its most basic form, allows one to assert one's will over others to dominate them, causing those of inferior spirit to be intimidated or (if much weaker) to lose consciousness completely.

When you purchase from this node, you learn how to assert your will upon others. When you do so, roll a number of d8s equal to your Charisma modifier + your Strength Modifier. The total is how many hit points of creatures this ability can affect. Creatures within 20 feet of you choose are affected in ascending order of their current hit points (ignoring unconscious creatures). Starting with the creature that has the lowest current hit points, each creature affected by this ability falls unconscious for 1 minute or until the unconscious creature takes damage, or someone uses an action to shake or slap them awake.

Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

At 10th level, if this ability manages to succeed on a target, you can choose to give them a simple single word command instead of having them fall unconscious. This command word must be along the lines of "drop" to drop a weapon, or "run", but they can't be commands that would bring harm to them, or an ally of theirs. They will conduct this action for the next minute, or until they take damage or a creature spends an action to slap them.

Additionally, any creature within this ability's radius who is unaffected, must still make a Charisma saving throw (DC is equal to 8 + your proficiency modifier + your charisma modifier).

On a failed save, that creature is frightened by you for one minute, but can repeat this saving throw at the start of each of their turns to end this effect.

Any time you purchase from a node within the Conqueror's branch of this skill tree, (other than from this node), you can increase the number of d8s that you roll for this ability by 2.

This ability costs 3 stamina in order to use.

Animal Taming

Requirements:

- Level 6
- Charisma score of 15 or higher & a Wisdom Score of 13 or higher

Your Conqueror's Haki ability only needs to reduce beast type creatures to half of their current hit points to have an effect on them. When you do this, only subtract half of that beast creature's current hit points from the total, before moving on to the next target.

Additionally, if you have not harmed this creature, instead of having them fall unconscious, you can instead have them fall under the effects of the *Animal Friendship* spell for the next 24 hours, so long as they have an intelligence of 3 or lower.

Haki Infusion

Requirements:

- Level 8
- Charisma score of 15 or higher & a Strength Score of 13 or higher

When you purchase from this node, you learn how to infuse your body or a melee weapon of your choice with your king-like will. You can learn how to coat your **body** or a **weapon** in this way. You may choose one of these abilities (body or weapon) when you purchase from this node. *If you purchase from this ability a second time, you may choose the option you didn't pick.*

Whenever you make an attack roll (an unarmed attack if you chose the **body** ability, or a melee weapon attack if you chose the **weapon** ability), on a hit, you can spend 1 stamina to infuse that attack with your kingly will. A creature hit with this attack must make a charisma saving throw (DC is equal to 8 + your proficiency modifier + your charisma modifier) or become frightened of you for 1 minute. This creature can repeat this saving throw at the start of each of their turns to end this effect.

If this attack was made as an unarmed attack, the attacked creature makes this saving throw at disadvantage.

Killer of All Observation

Requirements:

- Level 15

- *Charisma score of 20 or higher & a Strength Score of 16 or higher*
- *At least 1 purchase from both "Animal Taming" and "Haki Infusion".*

When you learn this ability, you understand how to completely shut off people's haki observation abilities or any other ability that could be used to perceive you, as well as being able to extend your kingly will to those cowardly enough to attack from afar. When you purchase from this ability you can learn to become a **killer of observation** or gain the **reach of a king**. *You may choose one of these abilities when you purchase from this node. If you purchase from this ability an additional time, you may choose any option you didn't pick.*

Killer of Observation

When you learn this ability, you become immune to scrying spells and other effects that can peer into your future. Additionally, if anyone within 100ft of you attempts to use any ability from the Observation Haki branch of this skill tree, against you, you can spend 1 stamina as a reaction to negate that ability and end its effects.

Reach of a King

When you learn this ability, you can extend your kingly will far beyond its normal range. When you use your Conqueror's Haki ability, you can instead spend 2 additional stamina to have it target a point within 200ft of you and affect every creature in a 20ft radius around that point. Or alternatively, you can increase the radius of this ability by 5ft by spending 1 additional stamina, for every 10ft you increase it by.

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