D E S T I N Y

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Jumpchain Compliant CYOA
SpaceBattles Edition
By Gideon Falcon

Humanity is not alone in the universe. We at last learned this long ago, when a strange sphere was seen entering the Martian atmosphere, traversing with apparent purpose along its surface. The mission sent to investigate made contact with a miracle. The Traveler. A marvelous being of Light and technology that came to us through the Void, and brought knowledge and innovations beyond our wildest dreams. Human lifespan tripled, disease all but eradicated. The solar system was colonized, the inner planets terraformed, even Mercury turned into a vast garden world. We were ushered into a new Golden Age.

But it was not to last.

The Traveler was pursued by a force or entity lost to our knowledge, known only as the Darkness. Only three centuries into our prosperity it crept into our world, and took from us… everything. The Collapse destroyed all but the merest scraps of humanity, tore us from our worlds, and forced us back into a dark age as we fled to the Traveler, who sacrificed itself to save even what was left.

Yet, even in that darkest hour, the Traveler gave us hope. The Risen, once dead warriors brought back to life and invested with the powers of the Light, came forth to defend humanity from the Darkness. Over the next seven hundred years, the Risen became the

Guardians, and formed the Last City under the protection of the Traveler's body, a safe refuge where our civilization could rebuild.

This is where you arrive, Jumper. Newly woken from death by your own Ghost, you are the next to wield the Light against the enemies of humanity. Take up your gun, Jumper.

Become Legend.

+1000 CP

Age and Gender:

Choose freely, as these are largely irrelevant.

Race:

Humanity began to take new forms under the gaze of the Traveler; though the three races that now exist give no real benefits that are not overshadowed by the Light itself. Pick one of the following for free:

Human:

Simply one of the baseline members of humanity, changed only by the advancements in medical care that brought about much longer lifespans. These are by far the most common in the City and extant settlements around it.

Awoken:

Mysterious, secretive beings whose origins can be traced back to refugees attempting to flee the solar system at the beginning of the collapse, the Awoken are far more plentiful in the small Vestian empire ruled by Queen Mara Sov in the asteroid belt, allied with Eliksni that hail her as Kell. Many do live within the City, however, and they fill the ranks of Guardians with their own number.

Exo:

Once-human machines designed for war, the Exo suffer from more difficult memories than their peers, more echoes of the past leaking through and yet the nature of their databanks requiring memory wipes to preserve their sanity. You will not be subject to these problems, however, as a protection by your Jumper nature.

Origins:

While the Risen have precious few memories of their previous lives, and so every origin functions as a Drop-In, these grant discounts on certain perks to help you as flashes of an old life give hints of the past. All Origins are free.

Artisan:

You are an innovator, an inventor. You created cutting edge technology before the Collapse, and though you may not remember the designs and marvels you once wrought, your heart still yearns for the new ones you will make now. As a Guardian, simply imagine the wonders you can forge from Light itself?

Warrior:
Protecting humanity is no new experience for you. Your previous life was spent on the battlefield, as a soldier or commander, and you excel at combat even among the Guardians who have perfected the art. Be it as a scout or as a watchful bodyguard, you take to the role of Guardian with both fists.

Scholar:
The Traveler helped humanity to find countless new mysteries of the cosmos, and you probed their depths among your colleagues in the Ishtar colleges, or the Bray research facilities, or wherever your past lies. There are many dark places to explore now, Guardian, simply take care not to let it consume you.

Classes:
The Guardians naturally fall into three clades from the powers their Light grants; each with their own traditions and roles within the Vanguard. You must choose one from below, which shapes the abilities you will gain as well as the discounts you can find in the perks available.

Titan:
Titans are the hammer of the Vanguard, powerful fighters on the front lines, and their Light manifests in the most direct ways. Powerful barricades or durable shields of Void light as a Defender or Sentinel, explosive Arc charges as a Striker, or hammers of molten Solar energy as a Sunbreaker, you lead the charge into battle and never hold back. Fight forever, Guardian.

Hunter:
Where the Titans lead the charge on the front lines, Hunters are even further ahead, infiltrating enemy lines to carve new paths and scout the way. Their powers lend themselves to precision and stealth; a Bladedancer or Arcstrider's Arc-infused dance, a Gunslinger's incinerating Solar ordinance, or the strength-sapping Void bonds of a Nightstalker, your Light is a subtle one.

Warlock:
You need neither the clumsy fists of a Titan or the cowardly knives of a Hunter. You know true power as a Warlock. Understanding of the Light brings you a strength far beyond your fragile mortal frame. The hungering, intense destructive energies of a Voidwalker, the radiant Solar flames of a Sundancer or Dawnblade, or the calm yet cataclysmic might of a Stormcaller brings you all you need to rend your enemies to the very dust.

