

The Destiny Universe

By ProfFartBurger

Guardian? Guardian! Wake up, Guardian!

Okay, I know you're confused, luckily we have a bit of time before we need to get to work. I'm a Ghost - your Ghost, and you're my Guardian. Or, at least, I hope, but we'll get to that. A long time ago, the Traveler came to visit the Solar System, Humanity's Home. It used the Light to terraform many of its planets, and the natives - the Humans - were able to intercept and meet it in person on Mars. This started a several century long age they called the Golden Age, during which the Humans experienced an exponential growth in the sciences, arts, and technology - peace reigned, lifespans tripled, the entire solar system was colonized, populations boomed, it was beautiful, and it was all thanks to the Traveler.

Yeah, I know I'm going a little fast, but there's a reason why. See, some centuries after the Traveler came to the Sol System, just as Humanity was preparing to travel outside of it, its ancient enemy found it and attacked both it and Humanity together. Nothing - from the Warmind's epic defensive installations, to Humanity's greatest technologies, could even slow it down, the Traveler itself had to rush to Earth to make its stand and push the Darkness away, but the damage had been done - and the Collapse had begun, initiating a dark age like no other in Human history, a fall from greatness so far that few could even imagine it.

Fortunately, before it went dormant in the skies over Earth, the Traveler left Humanity with one final gift - Ghosts, like me! Millions of us were birthed by the Traveler and sent to find our Guardians - formerly dead Humans reborn in the Traveler's Light as Immortal, Paracausal warriors.

I wish things had returned to normalcy after this, but nothing is so simple. First was the dark age, where all across the system the Risen Warlords carved out territory and warred against each other until one group of them banded together to form the Iron Lords, and waged war against them *all* to either bring them to heel to protect Humanity, or kill them - permanently. Then, the Fallen came, an alien race once known as the Elixsni that - unbeknownst to us at the time - had been visited by the Traveler, just like us, and like us, they were attacked by the forces of the Darkness, and the Traveler was forced to flee.

After their collapse - an event they called the Whirlwind - they set sail in the universe as a species of fleet-based pirates, desperately searching for their 'Great Machine' to try and return to their old greatness. By some accounts, they were the first alien race to enter Sol, and when they found the Traveler, they descended upon the entire system and started killing every Human they could find - forcing all of Humanity to take shelter under the protection of the Traveler, and behind the lines of Light Bearers reformed under the Iron Lords. The many wars fought by these Light Bearers would eventually lead to the creation of the Last Safe City, and their re-christening as Guardians.

Unfortunately, the Fallen weren't the only race to enter our system, nor were they the only race seeking the Traveler. There was the deadly Hive, which had taken station on Luna and had put themselves to work infesting it and turning it to what they called a war moon. These creatures were unique to all the others in that, like Guardians, they had some level of Paracausal ability - and in many ways they were our deadliest, most dangerous foe, because

they could drain the light from Guardians without destroying Ghosts, killing them permanently. Our one attempt to push them off of the moon led to so many Guardian deaths that it's remembered as the Great Disaster - and if that's not enough, after a great many wars and conflicts against the Hive and their gods, each altering the solar system irreparably, a faction of Ghosts broke off from searching for Humans to resurrect the Hive led by Savathun, the Hive Goddess of Deception!

Of course, Paracausal foes aren't our only enemy. Though initially brought to our system we believe for resources, the mighty Cabal - a multi-species empire of conquering warriors - has proven to be just as terrifying an enemy as the Fallen and Hive in their own right, through sheer martial skill. The Cabal remain the only enemy to not only attack and conquer the Last City, but they managed to invent technology that suppresses Light, and used this on the Traveler itself, depowering every single Guardian in the system - except one, who just barely managed to rally the Vanguard and Lightless Guardians to push them out, though not before their leader, Dominus Ghaul, managed to become the one and only foe to *steal* the Light, in a fashion, and use it to power himself. After this, the remnants of Ghaul's Red Legion launched many attacks against us, like when they nearly dropped a sun-destroying super weapon on the Last City, and when they almost managed to defeat the Vex and *alter time* to make it such that they'd never lost the Red War in the first place.

What are the Vex? The Vex are... Strange. They're a race of machines that, in many ways they're one of the strongest species out there, they can artificially reignite stars and mine them for resources and energy, they can simulate infinite numbers of simultaneous universes with perfect accuracy, can alter the past and present, can convert people into more Vex, they're *strong*, and their goal is to convert the entire universe and everyone in it into more Vex. Despite this, unless we actively go out and pick fights with them, they by and large tend to stay in their areas of activity, working to convert entire planets into supercomputers.

Fortunately for us, as time has gone by and as our City has been challenged over and over, we've managed to hold strong and even acquire allies from each of those species. In many ways, we're in a better position now than we've ever been - even considering the return of the Darkness, and many Guardians taking to wielding the Dark alongside the Light.

Now, you're a bit unique - and to be honest, depending on what you choose here, I'm not even sure if I'll be sticking around, or if you'll even be a Guardian! I've been briefed by your benefactor on your situation. You're going to be here for ten years, and your goal is to survive.

I'm allowed to give you 1,000 CP, from which you can build yourself up and prepare - and you would do well to prepare carefully, because despite all appearances, ours is a harsh world, and we're almost always on the bleeding edge of surviving another day, and losing everything.

So, good luck, and eyes up, Guardian.

Origins

Drop In: In many ways, you're like a newly risen Guardian - you have no past, you have no memories or skills. You've just woken up here, and you've got to make the best of it.

Guardian: Devotion, Bravery, Sacrifice. You're a wielder of the Light, a noble defender of Humanity. As a Guardian, you'll wield paracausal powers against the Forces of the Darkness, and by picking this origin, you'll be gifted basic knowledge of the Light and how to wield it effectively. Furthermore, as a defender of the Last City, you'll receive logistical support from it and the Vanguard - weapons, jump ships, training in the Crucible, intel from the Hidden, shared knowledge and training from other Guardians, all that and more. Finally, Guardians can take the 'The Ghost in the Shell' perk for free.

Risen: I guess we could call you a Drifter, though there's a man in the Tower that might like to talk to you about that name. Be you a Human, Exo, Awoken, or even one of the Light-Bearing Lucent Hive, you're a Light Wielder, with all the power that implies, but you haven't declared allegiance to the City and to Humanity. Maybe you're not going to declare fealty to a species that's barely clinging to survival, or a God that didn't even twitch for a thousand years until its existence was in danger at the arrival of the Black Fleet. Maybe you're one of Savathun's brood that acquired the Light, or maybe you're just a survivor, and you'll play any faction that will help you in that goal. Whatever the case, you're Risen, but not a Guardian, and while you'll receive the same basic training in the Light as the Guardian origin, yours will be a bit more bent towards improvisation, survival, and trickery, and in exchange for Vanguard and City support, you'll receive survival caches hidden throughout the ruins of the system, and less than legal contacts in most factions you can leverage for your survival. Like Guardians, Risen can take the 'The Ghost In the Shell' perk for free.

