This is a place of a dead golden age. Of a time that has passed and left its children to search the ruins for a long lost glory. Where they huddle behind their wall, under their guardian, waiting for the day to come when they can reclaim their destiny.

The world of Destiny is an expansive one. Long ago, Humanity discovered The Traveler, an ancient and benevolent being that shared many fantastic works of science with humanity. Under The Traveler's gaze, humanity spread to control the entire solar system. Then, something called the "Darkness" came along and hit humanity so hard that within a few weeks, there was only one inhabited city left on Earth. That last city, known as "The City", was protected by The Traveler. The Traveler sacrifice itself to ensure the last city, and with it's dying breath sent out Ghosts. AI who went searching for Guardians. Guardians are gifted individuals who can wield a fraction of The Traveller's powers. These Guardians are necessary because the ruins of humanity are now occupied by the forces that the darkness used to overthrow humanity.

This Universe it expansive in both it's mysteries and dangers, Maybe with these you can overcome both.

+1000 CP

Starting Location. Roll 1d8 or pay 100 cp to choose your starting location.

1. Old Russia: Earth- The home planet of humanity and the continent where the first colony ships took flight into the solar system.

2. The Moon- Our moon. The chinese came here first for geological study. They believed something ancient dwelled under the moon's surface. How right they were...

3. Mars- Once a bustling hub of commerce, it is now submerged under the cruel Martian sands. The peaks of skyscrapers that once stretched for miles into the horizon now stick out of the ground.

4. Mercury- The Vex converted the planet into a machine. Covered in clouds, only a few formations suspended in the Mercurian sky show any hint of what lies under the nimbus exterior.

5. Venus- The center of learning, science and progress. The Vex claimed it. They dwell in their timeless citadels over the lush, overgrown tropical forests. Much of the lost information from the Golden Age may lie beneath the ruins.

6. Europa- The frozen shipyards of Europa once housed the forefront of engineering technology and information. Building miraculous ships, each greater than the last. Rumor has

it that just before The Fall, they were trying to build a warship that could fend off The Darkness.

7. The Reef- When The Darkness grew ever closer, and all hope was lost, a contingent of ships tried to outrun The Darkness. They obviously failed. This is what remains. The shattered hulls and dead skeletons of ancient colony ships, stuck together either by magnetism or history. (Roll again if taken with “Golden Age” drawback.

8. Free choice.

Origin: roll 2d8+16 for your apparent age.

Drop in-(Free)- You enter the world at your starting location with your stuff nearby. You have no memories of living in this world, but no ties holding you back either.

Guardian-(100)- Guardians are chosen by The Traveller and it’s progeny, The Ghosts. These brave soldiers are sent to the frontier to defend humanity and retake what has been lost over a century ago to The Darkness. There are three different types of Guardians. Choose one class.

Hunter- “ Hunters once prowled the wilderness and wastelands, taking big risks for even bigger rewards. You're no outlaw—at least, not anymore—but making your own luck has always meant bending the rules. Your unique brand of daring and ingenuity is needed now more than ever”

Hunters were once survivors that roamed the wastelands and wilderness making their own luck. Through manipulation of The Traveler's energies, Hunters learned how to survive in the wild.This heritage has led to their characteristic tendency of bending the rules to suit their particular situation. Being the trailblazers amongst Guardian classes, Hunters serve as invaluable scouts when surveying hostile and dangerous territory combining their trademark daring and ingenuity.

Some fear them as being too dangerous, but their bravery has led to many discoveries dating back to the Golden Age.

Warlock- “ Warlocks have long studied the Traveler, mastering some of its arcane energies. Its true purpose still remains a great mystery, but discovering truth has always driven you into the unknown. Now, our enemies are the only thing that stands between you and the lost wonders of our Golden Age.”

Due to your intensive research into The Traveler, you have learned how to use some of it’s basic power to survive in this dangerous world. Much of the research into Golden Age

technology has allowed for Warlocks to reach truly staggering heights of power. If you look into ruins, who knows what you will find?