Locations: Roll 1d10 or choose one:

1. **The City:** The last refuge of humanity, under the shadow of the Traveler. You begin in a graveyard or morgue within the City, within easy walking distance of the Vanguard's headquarters.
2. **Old Russia:** The Cosmodrome. During the collapse, millions died here trying to escape the Earth. Now, it is overrun with Fallen scavengers, and the Hive have begun dropping Seeder ships to attempt an invasion. You wake up just outside the Cosmodrome in the long-rusted remains of an immense traffic deadlock.
3. **European Dead Zone:** Outside the City, some scattered human settlements still exist, clinging to the land and hiding from the Fallen that control most of the planet. You begin at The Farm, one such enclave under the watch of an old sniper and his apprentice.
4. **Venus:** The Ishtar Academy once pushed the sciences to new limits of understanding and questioning. Now, the dense jungles have reclaimed much of the campus, and the House of Winter fights with the awakening Vex for dominance. You come to in one of the old laboratories, surrounded by plant life.
5. **The Moon:** This territory has been long abandoned by the Vanguard after countless Lights were extinguished by the Hive god Crota. Their tunnels extend through the entire body of the satellite, carving gouges in the surface visible from the planet below. You begin in one of the old human colonies on the surface in House of Devils territory, far from the dark secrets below.
6. **Mars:** This land is red with more than just the sand. The Cabal holds a tight grip on this planet, with a massive exclusion zone hunting down any would-be explorers- and yet they still war against the Vex who protect their fabled Garden. You begin in one of the industrial facilities of Bray technologies, the makers of the Exo and Warminds.
7. **Io:** Before the last stages of the Collapse, this was the last dwelling place of the fully awake Traveller. Its desolate rocks are a common site of pilgrimages by Warlocks, but even here there are scars of Vex incursion, with their forbidding Pyramidion looming over the landscape. You awaken in one of the fossil-laden caves that dot the moon, amid far older and larger bones.
8. **Titan:** The great arcologies of Titan were some of the most ambitious projects of the Golden Age; self-sustaining ecological biomes that could be the secret to colonization beyond the solar system. While it seems safe now, the Hive have begun to turn this into new ritual grounds deep below, and something seems to be moving in the seas below. You are revived in one of the mass graves left by the arcologies' failures, during an intense methane storm.
9. **Nessus:** Now how did you get here? Only six humans have ever set foot on this centaur, perhaps the very first casualties of the Collapse so long ago. Perhaps you were one of the crew of the Exodus Black? Since then, the planetoid has been all but entirely converted by the Vex, and precious little dirt or stone remains outside their geometric architecture. You thus start in the wreckage of the Exodus Black, and may soon gain the attention of the stir-crazy AI that lives there.
10. **The Reef:** The asteroid belt is a great graveyard of broken ships, proof that even those who made it past the Cosmodrome did not make it far. Many of these ships have been used as resources by the Fallen of the Tangled Shore or the Awoken under the reign of

Mara Sov. You awaken within the outskirts of the domain of the latter, though if you hurry you might escape her notice and the scrutiny that would surely bring.

Perks: All Perks are discounted for their respective Origin or Class, the 100-pt perks becoming free.

General (Non-discounted):

We Found A Weapon (Free):
Guardians are warriors, first and foremost. As fitting one, you become proficient with all manner of firearms and weaponry that a Guardian will need. You can effectively use the many Auto Rifles, Sidearms, Swords, and other types of weaponry that you may find both within the Destiny world and elsewhere.

Music of the Spheres (Free):
Your travels are accompanied by a hauntingly beautiful soundtrack as envisioned by Martin O'Donnel, Michael Salvatori and Paul McCartney. When combat finds you, it turns to triumphant, epic themes that herald your might into battle. You may toggle this off and back on with a thought.

The Light (Free):
Guardians are defined by the powers of the Light. Upon entering this world, you gain the powers of one of the subclasses available to your Class, though you may choose freely between the options from Destiny 2 instead of the original versions. The full powers will take some training to unlock, but the same training can open the other subclasses from both games with time, and by the end of your decade you will easily have mastered your new powers. At the very least, you have significantly enhanced strength, endurance, and agility, with energy shielding to further protect you against harm; most notably, the Light is known for its Paracausal nature, making you an anomaly to analytical simulations or erasure from reality, difficult to fully grasp and encapsulate. This is by no means unbreakable protection, of course, but you are an annoyance to forces who rely on such methods.

Your Light Is A Dragon - 400 cp:
Before there were Guardians, the Risen were divided. Only the Iron Lords, legends among their peers, finally united the warriors and laid the foundations for what would one day become the Vanguard. You, Young Wolf, are the newest of their number. Your Light is far stronger than your peers, and as you master your abilities you can find ways to bend and alter them to better suit your own style of combat. Channel your flashier powers into more basic ones like Felwinter, bolster allies with your excess energy like Skorri, or even meld together the different types of Light between the traditional 'subclasses.' Perhaps, one day, you might even transcend the barriers between the classes entirely.
This perk also increases the power of your 600-cp capstones, as explained in the Notes below.

Artisan Perks:

Flash and Function - 100 cp
The majority of weapons that come out of the foundries and crafters stick to the same old aesthetics and designs as before. They function wonderfully, of course, but they can easily just seem… uninspired. You are not so constrained in your gear, even if you didn't make it yourself. You can make a custom work out of almost anything you can get your hands on, without affecting the function of the piece- even if the outcome looks increasingly impractical. As long as its a purely stylistic choice, you don't need to know more than the basic concept of the internal workings. Further, gear you perform maintenance on have a definite ruggedness to them, able to retain function in adverse conditions and through significant wear-and-tear.

Shipwright - 200 cp
Guardians mostly take their vehicles for granted- their sparrows are a convenience, their ships a dime a dozen, only appreciating them for the flash and flair. You, though, can hear the heartbeat in their engines, and are fully aware of just how much difference the right transportation makes in a Guardian's life. You know the ins and outs of jumpships and hoverbikes like the back of your hand, and may give Amanda Holliday a run for her money. You can certainly rig up a stealth drive onto an old hive-grunge-encrusted ship properly. ...Right?