Lightless: Maybe you're a bog-standard Human, maybe you're one of the mechanical Exo, or mystical Awoken, or maybe you're one of the many aliens that have passed through Sol, but whatever the case, you haven't been blessed by the Light, and the only life you have is the only life you can give. In exchange for the reality-bending power of the Light, the dark magics of the Hive, or the mysterious power of the Darkness, you receive a suite of skills that make you a force to be reckoned with in your own right, ranging from martial and physical training to the kind of luck one would really need to survive in this dark future. Good luck, Jumper - and I guess this is goodbye, too?

Servant of the Darkness: Maybe you're a Dark Guardian, a Hive God, or anything in between - you've sworn yourself to the philosophy of the Final Shape. You will fight and kill the Light, and everything that it seeks to create, until nothing is left but the pinnacle best. Your powers are vast, your allies are few, but you don't care, do you? If they fall before you, they were worthless. If you fall to them, so were you. In exchange for effectively zero logistical support, you're privy to some of the deepest, darkest secrets to the universe, and have the potential to be among the strongest to ever curse it.

Neomuni: Survivors and descendants of the Exodus Green, one of many attempted extrasolar colony ships that got caught up in the Collapse, your ancestors were marooned on Neptune and forced to make the best of it. By remaining in isolation and hidden from the universe at large, for your people, the rapid and expansive growth of science and technology that defined the Golden Age technically never ended for you, and aside from some minor vex

incursions, it wasn't until the arrival of the Black Fleet and the eventual assault by Emperor Calus that your city was ever under any existential threat. By taking this origin, you have access to technology and information far in excess of even the best of Humanity's golden age, but unless you're a Cloudstrider, you won't be allowed to leave the city without consequence.

Cloudstrider: The Last City has its Guardians, Neomuna has the Cloudstriders - towering super soldiers augmented from a genetic level by extremely painful, invasive, and intense nanite-based surgeries. Your every waking moment will be of a pain and agony few can imagine, and you sacrificed your three century lifespan for a ten year ticking clock, all of which will be spent fighting and defending Neomuna from external threats. Whether or not the cost is worth it will be up to you to decide, but you will receive strength and durability enough to fist fight Cabal with apparent ease, you will be one of the few of Neomuni origin able to leave the City, and you will have access to all of the resources at its disposal. Cloudstriders can take the 'Cloudstrider Mentor' or 'Cloudstrider Apprentice' companions for free, and as a bonus, your augmented body can be kept as an alt-form following this jump, with the pain and lifespans fixed for you.

Pirate: Maybe you're a Fallen survivor of the Whirlwind, maybe you're a Cabal that forsworn their legions, or maybe you're a Human that just doesn't quite like the idea of living behind walls, and prefer the life of freedom a ship can get you - even at the great danger that comes with it. Whatever the case, you're a pirate - an outlaw seeking survival, fortune, and glory above all else.

Disciple of the Witness: The Disciples of the Witness are those possessed of extreme strength in the Darkness, enough such that even the greatest Gods of the Hive were considered little more than apprentices to monitor and discipline as needed. Perhaps you are Human, perhaps you're Awoken, perhaps you're Lubraean, a member of Nezerac's race, or something entirely unique, you have forsaken everything you knew for the unbridled power of the Darkness, and are immediately in the upper echelon of strength, second only to the true gods of the setting, and the absolute pinnacle best of Sol, but be warned: The Light will be your enemy, and the Traveler itself has visited terrible fates upon those Disciples that have tried to steal its power.

Race

Human: The original denizens of the Sol System, evolved over billions of years. Before all else, Sol was yours, Human - your ancestors conquered the Earth, walked on the moon, and flung yourselves at Mars even before the true beginning of your Golden age. *After* the Golden Age, your ancestors expanded to the entire Solar System, rapidly taming and settling it under the Light of the Traveler. Evolution has carved you into insatiable explorers, able to adapt to many environments and many situations, with an insatiable curiosity and desire to see and understand the unknown, while the Dark and City Ages have honed you into hearty survivors and cunning warriors. You may not be as strong as an Exo, or as mystical as an Awoken, but without you, their races would never have existed. There is a reason that your species was chosen by the Travelers above all others, why it never abandoned you during the Collapse as it had previous races, and furthermore, only you and your evolutionary offshoots are capable of wielding the Light *and* the Dark simultaneously.

Exo: Androids invented during the Golden Age by the Clovis Bray corporation, Exos are mechanical bodies that had Human minds uploaded to them. Exos are still capable of many things that may seem oxymoronic to machines, like eating and breathing - this is due to artifacts of Human evolution making it borderline impossible for Human minds to adapt to a mechanical existence without certain habitual sensations. It was discovered that adding these human-like drives, as well as 'wiping' the Exo of memories, are key and essential tools to stave off the madness that otherwise plagued the early test subjects. As an Exo, even without the Light, you are effectively immortal - ageless and unable to die until killed. You have superior strength and durability to that of Humans, but it is not impossible to be 'wiped' without consent, and your internal architecture - from the mechanical hardware that makes up your body to the programming software that makes up your mind - is so arcane to the people of the Last City that aside from routine maintenance and light repairs, any major injuries or general exposure could be permanent. Even the Ghosts of Light-bearing Exo find it easier to just resurrect their Guardians, than heal them.

Awoken: The Awoken were the result of the Exodus Green meeting the Darkness at the onset of the Collapse, right at the border of the Light of the Traveler and the Dark of the fleet. In a gamble for protection, a self-appointed representative demanded the colonists aboard the ship be treated as a separate species and, thus, with neutrality as concerned the conflict beginning in the Sol System, on the grounds that, by leaving Sol, they were no longer associated with Earth or the Traveler. The Darkness obliged them, and the Green, plus all aboard, were stolen away by a singularity, and reborn as Awoken in the Distributary, a world unto itself inside the black hole, in which time passes by significantly faster than in the universe beyond. After eons of history unto themselves inside the Distributary, as well as machiavellian plots, wars, and schemes, a faction of Awoken led by their appointed Queen, Mara Sov, left the distributary, sacrificing their immortality to return to their ancestral home and their Human cousins. Be you Reefborn or Earthborn, the Awoken is a race of both Light and Dark, possessed of intrinsic

paracausal magic and advanced technology, as well as one of the Last City's first and closest allies against the alien threat.