Titan- “The first Titans built the Wall, and gave their lives to defend it. Now, you stand in the same high place, steadfast and sure, protecting all who shelter in your shadow. You hail from a long line of heroes, forged from strength and sacrifice. Our enemies may be deadly and merciless, but so are you.”

You are a hardened soldier, you push through walls of enemies, blasting away any that stand in your way. Heavily trained in both hand to hand and weaponized combat, you excel at two things. Being an imposing view on the battlefield, and hearing the last breath leaving your enemies mouths.

Race

Human-(Free)- The original inhabitants of Earth, and the race that created both the Exos and Awoken.

Awoken-(Free)- After the Collapse, Humans tried to escape the solar system and outrun The Darkness. Just on the rim of the solar system something happened that caused humans to change into Awoken. Awoken are fair, blueish-grey skinned people with many different features including shocking white hair and exotic eyes of varying colors. Otherwise, extremely similar to humans

Exo-(Free)- The Exo where once used for war in human conflict during the Golden Age to fight other’s battles. They were constructed in the image of a person with both a distinct mind and personality. During the Collapse, the factories that made Exos were destroyed or lost. This made it even harder to fight The Darkness with so few soldiers. The only difference between Humans and Exos is that Exos do not require many things humans require. Exos are so rare because they can only be brought back to “life” by Ghosts due to the extremely complex technology that they are made of.

Perks

Put up your guns-(free all)- You gain a moderate increase in your proficiency with guns and projectile weapons. This mainly affects the accuracy and ease with which you can aim and shoot. Whether it be bullets, magic or magic bullets.

Pure art-(free all)- The visual arts may not be your thing, but that doesn't mean you can't be good at it. With this, you will be able to adorn any object you possess with paint or some other kind of marker and make it look good. You can paint armor, vehicles and weapons. Depending on what you portray, it could evoke different emotions. From fear to inspiration. You must have some skill at drawing or painting, and something to draw or paint with.

Traveler's Power-(400 Free Guardians)- You gain some of the Traveler's mystical power. Depending on what origin you take you can do different things. If you are a Hunter, you can make your attacks become extremely lethal. If you are a Warlock, you can wield both solar and void energies as lethal weapons, If you are a Hunter, high impact attacks from the air and earth shattering waves of energy can emanate from you. These are only a very few examples of the vast array of powers that can be wielded by the Guardians. If you are a drop in, you have access to all these powers, though, it takes more training for drop ins to increase strength.

Drop in.

Drawn to the loadstone rock-(100 free drop in)- You have an innate feeling of where the action is, and where the loot can be found. You will find yourself instinctively drawn to the action. If you wish, you may actively turn of this instinct. Though there is no way of knowing what you will find when you arrive at your "destination", you will not be terribly disappointed with your spoils, though the danger may exceed your ability.

Bounty hunter-(200 discount drop in)- You have an easier time finding things to do for people. On top of the vast network of favors that you could accumulate over time, this also increases the material wealth that you will gain from a bounty, quest or mission.
No stranger in this strange land-(400 discount drop in)- Even if you are new to a place, that doesn't mean you will be viewed as a foreigner. You have an easier time blending into new surroundings and cultures. This speeds up the time it takes you to learn a language, form strong, family-like bonds and understand a culture when immersed.

Old soul-(400 discount drop in)- You have hope in these dreadful times. You are more determined to fulfill you obligations and the wisdom to help others complete theirs. You become a very charismatic speaker and leader as well.

Traveler's light-(600 discount drop in)- Somehow, when you entered this world, a ray of the Traveler's light entered you and never left. Unnatural darkness seems to be repelled from you. Hostile dark energies and magics are easily resisted and you can even glow in the dark as if a small sun. With it, your surroundings become more visible and, when on, it inspires those surrounding you with hope for the future. It does make you a big glowing target though.