Gunsmith - 400 cp
The great weapon foundries don't trust just anyone to make their designs, and certainly they gain much from relying on crafters who know *exactly* what a Guardian wants in a weapon-crafters like you. Even if you aren't employed by a foundry, you are on the level of Banshee-44 at putting together your own weapons and even armor from the supplies you find readily in your patrols. Dismantling old broken gear, reverse-engineering salvaged Golden Age tech, even adapting enemy weapons into new purposes are all in a day's work. You can make truly fantastic guns, and your greatest accomplishments could very well be listed among the Exotic ranks. Despite the name, this works with armor and non-ballistic weaponry as well, from swords to bows to weapon types not generally encountered in Destiny.

Weapons of Light - 600 cp
The equipment and armor used by Guardians is far more than merely advanced technology. It is infused with Light to grant a significant edge even against other examples of the same make and model. The favored gear of experienced Guardians will have been refitted and retrofitted countless times to keep pace with their own growth. Where most rely on the vendors of the Tower, however, you can do this work on your own. You can tune almost any equipment to fit its user, at the very least to make it withstand the basic stress of being used in combat by such beings. Especially if it is already capable of channeling the wielder's strength in some manner, you can certainly make it keep up as a worthy tool for the powerful warriors of Light.

Warrior Perks:

Speedrunner - 100 cp
Mobility is one of the most important aspects of combat for any class. The faster and easier you can get across the battlefield, the better you can dominate it. This is your forte. You can run much faster than other Guardians, but still have the agility to turn on a dime at such speeds. You can jump, dive, and dodge farther and faster as well, and your methods of Paracausal movement (Blinking, Gliding, Lifting or just multi-jumping) similarly carry you greater distance in less time.
If you want, yes, this does mean you can Titan-skate, even if you aren't a Titan.

Chaperone - 200 cp
This is a dangerous world, and it takes dangerous people to survive here. People who aren't dangerous need shelter, and shelter can be hard to find. That's your job. You can trailblaze with the best of them, finding old and new paths from point A to point B, and keeping that path clear for the ones who depend on you. If there is any way to get everyone in, through, or out alive, you can find it.

Crucible Veteran - 400 cp
The Guardians are the very Elite of the Traveller, warriors constantly honing themselves, sharpening themselves on the scattered hordes of the Darkness. You sharpen yourself on Guardians.
Your skill in battle is legendary, your instinct impeccable. You can stand your ground against several comparable opponents, and countless rank and fodder without breaking a sweat. With the Light at your back? The Hive might start running out of thrall soon enough.

Saint of Six Fronts - 600 cp
You are the embodiment of what it is to be a Guardian. You protect, to your dying breath. You have a preternatural skill at territory control- hedging your enemies off from those under your protection. Most especially, you are adept at making them face you first. This is aided by an instinctive understanding on some level that if your foes wish to harm your wards, they must go through *you*. Further, your skill and power in battle increases greatly as the number of people you are defending grows, as well as your familiarity; protecting a small group of refugees will grant you a small but noticeable edge, while defending your whole city will make you a living wall. The effect has diminishing returns on the larger end, requiring proportional increases to grow at the same rate, and its power falls off quickly if the threat is not immediate to them, but in the darkest hour your Light shines brightest. You will not fall.

Scholar Perks:

Cryptarch - 100 cp

You are an expert in codes and encryption- including the storage of complex blueprints in digital files called Engrams, making Glimmer programming easy when properly decoded. You know the ins and outs of storing, hiding, and transferring information through computer systems. This also helps with finding and decoding files others have encrypted, to the point even your Ghost finds you a helpful presence.

Treasure Hunter - 200 cp
You have a nose for lost artefacts and lore. Hidden chests and tiny clues that lead to powerful gear or ancient mysteries, all seem to jump out at you wherever you go. The many resource or cache-detecting accessories for ghosts seem almost redundant for you, and the 'drops' you find from your enemies are some of the best. It certainly makes finding all those juicy exotics much easier.

Exotic Collection - 400 cp
The Vanguard has access to an eclectic, staggering variety of weapons, armor, and technology available to its Guardians, some very rare and very powerful. You have great skill in using them. The game lore offers no explanation for the restriction against using multiple exotics at once, but if there was, it wouldn't apply to you. Even better, you can use Exotics normally restricted to you, or ones whose function shouldn't even apply to you- don't just wield Thorn and Crimson akimbo, find out what that Celestial Nighthawk does to the Hammer of Sol. In future jumps, similarly exclusive items similarly become less so for you, be it wearing three magic amulets or using a divine implement to augment secular alchemical rituals.

A New Golden Age - 600 cp
The solar system is littered with ruins, and not just those of humanity. Wreckage of ships and buildings destroyed as recently as yesterday or as long ago as before human history. These contain secrets of lore, science, and technology beyond belief. You are the key to finding it all. You have an uncanny ability to find and reconstruct technology, information and secrets from ruins, remnants and databases of any kind; recovering the discoveries and accomplishments of the Golden Age is only the beginning. As long as some fragment remains, you can piece together the rest from deduction, conjecture, and inspiration, unlocking incredible knowledge.

Titan Perks:

Strong, Silent Type - 100 cp
Everybody knows not to play Poker with Hunters. They always cheat. Hunters will tell you to never play Poker with Titans, either; it's like playing against a brick wall. A brick wall with fists that likes to hurt people. You are a champ at playing the stoic part, and you've turned that deadpan stare into a social swiss army knife. Be it the comfortable silence that makes people figure out their own problems when they try to ask for advice, the obstinate silence that really does make annoying people give up, or the unnerving silence that makes long interrogations

into a matter of five minutes, you are an expert at nonverbal communication. Just keep in mind that talking too much can ruin the effect.