Eliksni: Also known as 'The Fallen', the Eliksni were the last race to be chosen and visited by the Traveler before Humanity. By all accounts, the Traveler loved the Eliksni, and spent more time with their people than any others before or since - with their culture spreading far beyond their star system during their equivalent to Earth's Golden Age. However, while it is not known what for certain, they were missing *something* the Traveler needed in its war against the Darkness, and when the forces of the Darkness arrived, their Whirlwind was in almost every way *worse* than their Collapse. They lost all of their planets, all of their colonies, and even their beautiful homeworld, and they themselves were abandoned by the Traveler. Survivors of the Whirlwind felt as though they had lost everything, and came to know themselves as Fallen, endlessly roaming the stars as they searched for the Traveler in the hopes of regaining its favor and their greatness. It is by and large because of them that the surviving Humans tossed across the Solar System shrank to the comparatively tiny population huddled behind the walls of the Last City. Divided between many houses, the Eliksni prey upon the Solar System as pirates, rob it as criminal kingpins, or, for those rare few that seek change, instead join House Light and ally themselves with Humanity and the Traveler. Be you a lowly dreg or a mighty Kell, yours is a species of ancient and beautiful, but lost culture, and are capable of equally violent warfare, with a fleet large enough to ravage a solar system for centuries and still have seemingly endless reserves. The Humans may fashion themselves survivors, but it was your species that roamed the stars for uncounted centuries, fending off the dark forces of the universe and even each other, and be it for yourselves, the Darkness, or for the Light, yours will survive still.

Cabal: Nine foot tall mountains of meat, muscle, and martial skill, yours is the second largest and second strongest empire in the known universe. Under your own strength and skill, you've conquered countless solar systems, subjugated endless races, and destroyed foes even the Humans can scarcely imagine. You are technologically advanced enough to create Light Suppression technology of such a scale that even the Traveler can be caged, super weapons that can destroy stars, and ships enormous enough to literally consume planets. Though this opinion was infamously not shared by your former leader, Dominus Ghaul, yours is a race that doesn't need the Traveler's Light - it's made do perfectly fine without it. Your skill and strength alone is enough to defeat foes and factions that Humans absolutely require Paracausal influence to stand against. Though your race was dealt a brutal blow by the Hive conquering your capital, you live on, either as independent warriors, Emperor Calus' endlessly cloned Shadow Legion, or having rallied under the flag of Empress Caiatl, taking center stage as the strongest allies of Humanity.

Hive: Yours is one of the oldest races in the known universe. Once the extremely short-lived but earnest Krill, your race was transformed into the monstrous Hive, bane of the universe, when the three Krill who would become the Hive's Gods made a pact with the Worm Gods of the Deep: In exchange for longer lives, you must provide a blood tithe, and serve the Sword Logic - a twisted philosophy that states as an axiom that truth is found in challenge and bloodshed, only made worse when paracausal influence is added. Be you a lowly Thrall or a God unto yourself, you are possessed of a Worm, and the Worm must feed - you must kill to

survive, and the longer you survive, the more hungry your worm becomes, and the more you must kill, or others must kill in your name. While it was initially believed this was the one and only way for the Hive to survive, Savathun sought and discovered an alternative, when her brother, Oryx, the Taken King, was challenged in the Sword Logic and found wanting by the Light of the Guardians, and died. If you so choose, you can instead be of the Lucent Brood, who live sustained by the Light, and if you chose the Risen origin, you can find yourself a Lucent Hive - a Hive not only sustained by the Light, but reborn in it, with all the paracausal strength and power that was once unique to Humanity - but be warned, no matter your origin as Hive, you will find yourself short on allies and in excess of enemies, but also capable of becoming one of the strongest entities in the universe, short of only the Disciples of the Witness themselves.

Vex: Though your origins are shrouded in mystery, it is theorized by those of the City that yours is a race that predates the universe itself, having survived its beginning and with the goal of surviving past its end. Though commonly believed to be a mechanical race similar to the Exo Humans, the Vex are actually the many millions of glowing white Radiolaran cells, around which their mechanical bodies were built to move and interact with the rest of the universe. Yours is a race of extremely advanced technology, capable of simulating countless universes in tandem to predict every possible permutation of every possible battle against every possible foe - such that there is only one inevitability: Vex. The only exceptions to this are those possessed of hyper intelligence, such as the Wurm of Mars, or Paracausal beings such as the Guardians, whose power to make their own fate makes them impossible to predict, though it is worth noting that even though the forces of Sol have countered the Vex at nearly every turn, little true effort on your part has been put into taking it. Were your race to dedicate your equivalent to a military to the job, even the great Warlock sage Osiris fears the outcome. For your purposes in this Jump, though you will be linked to the Vex collective, you will retain your independence within, but be warned, if you're discovered, you could make an enemy of what could very well be the strongest race in the universe.

Wurm: Are you a prototype of Rasputin, a submind of his, or perhaps a second one built in secret and never revealed to the public? Whatever your origins, you are an artificial superintelligence of little to no peer, so advanced and so complex that even the Vex are incapable of accurately simulating you. You are the culmination of all the dreams of Humanity, all of our computational and artificial intelligence advances - the Humans of the Golden Age left *all* of their defenses to *you*. The ships, machines, resources, and defenses of an entire solar system are yours to command with ease as you use them to craft and execute endless battle strategies. Your power and intelligence is so vast that the legendary Hunter, Ana Bray, theorized that you were capable of fighting the Hive God of War on equal footing. You are capable of putting Vex to sleep with 'Music', and have even shown a heretofore unreplicated capacity to conventionally hack *Ghosts*. You are such a threat that when the Pyramid Fleet returned to the Solar System, Rasputin was the one and only enemy they specifically sought out to destroy, and that was when he had a scant few years to prepare and mobilize his defenses. You could be, and do, so much more. The entire balance of the Solar System, the fate of the entire Human race, it all hinges upon you, and can be changed at your whim. Will you stand and fight, as only you can? Or will you seek your own survival, even at the cost of your creators?

Ghost: You are the last gift to Humanity by the Traveler, you are the link between your Risen and the Traveler's Light. You are a magic, flying, artificially intelligent supercomputer that can bring people back from the dead. Instead of choosing to be any of the above origins and race, you choose to be a Ghost. As a Ghost, you are a supremely unique lifeform and unique resource - there are a limited number of you in the universe, and to date, that number has only ever gone down. You are almost indestructible, and tiny - incredibly difficult to hit except by the pinnacle best marksmen the solar system has ever seen, but it is possible to destroy you, be it by paracausal means, or through extreme firepower. You are your Guardian's best friend and closest companion, but they are just as you - a person unto themselves, and it is not unheard of for Risen and their Ghosts to all but despise each other. Depending on whether or not they've found their Guardian, Ghosts are either their Guardian's link to the City, the Vanguard, and the Traveler, or can instead be serving the city as scouts while they seek out their Guardian. While it is not known for certain, there are conflicting reports as to whether or not each Ghost has one chosen person to be their Guardian, or if they themselves can choose who to resurrect, but whatever the case, by taking the Ghost race, you can import a Companion for free to act as your Guardian, strike out into the wilds of the Solar System on your own to find someone new, or go it yourself.

Location

(Roll for a planet, then if necessary, roll for a location.)