Hunter

On the road to hell, there's no turning back-(100 free Hunter)- You're in it for the long haul. With this, you can go traveling for extended periods of time and not become homesick or weary. This increases your stamina for traveling only.

Head count-(200 discount Hunter)- You can hunt persons or creatures with relative ease. With this, it doesn't matter if the trails gone so cold, its practically frozen. All that matters is that you have a way of getting to them. The rest comes naturally. This improves your overall tracking ability. Whether it be people, creatures or objects. And this is over any distance. This does not ensure you will find them or be able to get to them, only that it is really easy to find clues leading you to them.

Trailblazer-(400 discount Hunter)- It does not matter where you're going, why you're going or what you're going on. All that matters is that its you cutting a path through existence. You easily find shortcuts to locations, discover ruins and old tech as well as have great stealth skills.

Crackshot-(600 discount Hunter)- You're aim is amazing. You know how Odysseus shot an arrow through the holes of the axe hilts? You put him to shame. You can easily hit a person from up to four miles away. But you must be able to see them (Or sense their location).

Warlock

Ingenuity-(100 free Warlock)- You often find new uses for old skills. You can often figure problems out and apply your knowledge and skills in new and fantastic ways.

Lost and found-(200 discount Warlock)- With this, you will come across old objects and information with an almost supernatural frequency. What you find is totally random.

Cryptarch's teaching-(400 discount Warlock)- You understand lost and forgotten knowledge. When discovered, you can piece together what an old relic was for and how to use it relatively quickly. You do need prior information to actually understand what you are doing ,but this speeds up the process of comprehension.

Champion's prowess-(600 discount Warlock)- This gives you a power boost with all your supernatural abilities. You use a mixture of sheer strength and finesse to achieve optimal results.

Titan

CQC-(100 free Titan)- You know how to take care of yourself in a fight. With this, you could easily take on fifty combatants at once, whether you win depends how strong you are.

Size does matter- (200 discount Titan)- You become more imposing due to your above average size. This increases your base height three feet. The bigger your form, the more awe or fear inspiring you become. Dependent on who your allies are.

Silence is golden-(400 discount Titan)- You know how those big silent types are the scariest? Well, with this, the silence becomes imposing. When viewed while in this state of silence, you will exude an aura of terror that will send even hardened warriors sweating in terror

Strength of Titans-(600 discount Titan)- You become extremely tough. taking shotgun blasts to the chest are merely setbacks. Your base strength also increases so you could easily lift half a ton with no effort and a whole ton with extreme force being used.

Items and Companions

Grimoire-(Free)- A book that starts off empty, but the more you explore, and the more enemies you defeat, pages will begin to appear describing information about These alien cultures and how human culture was before The Fall.

Ghost-(Free)- You get a personalized Ghost AI. You may set it's personality and voice to your desired specifications. You may even connect it to other AI that you possess. The Ghost is capable of some forms of object materialization up to any medium sized vehicle. It does take time to recharge this ability. (It can be Dinklebot).

Sparrow-(Free)- You gain a free Sparrow. A Sparrow is a land hovercraft-like vehicle capable of high speeds in short bursts. It has an almost instantaneously rechargeable energy source.

Glimmer-(50)- You gain 1,000 Glimmer, this universes form of currency. May be bought multiple times.

Circlet-(100 Warlock and Drop ins only)- You gain a circlet that goes around your forearm. It slightly increases your aptitude with all your supernatural abilities. Design and coloration are up to you.

Cloak-(100 Hunter and Drop ins only)- You gain a hooded cloak that increases your stealth, stamina and acrobatics. Design and coloration are up to you.

Mark-(100 Titans and Drop ins only)- You gain a piece of cloth that is tied to your hip. It makes you stronger and more charismatic. Design and coloration are up to you.

Melee weapon-(200 discount Titan and Hunter)- You may choose from an assortment of fine quality melee weapons. from Savage cleavers, to cunning combat knives or even more traditional weapons such as clubs or beyonettes.