Titans Never Run - 200 cp
Titans get a reputation for being dumb brutes. It's not because they're stupid, it's because they don't feel the need to overcomplicate what works. And for a Titan, what works is moving *forward.* You are immune to the negative effects of fear, and that's important in a world full of such terrible creatures as you face. Nothing can make you quail in battle, and you will never retreat for your own sake. You have what it takes to keep charging, whatever happens, and the skill to make it count.

Punch The Darkness In The Face - 400 cp
Now, you aren't about to go anywhere without your guns at your sides, make no mistake, but there really is just something satisfying about getting up close and personal with the enemy. If your fist hits as hard as a shotgun blast, both are just as good for killing Knights, right? They sure are for you, at least. You not only hit harder, you hit *better.* You have close quarters combat figured out completely, not just in melee itself, but in using all of your assets to more devastating effect. Sniper rifles don't pack less power held under a Captain's chin, after all, and why bounce a grenade off it's hide when you can shove it straight down that Ogre's ugly maw? You also have a lot more resilience to those annoying shockwaves every enemy leader seems to have for some reason, so these kinds of tactics are much less suicidal. For less powerful enemies, though? You just keep charging through like a freight train.

Sword of Crota- 600 cp
The Drifter, had he been but more ambitious, would have been a devastating Trojan Horse for the Guardians of the City, champion of very dangerous lies. But, like all the best lies, there was a grain of truth, a grain that you embody. You gain much greater strength of will and resistance to corruption than the ilk of Dredgen Yor, and the self-awareness to be *certain* that that strength has not been compromised. When wielding the powers or weapons of your enemies, this becomes even greater, and is accompanied with the skill to make them that much more effective against those you took them from. No weapon or force, no matter how dark its origin, can subvert you. The power of Stasis is no danger to your Light, the dreaded Weapons of Sorrow are just another set of trinkets to you, and when you struck Oryx with his own reforged sword, the entire Throne World shook with the impact.

Hunter Perks:

Really Bad Jokes - 100 cp
You're funny. Maybe only accidentally, but not for lack of trying. You have a gift for spouting off the kind of goofy, idiotic segues and one-liners that may not get a laugh from anybody you're talking to, but will cement your place as favorite of any hypothetical extradimensional observers that may or may not be reading or playing or watching this. Heck, do it enough, and you may

very well get Zavala to break with a well-done zinger! Probably not Eris, though. You also have a knack for knowing what jokes will best get to a person, either in a good or bad way- after all, sometimes you *want* to be annoying.

Colonel's Salute - 200 cp
Destiny is not a stealth game. Destiny is not a stealth game. What are you doing, Destiny is *not* a stealth- dangit, there he goes with the chicken again. You are a master of misdirection and sneak attacks, in getting through enemy lines undetected and getting the drop on opponents in ways you never could when this was just a game. Yes, that does mean that Hunter cloaking abilities have more useful durations outside of combat.

Trick Shot - 400 cp
You are far more than just *proficient* in ranged weapons. You are the *Master.* You're probably that jerk who runs around the edge of the Crucible map with No Land Beyond and Thousand Yard Stare, posting videos from your Ghost of all your no-scope highlights. It's not just longshots you're good at, though; you can make the most of ricochets, randomly-explosive-barrel shooting, curved shots, and other nonlinear trajectory. You actually *care* about the rebound beams with the Sleeper Simulant.

You Again? - 600 cp
Undone her Death? Took himself to his Throne World? Hold, up, resurrection was *our* gimmick! A lot of enemies seem to like copying you Guardians. For you, the reruns are just not the same. You gain a significant edge in combat against those you've already killed- in skill, power, and just plain luck. They'd better have come back *much* stronger, or they may not even break even. This has diminishing returns if you kill them *a lot*, or if the enmity is as casual as an enemy Guardian in the Crucible, but for those pesky Dark Lords that just won't stay *dead,* you'll find a much easier time.

Warlock Perks:

I Could Tell You The Stories - 100 cp
Anybody can be cryptic, but you really make it into an art. You know how to phrase things just right so that people take it for granted that there really is something significant but that it's not worth going into it right now. Of course, there are limits to just how much people are going to put up with your bull, especially the sharper people. For that reason, you have a remarkable ability to be *usefully* cryptic, imparting wisdom that may seem nonsensical but will turn out to be genuinely helpful when it is needed. You could make a teaching style out of this.

Lantern - 200 cp
The Light traditionally takes three forms as Guardians use it- the harsh electrical glare of Arc energy, the blistering heat of Solar power, or the acrid, ethereal bite of Void radiation. It makes little sense for Light itself to be so separated, though; it is defined by unity, loyalty, and kinship,

is it not? You demonstrate that in your use of the Traveller's gift. Where traditionally your abilities are tied to what energy you are attuned to, you can mix the attunements and natures between each other. Perhaps you wish to create a chain of fire, rather than lightning? Or rather than thunder, power your Chaos Reach with the same essence as a Nova Bomb. With practice, you can perhaps dispense with energy 'types' altogether and simply reach out with Light itself.