Earth: The Cradle of Humanity, this little blue world housed the Human race from its infancy, and now finds itself infested with Hive, under assault by the Fallen, and occupied sparsely by the Cabal, all the while its children, Humanity, hide under the shelter of the Traveler in the Last Safe City. It was the cultural and political center of the Golden Age, and even many centuries after the Collapse, its ruins are still filled with valuable Golden Age relics and technology. Be warned, that the Last City is known in full as the last *safe* city for a reason - be it Earth's own native wildlife, or alien marauders, the wilds outside of the City are as unsafe as they come, and the Vanguard forbid all but their Guardians and auxiliary forces to venture past the City's walls, but if you're brave, skilled, and lucky, there is treasure and history beyond your wildest dreams just *waiting* to be taken.

- EDZ
 - One of many "Dead Zones", areas of Earth confirmed or believed to have zero remaining human inhabitants, the European Dead Zone refers specifically to the area surrounding the great shard of the traveler, one of many pieces of the great sphere that broke off during the Collapse, and a source of power so great that it was able to reignite the Light in Guardians that had lost it during the Red War, and free a taken Ahamkara from the depths of the Dreaming City.
- Cosmodrome
 - The Baikonur Cosmodrome, one of the oldest and largest space launch facilities on Earth, home to several abandoned Exodus ships filled to the brim with Humans sleeping in stasis, as well as a Warmind bunker and a SIVA replication facility, the Cosmodrome has been noted by the Vanguard to be an area of special interest due to the abnormally large number of Guardian resurrections that have occurred there throughout the course of history.
- Manhattan Nuclear Zone
 - The remains of one of Earth's largest cities and believed by many to be the economic heart of the entire star system, Manhattan now is a concrete jungle of nuclear radiation and wandering alien looters seeking to find their fortune in the largely untapped ruins of the Golden Age.
- Old Chicago
 - Abandoned for centuries and largely returned to nature, the endless bogs and swamps of Old Chicago are rumored to be populated by particularly powerful and dangerous aliens, monsters, and creatures of Darkness.
- Felwinter Peak
 - The headquarters of the Iron Lords and the control center from which they coordinated their global crusade to bring an age to the Dark Age, turn the Warlords to Guardians, and bring Humanity into the early City Age, the snow-capped, wolf-covered mountain of Felwinter Peak remains an area of vital tactical importance, and was until only recently under the direct control and purview of Lord Saladin, one of the last remaining Iron Lords.

- The Last City
 - The Last Safe City in all of Sol, the only place where Humans can live in any modicum of safety, the final memory of Humanity's heights, the home of the Light-bearing Guardians and the resting place of the Traveler for more than a thousand years, the Last City is the focal point of the entire Sol System. Several wars over several centuries were waged by all of Mankind's enemies to take the City and take control of the Traveler, and all of them were thwarted by the Guardians. Populated by hundreds of millions of Humans, Awoken, and Exo, and a growing population of their alien allies, if there is one place in all of Sol that must be defended - or taken - and one place in all of Sol where a Human can rest, it is here, in the shadow of the Traveler.

Luna: Earth's moon, and the largest natural satellite in the Solar System, Luna was the first alien body ever touched by Humans, and the first place colonized following Humanity's explosive growth during the Golden Age. Now scoured of Human life, the Moon is home only to Fallen pirates, looting its surface, Hive forces seeking to turn it into a War Moon, and the Vex of the Sol Divisive, protecting one of the few known entrances to the Black Garden. Covered in the ruins of the Golden Age and the corpses of Guardians lost during the Great Disaster, the Moon was, only until recently, completely quarantined and considered off-limits by the Vanguard, and any who traveled there were warned they would receive no support when they came to trouble.

- The Scarlet Keep
 - Built in the aftermath of the death of the Taken King by his daughters, the Scarlet Keep is the central cathedral for all Hive activity on the Moon and a nexus of their profane magics, under constant assault by forces of the City to ensure the local Hive are unable to rally and coordinate as they had nearly done once before.
- The Hellmouth
 - A gaping maw into the innermost depths of the moon, the Hellmouth is one of the most dangerous areas in all of Sol, a place where even the Light of the Traveler finds difficult to illuminate. Populated solely by the Hive and their dark, profane magics, the Hellmouth was the place of final death for a great many Guardians during the Great Disaster, and was the home of Crota, son of the Taken King, prior to his final, lasting death.
- Sanctuary
 - The one and only place on Luna that could be called 'safe,' Sanctuary is the home of Eris Morn and the beachhead of the Guardians of the City as they launch campaigns against enemy forces surrounding the Scarlet Keep.
- Nezarec's Pyramid
 - Former resting place of the Final God of Pain, Nezarec's Pyramid slumbered deep within the moon after he was betrayed and killed by the Witch Queen Savathun during the Collapse. It became legendary for being the first place the Guardians of the City came face to face with their oldest and most arcane of enemies.

Mars: The center for technological innovation during the Golden Age, and home to the headquarters of the Clovis Bray corporation, as well as the location of the primary server for the Warmind, Rasputin, Mars is the fourth planet from the sun and was the object of dreams of entire generations of Humans. It was where Humanity made true, first contact with the Traveler, as it brought rain to the dry, rusty red planet for the first time in millions of years. Its threats are Hive, Cabal, and Vex forces. Mars was lost to Humanity for the time immediately after the return

of the Darkness, but was released through means unknown when Savathun and the Lucent Brood made their debut. During the Golden Age, its surface was green and filled with life, but it returned to its rust red, nearly lifeless state hence, and is now covered in scars of shifting time as a result of its time spent under the direct attention of the Witness.

- The Enclave
 - Located within eyesight of the Lure, Savathun's ship and only known access point to her throneworld, the Enclave was the center for the City's investigation into the emergence of the Lucent Brood and is home to 'The Relic', an artifact of Darkness capable of forging weapons from nothing but memory.
- Freehold
 - Known as Humanity's most impressive city during the Golden Age, Freehold after the Collapse was buried by the red sands of Mars, and is now swarming with Cabal and Vex forces.
- Braytech Futurescape
 - Located in the Hellas Basin, Braytech Futurescape was the former headquarters of Clovis Bray, until the arrival of the Black Fleet, Humanity's most important foothold on Mars due to it housing the central server for the Warmind Rasputin. Now, since his death by the Fleet, it too has been reclaimed by Mars and is being buried by its relentless red sands.
- The Lure
 - Savathun's Flagship, the Lure is the primary object of obsession on Mars due to it being the only known means of entry to the Witch Queen's throneworld. Formerly under the control of the Lucent Brood, the ship itself is now patrolled by Guardians and Cabal alike, as they guard the portal to the throneworld and allow for Guardian strikes and patrols inside of it.

Mercury: Once a verdant paradise during the Golden Age, Mercury was taken by the Vex and completely mechanofomed into a gigantic, planet-sized computer housing the Infinite Forest. Mercury was lost to the City with the return of the Black Fleet.