Armor- There are several types of armor. There are Helmets, Gauntlets, Gloves, Footwear, Chest Armor, and Leggings. (Pick one piece for each slot. http://destiny.wikia.com/wiki/Armor).

Common Armor-(Free)- You gain a regular piece of armor. Nothing special, but gets the job done. may be taken multiple times

Uncommon Armor-(100)- This is a step up from regular armor. Of decent make and design. Generally better than common armor. May be purchased multiple times.

Rare Armor-(300)- Very well made, useful and may sometimes have a special attribute to it. More resilient to damage and can endure many years without breaking down from lack of maintenance. May be purchase multiple times.

Legendary Armor-(400)- Truly something of legendary make. Extremely resilient to damage, will never break down over time. Often has special attributes, such as elemental resistance or increased strength. May be purchased multiple times.

Exotic Armor-(600)- Far superior to all other kinds of armor. Exotic armor always has a special attribute, as well as an amazing look and feel. Not to mention the beautifully epic names. May be purchased only once.

Weapons- Weapons come in different shapes and sizes. But, they all have one purpose. Kill the target. The types of weapons include: Automatic rifle, Hand cannon, Sniper rifle, rocket launcher, Scout rifle, Pulse rifles, Shotguns, Fusion rifles and Machine guns (Link to the types

of weapons. Click on a type of gun and it will give you examples of all rarity. http://destiny.wikia.com/wiki/Weapon).

Common Weapon-(Free)- You may purchase a common-make weapon. It has no special attributes, though is reliable. Comes with 500 rounds unless rocket launcher. In that case, 30 rounds. May be taken three times.

Uncommon Weapon-(200)- You can choose to purchase an uncommon weapon. Comes with 500 rounds unless rocket launcher, then only 30 rounds. This weapon is superior to common weaponry by a remarkable margin. May be purchased three times.

Rare Weapon-(400)- A very fine example of craftsmanship. Good quality make and performs spectacularly. Comes with 500 rounds unless rocket launcher, then only 30 rounds. Will not jam or become destroyed by use. Occasionally has special attributes. may be purchased three times.

Legendary Weapon-(500)- Something truly amazing. Will never break due to time or use. Will do its job like few others can. Comes with 500 rounds unless rocket launcher, then only 30 rounds. Many of these weapons have special attributes such as firing burning rounds. Or even explosive rounds. May be purchase three times.

Exotic Weapons-(600)- The creme de la creme. these guns are unrealistic in their abilities. Some can pick up magazines simply by hitting them with a single shot, or firing a tirade of burning light the goes through hardened armor like paper mache. Comes with 500 rounds unless rocket launcher, then only 30 rounds. May only be purchased once.

Ships- Humans needed something to travel the cosmos, so they made these. You should know what they are by this point.

Jump Ship-(Free)-Basic, space flight capable ships. Are capable of interstellar travel through the use of a warp drive. Over time, you may upgrade it and add powerful weapons as well as sleek looking upgrades. May be customized to some extent in appearance. Can only carry one pilot. 50 feet from stem to stern. 25 feet from side to side.

Colony ship-(100)- An ancient space shuttle capable of warp travel. No weapons systems, but an above average hull integrity gives it more protection against well equipped enemy ships. Can carry a maximum of 75 people. Four times the size of a Jumpship

Ketch-(500)- A Fallen patrol ship used for both pillaging and patrolling planets. Can carry up to 75 people. Has weaponry and speed, but a below average armor and shielding. Warp drive allows for fast transportation of infantry and smaller vehicles. For an additional 100 cp, you can upgrade the Ketch to be twice the size of a colony ship, become faster, slightly tougher and even deadlier as well as hold up to 150 persons instead of 75.

Tomb Ship-(500)- A Hive dropship that can carry a medium sized force for long periods of time due to its stasis capabilities, although it is Warp capable. It carries four Axion cannons that fire explosive bolts of dark plasma. Two on the front and aft with each capable of 360 degree sight.