Overcharge - 400 cp
The other classes of Guardian are so reliant on speed, aren't they? The constant charge of a Titan, or the flurried movements of a Hunter. They neglect the merit of quiet contemplation, of patient study and analysis of the situation. Warlocks are different, and you especially. Any paranormal, superhuman or magical ability you have (as long as it requires some form of activation rather than being passive like flight or strength) can be charged with more power. However long it normally takes, you can take it slower to invest more and more of the energy fueling it. This of course carries a risk of vulnerability, but you can capitalize on every free moment to make your abilities hit harder, reach further, and function longer.

Paracausal Confluence - 600 cp
Guardians are known not just for their ability to return from death, but for the strange relationship they carry with cause and effect. Their penchant for breaking the rules has won them fights against machines that control fate, against gods in their own universes built around their supremacy, and to the Vex, they represent the terror of something that cannot be simulated. In no Guardian is this more apparent than you — Absolutes become far less absolute when you are involved. A song encapsulating Death itself would merely weaken you, retroactive banishment from Time itself is merely a setback, and imposed laws of predestination or sword logic have no hold on you. Guardians make their own fate. Any absolutes among your own powers are not hindered by this ability.

Items: Unfortunately, there are no items tied to any specific classes or origins, and so no discounts. Instead, you gain a stipend of **+600 CP** to spend purely on items- because Guardians sure do love their gear. Any equipment from Destiny 1 that you purchase here comes fully levelled up the way Destiny 2 equipment does.

Cosmetics (Free)
You know who likes microtransactions?

Neither do I. Let's just skip that and give you all the bells and whistles from Eververse on the house. I mean, you could probably do all the Emotes already adequate dancing skills not included, but now you have all the shaders and ornaments and fancy-looking ships that have literally no actual differences in performance. No worries, either, you can use all those special horns from D1 SRL on your D2 Sparrows. Obviously, none of these are going to give you much of any physical benefits, the most being the instant reloads from your sparrows.

Nice Ride (Free)
It's not nice to be stranded in the middle of nowhere, even if you're on the right planet. Guardians never leave home without their transportation. You have a top-of-the line jumpship good to take you across a solar system in at most an hour or two, with a respectable slower-than-light speed to get you around on a planet. Outside your ship, you have the signature Sparrow hoverbike all Guardians receive, though yours uses the Warehouse rather than a transmat network, and as such can be summoned anywhere you have room. Refer to the previous item as to what either vehicle looks like.

Glimmer - Free/50 cp
The City's currency of choice is programmable matter called Glimmer. It's especially convenient because all the bad guys seem to use it, too, so it gets scattered all over the place. You have a nice stack of 50,000 Glimmer to start off, which you'll probably burn through real quick but then replace about just as fast. In future jumps, even if it isn't as useful as currency, your Ghost will be able to synthesize Glimmer from similarly valuable resources when you need it. You may instead spend cp to gain an extra 50,000 Glimmer for every 50 cp you pay.

Starting Loadout (Free)
You wake up in a set of basic armor for your class- we'll be generous, though, and give you rare-quality so it isn't just newbie trash. The armor can keep you alive in a vacuum, so don't worry about starting on the Moon being instant suicide. You also have an old Kvhostov with a cracked lens, a battered sidearm, and a single-tube rocket launcher.

Ammo - Free/50 cp
You're not going anywhere if you don't have any ammo to shoot. The stuff drops like candy in the Sol system, but there are always dry spells and you won't want all these fun toys to be useless when you leave- so you get a reserve of five D1-style Ammo Synths of each type in your warehouse, that replenish themselves every day if you run out- and your Ghost can use Glimmer to manufacture more. You can buy more with cp, at a rate of 50 cp for another five of each type- if you feel you're really going to go to town.

Ghost (Free, Mandatory)
This is the first thing you see in this world- your constant companion, opener of doors, and indispensable white mage, the Ghost. While an intelligent being, the Ghost's nature allows them to count as an Item rather than a Companion, but like a Companion you can freely determine their personality and voice, including Nolanbot or Dinklebot if you so wish. They respawn in the same manner as Companions. Your Ghost is a floating supercomputer, capable of interfacing with almost any technology regardless of how outdated or alien, and hacking through formidable firewalls to grant access. Far more important, however, is their ability to greatly accelerate your healing — even from death. While this is a powerful boon, they are not without limit; both their own Light and your spirit can be strained from too many resurrections in too short of time, and places of intense darkness can stifle your Ghost's power, making it necessary for another

Guardian to add their Light. Further, methods exist to snuff out your Light beyond a Ghost's power to aid, and the darkest foes will not hesitate to use them. Lastly, your Ghost is not invulnerable. While they are armored and resilient, enough directed or exotic energy can destroy them and leave you helpless, and while Companionship gives them hope for revival, you still have to last until they come back.

Legendary Weapon - 100 cp
There are many, many weapons in this world. Most of them… not so good. Certainly, they are highly advanced technological marvels, the product of centuries of engineering with and without the Traveler's guidance. But, they pale to the Legends. The pinnacles of weaponcraft, guns that handle like clouds and hit like thunder. These are the ones Guardians rely on. Oh, you'll find plenty of them on your own, but why wait? With each purchase of this item (and you can buy it as many times as you can afford), you can choose the exact weapon *and* the weapon ability roll to show up with you when you start- plus, of course, the protections normally afforded a fiat-backed item. Further, it comes fully Masterworked, even if it came before that mechanic was introduced. Why start with a busted relic when you could start with a god-roll Bygones?