- The Infinite Forest
 - A central server for the Vex's endless simulations of endless universes, the Infinite Forest was explored thoroughly by the Warlock Osiris, who used it to catalog the many myriad ways history could have changed and the many myriad ways it could yet go. Alongside the Vault of Glass, the Infinite Forest remains one of the most dangerous Vex artifacts in Sol, as - proven first by the Guardians reviving Saint-14 and later by the Red Legion nearly undoing their defeat in the Red War - it is capable of altering time not just within, but without.

Venus: The center for education and research during the Golden Age, the Jungle-swept world was where the Vex were discovered for the first time by the researchers of the Ishtar Collective. Following the Collapse, Venus became home to the Fallen seeking Human relics, and the Vex, protecting the Vault of Glass.

- Ishtar Academy
 - If Mars was the technological hub of the Golden Age, and Earth its socio-political hub, then the Ishtar Academy was the single greatest focal point for scientific advancement

and education. Now a densely overgrown jungle, the Ishtar Academy was frequently raided by Guardians seeking its invaluable knowledge archives.

- Vault of Glass

-Located in the Waking Ruins, the Vault of Glass is the center of Vex activity on Venus, used to test their ability to alter time and space and the wider reaching effects it may have. The gravestone of many a Guardian and the site of many a campaign to change the face of Sol, the Vault of Glass can simultaneously be the greatest possible source of plunder and treasure, and the most lethal place in Sol, as the Vex within can delete even *Guardians* from the very universe.

The Asteroid Belt: A ring of asteroids separating the inner and outer Solar System, the Asteroid Belt is home to the Awoken of the Reef, and was for a time the center of the Spider's criminal empire.

- Tangled Shore

-A center for criminal activity the system over, the Tangled Shore was home to the Scorn Barons, the criminal kingpin Spider, and endlessly warring itinerant aliens. It achieved notoriety for being the center for a lone guardian's revenge-fueled one-man-war after the death of Cayde-6, as well as being one of the first places of large scale coordination and cooperation between the Guardians and the Fallen.

- Dreaming City

-The personal realm of Mara Sov and the most important stronghold of the Awoken people, the Dreaming City was locked in a deadly time loop by the death of the Taken Ahamkara, Riven. To this day, Guardians wage endless campaigns to contain the looping, battling Scorn and Taken forces from spilling out into the rest of the Sol System.

Io: The third largest moon of Jupiter, and partially terraformed by the Traveler before it had to flee to Earth during the Collapse, Io is home to the Vex's Pyramidion, several Cabal bases, and Taken stranded by the death of Oryx. When the Black Fleet returned to the Solar System, it was one of the many locations to vanish to an unknown fate.

- Giant's Scar

-A major Red Legion stronghold, the Giant's Scar is the location of both a gigantic Cabal drill, meant to drill into Io's crust for energy left behind by the Traveler, and one of Rasputin's Warmind vaults.

- The Pyramidion

-Simultaneously a mechano-forming engine and a hyper advanced hard drive, it is theorized that every Vex world has a Pyramidion, and that each one leads to the same, shared space. The Pyramidion in Sol makes the last of the three most significant and dangerous Vex spaces, as it holds the data created by the Vault of Glass and processed by the Infinite Forest.

Europa: While not terraformed by the Traveler, the fourth largest moon of Jupiter was nevertheless colonized by the Clovis Bray corporation under the orders of Clovis Bray himself, in his quest to find the secrets to Human immortality. Every Exo that ever was was born here, in Clovis Bray's Deep Stone Crypt. The moon is now filled with Clovis Bray ruins, looted by the Fallen of House Darkness, and Vex forces brought here by Clovis Bray during the Golden Age.

- Riis-Reborn

-Created by Eramis, Kell of House Darkness, Riis-Reborn was her one great attempt at unifying the Fallen and creating a home for their species after so many ages spent adrift through space.

- Eventide Ruins

-A Company Town for Clovis Bray, Eventide used to house the staff and scientists that worked and researched at the Deep Stone Crypt, but now is an abandoned, frozen husk of technology and data fought over by the enemies of Humanity.

- The Morning Star

-A Space Station in Europa's orbit, Clarity Control was Clovis Bray's fail-safe contingency in the event that he lost control over Clarity, the Darkness artifact that the Deep Stone Crypt had been built around and was responsible for one of the vital processes that created Exo. Housing hundreds of high-yield nuclear warheads, The Morning Star's primary purpose was nothing less than the utter destruction of Europa itself.

- The Glassway

-Having learned the most basic, fundamental nature of the Vex, as well as discovering that exposing Vex Radioloria to Clarity resulted in a 'neutral' solution to which Human minds could be uploaded to create Exos, Clovis Bray abducted and repaired a destroyed Vex from Venus, and coerced it to create a portal deep beneath Eventide, which would lead to the 2082 Volantis star system, Vex technology, and - critically - more Vex for him to take, study, and neutralize. The Glassway is now the source of Vex incursions on the moon.

- Beyond

-Home to the European Pyramid, Beyond is the de-facto home and headquarters for Elsie Bray, as she watches over the Pyramid and assists in teaching Guardians to properly control Stasis, the element of Darkness the Pyramid revealed to the Last City.

Titan: The Largest moon of Saturn, Titan was home to many ocean-based arcologies built during the Golden Age, which were crippled by gravitational waves during the Collapse. While initially intended as the rally point for Guardians during the Red War, it was discovered to be occupied in excess by the Hive and Fallen. Following the Red War, there were unsubstantiated rumors that something *enormous* lurked deep within the methane oceans, briefly lost to the Black Fleet, the moon has returned and was immediately contested between the forces of Xivu Arath, the Hive Goddess of War, and the Guardians of the Last City, where they learned that deep within the methane oceans was a Worm of Fundament.

- New Pacific Arcology

-An arcology, a self-sustaining city, built during the Golden Age, the New Pacific Arcology found itself a seat of many conflicts between local Hive, Fallen, and Guardian Forces during and after the Red War. Briefly used as a fallback point in the case of another loss of the City, the arcology holds within it endless golden age trinkets and treasures for those brave enough to face the Hive.

- The Salvage Rig

-One of many rigs scattered across Titan, the Salvage Rig is notable due to it holding a great deal of valuable Golden Age technology, and being the only known entrance to the Plunge Dive Tank, where Deputy Commander Sloan and the Worm, Ahsa, both reside.

- **The Tomb of Oryx**
 - One of the most deeply classified locations in the Sol System, the Corpse of Oryx, the Taken King, was rediscovered upon the return of Titan from the clutches of the Witness. Home to both the Corpse as well as a full-blown Hive ship that had been piloted directly into and beneath the methane oceans, while the corpse itself was removed, the area remains under intense scrutiny and study of the Last City's Hidden agents.

Nessus: An unstable centaur with an irregular orbit, Nessus was accidentally visited by Humans when the Exodus Black crashed upon it during the Collapse. Now home to Fallen pirates, Cabal forces, and Vex forces actively converting it to a machine world, as well as a rather lonely Golden Age AI, Nessus is a frequent battleground between many forces of Sol, and was nearly consumed by Emperor Calus' flagship, the Leviathan.