Drawbacks Pick all you want, I don't care.

(100)-Zubat syndrome- Enemies seem to be everywhere. And they aren't even that tough. There are just so many underlings that it makes it difficult to clear an area without stepping into one. Quite literally.

(100)- Story times over- If you cared at all about the deep story, the tales of yore that permeate the universe and the in depth discussions you could have about the world's history, do not take this. No one will tell you anything. They all just assume you know everything. All the interesting flavor of this world is basically taken away.

(200)- Give me a moment- You will have to protect some object or person of vague importance wherever they go. If they are killed, you lose the jump.

(200)- Patrollin', tryin to catch me ridin' dirty…- The forces of Darkness become much more numerous, and bold. They will often probe humanities defenses, sometimes even attempt invasions on the city. When you leave the safety of The Wall, enemy patrol's just seem to find you with alarming frequency.

(300)- Is it dark in here?- you've gone blind, but not only that, you hear voices too. They seem to beckon when you are alone, asking you to hunt down humanity and extinguish The Traveler's light from existence.

(300)-It came from the MOON- Things will often fall from the moon. sometimes old pieces of technology, sometimes buckets, other times actual Hive will land in drop pods and begin to burrow into the Earth. It always seems to happen near you. Watch your head.

(400)- Non Grata- You owe a very specific queen a favor or two. She will send you out at random to do missions on her behalf. They will be dangerous, and you will never be thanked for it.

(400)- Failure to launch- You can never leave your starting location for your first four years. Better dress appropriately.

(500)- Pirates life for me!- Apparently, you've pissed off the Fallen. You pissed them off so badly, they have united into one giant force to stomp you out of existence. Expect to be pursued relentlessly by the Fallen. They will come. And there will be blood.

(500)- Are you kidding me!?- You never get any sweet loot. The best you can get is probably a rock. This does not affect prior possessions of yours.

(600)-Consumed by darkness- Generally, Guardians will resurrect. Either through the intercession of a fellow Guardian, or over time. But now, they stay dead. Their number will greatly diminish over time if they do not create new tactics. If the Guardians are eradicated, or their are not enough Guardians to defend The City, The Darkness will muster all of it's forces into a unified front to take down The City. If the last city and/or its inhabitants are destroyed, you fail the jump and are sent home.

(600)- A living god- The god-king of the Hive, Crota, son of Oryx, is being called to the Moon. If the calling ritual is not stopped, he will arrive. When he arrives, the Hives forces will swell, they will destroy the Moon and overrun the Earth. There is time to make it to him. The ritual takes place at the center of the Moon.

(800 incompatible with all others)- Golden Age- You will be sent back in time, a few days before the beginning of the Darknesses arrival. You must stop The Fall from happening and make sure that humanity is not driven back to Earth. You must Push the Darkness out forever. All the forces of The Darkness are united, and have much larger numbers than before. But you have all of the might of HOLY TERRA- I mean humanity behind you. You have access to all of your prior abilities and your Warehouse. You'll need it.

Ending

Go Home- You may choose to go home. If chosen, You take your stuff, your powers and any friends you've made and skedaddle.

The Golden Age awaits- You know what, who's to say a world full of tragic past and alien terror is a bad place. You choose to stay with all your stuff, powers and friends. Time resumes it's normal flow at home and you are assumed missing.

Claim your Destiny.- Like everyones path, yours is forward. Onto your next adventure.

Super-duper secret ending

If you chose the Golden Age drawback and survive to push The Darkness out or destroy it all together, The Traveler will bestow upon you a Data Crystal that holds all the knowledge of humanity. Warp drives, weapon construction, even how to build the Exos and so much more. It will take a truly large amount of time to sort through it by yourself. You also gain the ability to converse with The Traveler through your Ghost, should you have one and ever choose to come back one day.