Legendary Armor - 50 cp
Most armor, for Guardians, is about the same. Once you get the right mix of materials, it all levels off… until you bring in these. While individually, the perks these armors come with are rather minor, they are noticeable, and they add up fast. You can buy this as many times as you can afford, and each purchase grants you one piece of full Masterwork Legendary Armor from any set you want, with any possible Perk roll it could have come with. You also get a discount (which does not make it free) on any additional purchases for a slot you already have Armor for. Note that while you *can* purchase armor from other classes than your own, their perks may not function for the abilities of your class.

Exotic Weapon - 200 cp
Now, Legendary weapons are the apex of weaponcraft, they are not the end. There are the very few, the very rare, the most unique and most powerful tools ever created- so much so that, one way or another, it is generally infeasible to use more than one of them at a time. These are artifacts, *myths,* that can almost be more famous than their wielders. Each purchase of this item grants you an Exotic weapon, with catalyst (and of course any ornaments) fully unlocked, that appears with you at the start of the jump. For some weapons, this can save you *weeks* of effort. You can purchase as many Exotic weapons as you can afford, but you cannot purchase multiple copies of the same weapon- these are already supposed to be one of a kind, you know! As to the mechanic keeping you from using multiple of these at once, as there is no Lore explanation, I'll leave it to you to decide how it works.

Exotic Armor - 100 cp
Most armor confers only fairly middling benefits to their wearers. Those same benefits can make all the difference in a firefight, but they really are limited in how much impact they have overall. Not so with these- each of these artifacts confers a *powerful* effect on their wearer, to the point

of defining a fighting style. Each purchase of this item grants an Exotic Armor piece to come with you from the start- along with any ornaments. Remember that normally, you can only benefit from one of these at a time- and while you can purchase them from other classes, again, they may not do anything for you if you don't have the right abilities. Also, note that the Exotic Class Items from Destiny 1 count as Legendary for the purposes of this section, since they don't actually have Exotic-tier effects.

Equipment Mod - 25 cp
These modules, made for weapons or armors, grant additional benefits to Legendary items that can be surprisingly useful. In early Destiny 2, they were limited to changing the energy type of the weapon (in this case, those come as a single mod which you can switch the type of with the same effort as changing your equipment loadout, like the pre-buff Hard Light), but the Black Armory and Season of Opulence introduced ingenious augments to the existing abilities of the weapon or armor even beyond the useful augmentations previously on the market. Each purchase of this item grants one such weapon or armor mod (and allows you to apply D2 mods to D1 Legendaries), and you can buy as many as you can afford. Equipment Mods unlocked from special sources like Artifacts, Obelisks, or so on, must come from that source as listed below.

Artifact - 25/50/100 cp
While they never saw reintroduction after the Red War, in the wake of the Taken assault Guardians took to utilizing small artifacts that conferred minor benefits. That is, except for the eight Artifacts of the Iron Lords, which were game-changing in the powers they granted. You can purchase any regular artifact for 25 cp, in which case it merely gives a situational increase to the amount of Light you grant to your allies, or Iron Lord artifacts for 50 cp each, which can only be used one at a time but which can change your style of combat almost as much as an Exotic item. For 100 cp, you can unlock one of the Destiny 2 seasonal artifacts, which grant numerous extraordinarily powerful equipment mods as well as boosting your overall Power.

Seasonal Mod Generator - 200/300/400 cp
Perhaps this is one of Osiris' time-warping Obelisks. Maybe it's one of Rasputin's buried Seraph Bunkers, disconnected from the Warmind but still otherwise functional. Maybe you want to hold on to the ancient Hive Cryptoglyph. Whichever it is, these structures or devices were the main source of targeted farming in their respective seasons after the introduction of Shadowkeep, and granted numerous benefits besides. Some were more or less useful than others, though- the Cryptoglyph gave no new mods or inherent bonuses, while the Seraph Bunkers allowed access to Heavy Frames and even the Valkyrie, in addition to the utility of the Warmind Cores. Thus, the Cryptoglyph only costs 200 cp, while the Seraph Bunker and any future equivalents that grant similar levels of power cost 400 cp, but others like the Prismatic Recaster only cost 300 cp.
These structures will continue to produce additional weaponry, and if multiple separate ones were used in the game, your version will grant all the mods that had been split between them. In

future jumps, you may discover more upgrades to find even better weapons and equipment, and ways to collect new resources in your travels.

Drake Tank - 600 cp
Now, *this* is a treasure. For the final assault on the ship of Thumos the Unbroken in the Red War, Amanda Holliday created this masterpiece- a powerful Guardian-made tank almost on the level of a Fallen Spider Tank or a Cabal Goliath. It has a powerful main cannon and ten homing Arc missile batteries, in addition to the sheer size and power of being a *tank.* Now, they aren't invincible, and you won't fit them everywhere, but instead of having to wait for Amanda to bring it to you, you now have one of your own. It regenerates within twenty four hours if destroyed (so you may still need Amanda if it goes down mid-mission), and can be summoned from your warehouse the way your Sparrow can - if you have room, of course.

Companions:

Ghost - Free
As noted in the Items section, your Ghost's personality is determined like any OC Companion, or an existing AI companion can be imported into the role, and if killed they respawn as any Companion would. However, for the purposes of Imports in future jumps, they are considered an Item due to their inseparable nature and thus do not take a companion slot, but they gain no CP. You *can* import them as a full Companion, however, in which case they gain CP and can make purchases as normal.