Neptune: Colonized by way of a hail-mary from a Clovis Bray AI, Neptune became home to the hidden city of Neomuna and largely escaped notice and harassment during the Dark and City Ages. It was only with the arrival of the Witness that Neomuna was discovered on one of its oceans, hidden beneath the clouds. It is home to Shadow Legion Cabal, Vex, and is a subject of intense interest on all fronts due to an ancient paracausal relic hidden within the hidden city of Neomuna.

- **Neomuna**
 - *The primary city of Neomuna was the result of an Exodus ship crashing on Neptune, and being forced to make the best of things. Once home to an enormous populations of Humans who continued the scientific and technological advancements of the Golden Age, Neomuna now is an empty shell of a city, filled to the brim with technology advanced even in excess of the Golden Age, its many residents hiding away in the Cloud Ark, living their lives while the Guardians and Cloud Striders fight to reclaim the city.*
- **Hall of Heroes**
 - *Located on the outermost edges of Neomuna, the Hall of Heroes is the final resting place of the hidden city's greatest defenders, the Cloud Striders.*
- **The Veil**
 - *Surrounded by ancient complexes and study equipment, this mysterious paracausal artifact is the heart of Neomuna. The Veil is to the Darkness what the Traveler is to the Light. It is critical to the survival of Neomuna as a whole, due to it being the central hub of the Cloud Ark and thus storing the minds of the entire city's population. Noteworthy besides for the 'thinning' effect it has between baseline reality and the layer of reality known as the 'weave', from which the Guardians learned to wield Strand, the Veil is under constant assault from the Shadow Legion Cabal and Vex attempting to use it to finally compute paracausality.*

The Distributary: While its location is known only to the Awoken of the Reef, the Distributary is a micro-singularity that houses a pocket dimension from which the Awoken were born. Time moves significantly faster inside of it than outside, and as such the Awoken experienced eons of history within it before Mara Sov's faction left it to return to Sol. It is entirely unknown what has transpired in the time between Mara Sov's departure and now.

The Black Garden: Located outside of space and time, the Black Garden is believed to be the birthplace of the Vex. It is home to the Black Heart, a relic linked to the Darkness that

was capable of draining the Light from the Traveler, and is tended to by the Darkness-worshipping Vex splinter faction known as the Sol Divisive.

Savathun's Throne World: The Throne World of the Witch Queen, Savathun, this ascendant realm was initially born and made from Darkness, and was the domain of Savathun, her place to rest, recover, and revive herself from death during her tenure as Hive Goddess of Trickery. Following her death and rebirth in the Light, her Throne World was reconstructed in the Light, and is now the home of the Lucent Hive, as well as the Pyramid of Rhulk, the first Disciple of the Witness.

Torobatl: Former capital and center of the Cabal Empire, Torobatl was the stage for Xivu Arath's greatest victory against the Cabal Empire, as she and her brood were both summoned to the world and swept over it like a living tide, killing everyone in their way and rapidly converting it into a gigantic war moon, only narrowly failing to decapitate the empire as a whole due to the escape of Empress Caiatl to the Sol System, and her forging of an alliance with the Last City. Torobatl now is a dead, empty husk, stained by some of the most intense conflict ever seen by the Cabal, and filled to the brim with Xivu Arath's endlessly tithing war brood. But for the enterprising, the brave, or perhaps the foolish, it is too an endlessly rich treasure trove of Cabal secrets, culture, weapons, and technology.

Time

Roll for when you are inserted into the setting.

The Golden Age: This... Will be interesting. You've been dropped into the Golden Age of Humanity, and depending on your origin, location, and race you may either be completely unnoteworthy, or of immediate concern to all the powers that be. Whatever the case, you are going to find yourself in the greatest age Humanity has ever known, one of hope, progress, and exploration. You will see borderline magical technologies created almost on the daily, peace the species has never known, and a universe just now exploding into view. However, behind the curtains there is just as much to fear as to rejoice - stories abound during the City Age of people going into such massive debt that they sold their bodies to Clovis Bray to wipe it away, Clovis Bray themselves committed heinous acts on the daily in search of the very scientific progress the rest of the species naively enjoyed, and depending on your origin, the fact that the Warmind was high-omnipotent could be as much of a curse to you as it was a blessing to Humanity.

The Collapse: The Dark Fleet has come and gone, the great civilization created by Humanity has fallen to pieces, the Traveler has fought and pushed the Darkness away, now hovering sentry over the Earth, and countless millions of Ghosts are spreading through the skies to introduce new, paracausal life to the universe. This is the apocalypse, Guardian, the darkest point in Human history, but also perhaps the most opportune - as all the ruins of the solar system are fresh and virgin, completely untouched by the thousand years of looting and scavenging to come. Will you simply survive, will you be caught up in the endless wars and conflicts to come, or will you plunder this vast treasure chest for its endless secrets?

The Dark Age: Centuries have passed since the Collapse, and while Humanity is still reeling from their fall, the absolute last of the generation that could remember the Golden Age are beginning to pass on to eternity, the Iron Lords have launched their crusade against the Warlords that have fought over the Earth all this time, all the while hungry eyes from outside the solar system are beginning their approach. This is an age of the most intense conflict Humanity has ever seen, and it is only going to grow worse.

The Early City Age: The Iron Lords have succeeded in their crusade, killing or converting every Warlord on Earth and bringing Humanity to safety under the Light of the Traveler, but just as hope began to spark anew and Humanity began to rebuild, the Fallen arrived and began to scour the entire system of life and loot in their mad dash to reclaim their lost glory. Earth and the rest of Sol were wild before, but now they are downright *hostile*, as the proto-City fights for its life and the many surviving villages and hamlets scattered about fight for their very survival. To be born in this time is to be born in fear, as the unknown of the universe has come to your very doorstep, with an endless fleet of ketches and vengeful anger in their many eyes.

The Great Disaster: Having defended their City from endless Fallen assaults, having built an enormous wall to defend themselves from the universe outside, and with more newly

risen Guardians arriving by the day, the Last Safe City feels invincible under the Light of the Traveler and the protection of the Guardians. This confidence will lead to a horrible calamity, as Guardian forces are sent to Luna to reclaim it from the Hive, and the Great Disaster begins.

The City Age: This is the longest era of history post-Collapse. After the Great Disaster, the Vanguard batted down the hatches, learning that though their power is vast, the Guardians are not an army, and they never truly can be. While newly risen Guardians find the city and begin their training in the newly-formed Crucible, the Vanguard has shifted its tactics to surgical strikes against important targets, intending to keep their enemies as off balance and leaderless as they possibly can be, for as long as they can be. Only Guardians are allowed outside of the City, and if it ever was before, Sol is now, truly, no longer Human.