Form a Fireteam - 100 cp
Guardians can do wonders alone, but they do Miracles together. You can import two existing companions or create new ones to accompany you on missions together, each getting a class and origin, **600 cp,** and all the free perks and items appropriate to their choices; including a **200 cp** stipend for equipment.

"Hey… *Take me with you."* - 100/200 cp
While you still must convince them to join you, this allows you to take one of the characters of the Destiny world with you on your future journeys. There are many interesting people you may have met here. Those who do not possess the Light or other powers that let them rival it cost 100 points, while Guardians and others of similar power cost 200.

But let's face it, you're only looking at this option for Cayde. It's okay, we feel the same.

Going for the Raid - 200 cp
Sometimes, just a Fireteam isn't enough. Some tasks are so monumental, you need all guns on the field. This option allows you to Import or Create six Guardians to accompany you, otherwise with the same rules as **Form a Fireteam**, to head into the biggest battles in the war.

Drawbacks:
You can take up to **+600 cp** in Drawbacks.

The Deep Stone Crypt +100
You… might not be a Drop-In after all. Like the Exo, you are troubled by bizarre dreams and memories- even more so than other Guardians. The eerie visions you receive range from confusing to confusing and ominous- You can't shake the feeling they're more than just imagination; and are the terrible things you see things that already happened, or something yet to come? ...Why are you not sure which one would be worse?

Little Light +100
Just what do you have to do to get some respect around here? You killed a *god* in the Black Garden within, like, a month of waking up, and people still keep talking down to you! How many times have you bailed the Awoken out of something, and Uldren still won't stop sneering at you. Heck, *nobody* seems to take you very seriously, and all the useless cryptic answers are getting a tad irritating.

Chatterboxes +100
Okay, so now people are at least *talking* to you. All the time. They won't shut up. I mean, come on, Zavala, aren't you supposed to be the strong, silent type? Don't even get me *started* on Ikora.

Reign of the Wolves +100
Sometimes, when a new weapon is added to the game, the balance on it is just a *little* bit off… and in the Crucible, that can make a world of difference. From time to time, your opponents in the Crucible will be wielding what seem to be unfairly powerful versions of the same weapons you might use; You won't be able to get ahold of these yourselves, as they seem to vanish after the match just as quickly as they appeared.

An Uncertain Destiny +200
This is not the Destiny that Bungee released. This is the Destiny that could have been. The idea originally imagined, *dreamed* by designer __, before higher-ups vetoed his work, a vast body of work we have never seen. A story so transcendent and cerebral, executives worried it would be beyond the public's reach of comprehension. A Traveler with far more to hide. A world far more spiritual, yet somehow darker than what we knew. Question what you assume, Guardian. This world is not what it seems.

Energy Singe +200
You seem to have a bit of an allergy- pick one of the three types of energy damage (Arc, Solar, or Void). This energy type deals slightly more damage to you- which, if you've played with that

modifier active, you'll know is at least enough to really feel it. You may take this up to three times to become vulnerable to all three energy types, but I don't know why you'd do that.

Okay *I'll* Say Something +200
This may be more of an irritant for everyone *else*, actually. You don't talk. Maybe you can't. Maybe they didn't want to have to pay for you to have a Voice Actor. Anyway, you'll be spending your next ten years here as a mute, for one reason or another, and your Ghost will have to pick up the slack in communication.

Randal? Is that you? +200
Guardians aren't the only ones with overachievers. On occasion in your battles against the Darkness, you'll find enemies you would normally crush under your boot without noticing that… just don't go down so easy. A Fallen Vandal that soaks up more bullets than his own Servitor, a pack of Thrall that somehow keep getting *right behind you* at the worst moment, or a Harpy that just hits *way* harder than it's supposed to- On a patrol, they likely present only an annoying puzzle, but in more sensitive missions they can be a very dangerous distraction.

How Many Times Have I Been Reformatted? +300 (+100 with An Uncertain Destiny)
Now, now, don't you know? Guardians don't remember their past lives. Only ever flashes, dreams, barest hints of a life once lived. You don't remember your life before this Jump, nor any knowledge you may have once had about Destiny and its story and universe. This is, of course, slightly less of a problem if you take the alternate timeline, since you know fairly little about it in the first place- only those elements that survived to the full release.

Equipment Locked +300
Hope you're happy with what you got in this jump, because that's *all* you get. For the duration of this jump, all powers and items from previous jumps are suppressed, leaving you with only your Body Mod or equivalent and the purchases you made here. Your Warehouse is similarly locked, meaning your equipment has to be stored the old fashioned way (not that the transmat system is exactly primitive, but there you go).

Blackout +300
You know that handy little radar in the upper-left corner? The one that helps offset the lack of peripheral vision? You're gonna need that. Just like someone playing the game on a screen, you have *terrible* peripheral vision. Sometimes it's as if you've forgotten how to turn your head! Sometimes this can be deceptively problematic, especially when you have trouble figuring out who's shooting at you.

The Chosen One (Scenario) +1000 CP (Does not count against Drawback limit)

You’re not just any Guardian, Jumper. You awaken just outside the Cosmodrome in a daze, your Ghost hurrying you to find shelter before the Fallen arrive. You scramble to find a Jumpship, barely defeating a Captain standing in your way. A strange Exo watches you depart. You are the Young Wolf, the Player Character of the Destiny series. And you are alone.
Your companions cannot help you, aside from your Ghost, and you have no powers or items from previous Jumps (this is identical to the **Equipment Locked Drawback**, which you cannot take with this Scenario). You can’t bring a Fireteam. You can’t use a Buddy System. You have to beat it solo.
Every story mission. Every Strike. Every Raid. You must trim back the Black Garden, end the Siva plague, slay the dragon Riven, conquer Dominus Ghaul, and accomplish every other feat of the Young Wolf with only the assurance that any ‘mechanics’ that would make any of these *actually* impossible without multiple guardians will not be present or will be altered to fit a single player. Whatever changes you are able to make to the timeline, some conceit of fate will ensure the same missions and stations of canon must take place (This also makes the Scenario incompatible with **An Uncertain Destiny**)
If you die in a Darkness zone, you will fail the Jump, however your chain will continue as if you had failed a Gauntlet.
If you succeed in this formidable task, you discover an incredible secret: Not merely a shard of the Traveler, but the Seed of a *new* one. This infant Traveler joins you in your journey as an enigmatic presence, slowly gaining in power and influence until one day, perhaps after your Spark, it becomes equal to its progenitor. In the meantime, it can spread the power of the Light into the universes you visit, granting some amounts of power or even creating new Ghosts to call new Guardians as it becomes strong enough, though it will take a long time to be able to do so in great numbers.

Notes:
A big thanks to DOOM-Knight 009 for his help in hashing things out, the SpaceBattles Jumpmakers for their support and feedback, and the folks at /tg/ for the inspiration in their jumps- While I did want to take things in a different direction, you did great work.

If you purchase a Seraph Bunker, you will gain blueprints for beacons that will allow you to summon Heavy Frames and the Valkyrie, though these may be difficult to efficiently transport.

Your Light Is A Dragon grants additional effects if you take it along with any of the 600 point capstones of each origin and class, as listed here:

Weapons of Light: **Demiurge of the Gun**
You can create more than just channels for Light; you can infuse your own Light into the items you craft to give them an intrinsic Paracausal strength even in the hands of unempowered wielders. You can share your Light with all who take up your tools, to usher in a new age of safety and peace.

Saint of Six Fronts: **The Shield Logic**
The Hive gods wield their foul magics through the use of the vaunted Sword Logic: An existential, aggressive realization of the extremes of Social Darwinism. Only the strong survive, and only the vicious thrive. The Light seeks a different end, and fittingly you draw from a different Logic. You not only empower yourself as you protect the weak, but by the principles of the Shield Logic you foster their growth so that *all* may be strong. Those under your protection will grow, if not always in strength of arms, then in strength of character, strength of bonds, strength of understanding. Fledgeling warriors become great allies, struggling cities become shining lights upon their hill.

A New Golden Age: **Scholar of Light**
Your discoveries are not limited to reconstructing the past; you excel at turning the knowledge of the past into new applications of the present. Your technological innovations may not exceed those of dedicated Gunsmiths or Shipwrights in their own fields, but you make up for it in sheer breadth of the ways you can improve. Most importantly, you can discover new ways to adapt and use your Light, pushing your powers into new shapes to fit your needs.

The Sword of Crota: **Purifier**
You can do more than just resist the darkness- you can purge it. Your Light dispels Darkness in your surroundings as you wield it, pushing back the corruptions they cause. Corruption concentrated into particular objects, like the Weapons of Sorrow, may take extended time to purify, and more powerful areas of Darkness will resist your presence all the more, but you still shed a torch on the deepest blackness. Drawing close enough to you, your allies may even find their Ghosts restored to full function in enemy territory.

You Again: **Me Again**
Your penchant for beating foes down again and again, thankfully, does not work the other way around: you don't go down easier the second time. In fact, now you do the opposite. You get stronger. Just as you gain an advantage against those you've killed before, the same applies to those who've killed *you*- and in this world, that list could get long. More than that, your skill and power in general see some amount of growth from each defeat, if the difference is not as dramatic. Now, you'll settle Crucible rivalries fast, and the more times a Raid Boss cuts you down, the closer you get to sweet, sweet payback.

Paracausal Confluence: **Praxic Enigma**

You are more than simply resistant to the whims of Fate and Absolute- you are incomprehensible to them. Prophecies and precognitions made without your permission fail to grasp you, going awry simply from your interference in events. Vast machine minds find it impossible to simulate your reality at all, let alone the imperfect shells they craft to approximate most Guardians. Again, this does not hinder your own powers of foreknowledge.

Changelog

Version 1.0: Officially Released the Jumpdoc

Version 1.1: Altered a few grammatical and formatting things, fixed Companion Importing to allow full 8 companion roster, updated the **Artifact** item to account for the new Seasonal Artifact mechanic from Shadowkeep, added the **Obelisk** item, changed the **Blackout** drawback text and added **Reign of the Wolves** and **Randal? Is that you?** Drawbacks. The **Obelisk** will likely need further revision.

Version 1.2: Revised a number of 100-level perks to even out the power level; rewrote **Sword of Crota** to do its job a little better and more clearly; put a minor addition to the Boosted version of **You Again?** to kind of embody the determination and adaptation of Guardians; added clarification to **Equipment Mods;** and added the **Seraph Bunker** item, which in later revisions *might* get wrapped up with the **Obelisk** and next seasons' gimmick as a multi-purchasable item.

Version 1.3: Realized that none of the gear in Destiny is really on the same level as most CP-bought items from jumps, and so decreased the cost of gear while increasing the Items stipend.

Version 1.4: A few wording changes here and there, including references to the upcoming Beyond Light expansion, removed the arbitrary restriction on using multiple Exotics and left it to user discretion, consolidated the Seasonal farming machines into a single item.