The Red War: After countless centuries of desperately holding the status quo, the first foe to truly take the Last City from Humanity has arrived. Dominus Ghaul, seeking the Traveler and its Light, has launched an invasion of the City with his Red Legion, using his advanced Cabal technology to cage the Traveler and steal the Light away from the Guardians. While this war would eventually be won, it would only signal the beginning of an age of great change, as the Warmind Rasputin awoke from his ancient slumber and allied with Humanity, the sage Osiris returned from his crusade against the Vex, the Vanguard was rocked by the death of Cayde-6, the Awoken's Dreaming City was cursed into an endless time loop, and the dreaded Darkness is discovered to have been right on our doorstep this entire time.

The Return of the Darkness: Our age now. Having survived the Red War and managed to slowly build up an alliance of many alien and human forces, the Pyramid Fleet has returned, stealing away many planets from our solar system, and causing the Traveler to reawaken, and shift into orbit, readying for the fight to come. Guardians began wielding Darkness powers, their enemies began wielding the Light, the enigmatic Witness and his many Disciples began openly moving against the Traveler, and a new, hidden bastion of Humanity has been discovered. This is the twilight just before the darkest hour, and the Traveler only knows what is to follow.

Origin Perks

Jumpers purchasing perks from their chosen origin can select one free and one discounted perk, not including Capstone perks.

Drop-In

Survival Techniques (Free for Drop-In, 100 for other origins): The chances are low that you'll ever be in a 'tame' or 'civilized' area during your stay here, and all other areas range from 'wild' to 'unforgiving' to downright *hostile*—such that even the Guardians of the City would hesitate to venture there. With this perk, while you certainly won't be surviving in the Hellmouth or the middle of Fallen territory, at the very least you'll be adept enough to survive on your own in the wild. Basic tracking of prey, rudimentary first aid, identifying edible versus inedible plants, starting fires, basic shelter construction—those precious skills to assist you in surviving outside of civilization are all within the realm of possibility for you now, but just because you have the skills doesn't necessarily mean you have the resources.

Hooked on a Feeling (100): The worlds of Sol and the known few beyond are almost uniformly wild, untamed hellscapes filled with the ruins of their old societies. This lends itself well to the enterprising, the adventurous, or just the plain-ol' curious, but the question remains: *Where should you go?* As a drop-in, all you have to go on, information-wise, is what you've brought with you, and that may not help everywhere. With this perk, regardless of where you are—be it in the deepest swamps of Old Chicago, the unforgiving depths of the Hellmouth, or the most advanced vaults of Neomuna—you've at least got a bit to go on. You're not quite sure why, but you seem to just *know* where the local points of interest are—like a mental compass pointing you towards interest and intrigue. What exactly this entails is anyone's guess, and by no means are you guaranteed safety, but by following this feeling, you're guaranteed to run into *something* worth your time. It could be a cache of useful weapons, a source of ancient lore, parts for a ship, or maybe just an ongoing battle for you to intervene in, wait to finish, or avoid like the plague.

Navigator (100): Gone are the days of perfectly maintained cityscapes with easily identifiable landmarks and roads that can be followed to their end. Nature has reclaimed almost everything—rendering a street you may once have known like the back of your hand into an impassable maze. It's easy to get lost here, but not for you. You always seem to know how to get somewhere, never lose your way, and always know where you are—almost as though you had some kind of internalized GPS. With proper scouting, this sense for directions could be invaluable for intrepid survivors attempting to avoid areas of conflict or enemy camps.

Out here in the wild, this is how we talk. (200): During the Dark Age, the vast majority of Earth and the Sol System beyond wouldn't have looked out of place in the apocalypse media from ages before. The law of the wild was the only law which people obeyed when they weren't under the direct thumb of a Warlord, with wandering survivors killed on sight for no other reason than the chance that that person could be a threat and roaming bands of raiders pillaging what little some groups could scavenge. With this perk, if you get the jump on someone but seek to communicate with them, they'll be guaranteed to at least hear you out. However, note that this is only the chance to *try* to talk to them. This doesn't guarantee success, and since this is a world in which you're just as likely to run into an alien raider or a paracausal god as you are a random civilian trying to survive, there's always the chance that that unless your advantage is distinct, the person you're trying to interact with may not care to negotiate with you. In essence, this perk scales to the level of force you have on hand. Just putting a gun to the back of someone's head wouldn't give them as much pause as having them dead to rights by a sniper—to say nothing of what you could get away with using a threat of saturation bombing from orbit.

We Make Do (200): As a drop-in, you have zero logistical support from any of the factions that could offer it to you. Depending on your origin, you may not even have a Ghost to help carry some of the burden, so how do you expect to hack it in the wild? Well, you'll make do. With this perk, you find yourself a pretty good improviser when it comes to supplies, repairs, maintenance, and weaponry. If something breaks, you can reliably fix it—at least to the point where it functions. Granted, the result won't be pretty, as the beauty of the Golden Age designs are well and truly outside your ability to jury-rig with duct tape and cables. Similarly, you may not always have on hand the supplies necessary to survive or the tools needed to defend yourself, but this perk will help there too. Perhaps you'll find a source of water and a couple scraps of food, or maybe you know how to make a sieve to filter it yourself. In either case, you're pretty good at making your supplies last *just* a bit longer. For weaponry, you can't always rely on finding ammunition perfectly suited to the weapons you already possess, but with this perk you are adept at improvising weaponry yourself—be it the tried and tested 'stick with a pointy end' or by finding some cables and branches to improvise a bow. Your solutions may not be particularly elegant, but they don't need to be to get the job done.

The Stranger (400): What is it about you? Like a certain Exo, you have effectively zero connections to this world, which you're able to leverage into an air of palpable mystery and intrigue. People, when they see you, tend to assume you know more than you're letting on, and even if they don't like it, they will let you get away with a bit more than others would. Cut off a conversation, be cagey with information, or just straight up coerce people into trusting you because they think you have the secrets to the universe. With this perk, you can turn your alien nature to your advantage.

A Man of Many Names (400): Names are like clothes to you; put one on as fits the situation. Like a certain drifter, you find yourself excelling at changing your name, identity, and even your very mannerisms—all at the drop of a hat. With this perk, you can be a barkeep in one town and a hunter in another, or a sage to some and a criminal to others. Regardless of what roles you play, you have the skill necessary to deceive others and obscure details about

yourself. You'll never get one version of yourself mixed up with another, and just like sliding into an old outfit, you'll instantly be able to assume an old role even if it's been a lifetime since you took it last. Furthermore, this perk will guarantee that, even if you've interacted with a person or group before, as long as you put some effort into obfuscating your identity, they may overlook a detail here and there to help facilitate your disguise. Of course you're not the same person—you act completely different, and you wear glasses! Finally, this perk gives you great skill in going to ground by hiding in plain sight, integrating into local communities, and becoming a vital part of them over time. With that being said, if you just blatantly wander about—same face, same clothes—then the chances are high that people you knew once will recognize you again if they see you.

Guardian

Ghost of the Traveler (Free, Exclusive and Mandatory for Guardians, Risen): At the end of the Collapse, the Traveler created the Ghosts—mysterious drone-like entities meant to seek out those worthy of wielding the Light from amongst the ancient dead. Taking the form of a floating, paracausal supercomputer, the Ghost is the first thing every newly risen Lightbearer sees in this world, and this Ghost is yours. Serving as your link to the Traveler, this Ghost acts as the conduit through which you may draw upon the Light to fuel your abilities as a Lightbearer. While you can still wield the Light without your Ghost, you will have no way to replenish your Light without it—making it a dangerous vulnerability for enemies to exploit. Fortunately, in most scenarios your Ghost won't actually need as much protection as its small frame would imply given that it is difficult to hit by anyone but an exceptional marksman and virtually indestructible through conventional means—requiring either paracausal weapons or overwhelming firepower to destroy. Besides sustained artillery strikes and those lucky enough to possess devourer bullets, other Risen can break Ghosts with their own strength, and Hive magic has been known to drain the Light from Ghosts entirely—leaving them dead and their Guardian defenseless.

Beyond acting as a source of paracausal Light, your Ghost provides you with a highly potent—albeit situational—form of immortality. As long as your Ghost remains functional, it will be capable of resurrecting you to full health upon death, heal you from injury, and allow you to retain a youthful physique while appearing at whatever age you feel best reflects your identity. If you so choose, even basic necessities like food and water can be taken care of for you. Outside of combat, Ghosts can function in a wide range of scouting and support roles. Besides being able to fly, they are capable of vanishing from sight and can transmat short distances to get around. With their built-in communications systems, they can keep in touch with others across long distances and are excellent at cyber warfare to boot—hacking into almost anything with relative ease. Faced with mechanical issues, Ghosts are capable of breaking down solid matter into Glimmer and programming it on the fly—producing ammunition, repairing vehicles, and even constructing armor out in the field. With modification, some Ghosts are even able to rudimentarily use and shape their own Light, or even assist their Risen in doing so.

Now, though this Ghost is your partner, it is by no means your slave, and in many ways it is not even beholden to you—with Ghosts and Guardians occasionally coming into conflict with each other—sometimes even to the point of a Ghost outright abandoning their Risen by neglecting to take care of their physical needs or even refusing to revive them. This is in part due to the fact that each Ghost has its own, unique personality—just as wild and independent and varied as the many people it comes across. Thus, while it is up to you and your Ghost to decide your individual dynamic, know now that it will be able to make its own decisions once its personality is chosen.

Furthermore, each Ghost comes with its own shell which is believed to be shaped in accordance with the Ghost's own personality as well as what they believe their Risen will be comfortable with. The Ghosts of the Last City, for example, take the appearance of mechanical drones owing to Humanity's comfort with and reliance upon technology. By contrast, Lucent Hive Ghosts have taken on a more skeletal, ghoulish appearance, in accordance with the Hive's almost universal reliance upon Hive Magic. This is not a hard and fast rule, as some Ghosts

have been known to lose their shells, while others have taken shells given to them by others, with some even weaponizing their shells to directly assist their Risen in combat.

Surviving this Jump with your Ghost alive and intact will result in two major changes to the dynamic between the two of you. Firstly, from then on, should your Ghost be destroyed, its death will not be permanent, and it will instead be repaired, waiting for you on your next Jump. Secondly, because your Ghost is as much a part of you as it is an independent entity, it will—for the purposes of future Jumps—be considered an extension of yourself: Automatically imported without taking up a companion slot. It is possible to modify or upgrade your Ghost, but the knowledge and technology necessary to do so is beyond all but a select few in this universe. As far as the rules of your Jumpchain are concerned, as long as your Ghost exists, you are not considered ‘dead,’ and only the destruction of your Ghost and your final death (not counting other 1-Ups) are considered chain-failures.

Finally, any time you spend dead is not counted towards the time limit on your Jump. Waking up, immediately getting shot, and then letting your Ghost get captured for a decade before it escapes and revives you would still mean that you have ten years to go in your Jump—not ten minutes. If your Ghost is permanently separated from your corpse, this is not a chain failure, as Ghosts are fully capable of resurrecting their Risen even if their body has been disintegrated. The cost of such a death, however, is having to wait for the entire duration it takes for your body to either rot away or be deliberately destroyed. Additionally, in extremely dangerous situations, it may become impossible for your Ghost to revive you without help. While the exact reason for this is a matter of debate, it is speculated by some that Ghosts require access to neighboring timelines in which their Risen survives in order to revive them. Thus, sufficiently inescapable deaths may leave you unable to revive via your Ghost—to say nothing of the possibility of suffering an otherwise non-fatal fate worse than death.

The Light of Creation (Free, Exclusive and Mandatory for Guardians, Risen): The Light is a paracausal force whose laws are superordinate to material physics. Whereas normal fire requires heat, fuel, and oxygen to burn, paracausal fire can simply be willed into existence. Purchasing this perk grants you access to the Light along with a basic understanding of how to shape and use it at a beginner’s level. The Light, effectively magic, was the first force encountered by Humanity that demonstrated that the universe was governed by forces much more diverse than they ever could have imagined. While the Light exists in all things, its greatest source is the Traveler: a cosmic entity associated with creation, cooperation, and altruism. As a Lightbearer, you are able to draw on the Light of the Traveler through your Ghost.

The Light is an extremely versatile tool. With it, Guardians are able to exceed the greatest feats of human achievement, with examples including holding a building on their shoulders, winning fist fights with dragons, and wearing street clothes in lieu of armor plate. Merely having access to the Light grants you vastly increased strength and agility. By channeling your Light through weapons and armor, you can bolster their effectiveness with your own strength—allowing otherwise ordinary firearms to kill gods. Beyond this, the Light can be shaped into any physical object its wielder can imagine to form weapons such as swords or spears—with some even being able to create simple machines, like handguns.

The Risen typically wield their Light in the form of three elemental manifestations based off of fundamental forces—those being Solar, Arc, and Void Light, which are explained in more detail in the Paracausal Perk tree.

Beyond its active uses, the Light provides a wide range of innate defenses to its wielders. As a paracausal force, it is impossible for even the Vex to accurately simulate a Guardian's actions—leading to the oft-repeated aphorism that Guardians make their own fate. As such, *anything* is possible for a sufficiently skilled, and powerful wielder of the Light. What many—even many Guardians—do not know is that there is more to the Light than *just* the three major spectrums. While all Guardians tend to favor certain specializations, schools of thought, and classes of abilities, the Light is, in many ways, limitless. The Traveler used it to terraform worlds, the Ghosts use it to heal and resurrect, the Warlock sage Osiris used it to clone himself and explore the infinite Forest, Ikora Rey could fly, and all Guardians become somewhat adept at using it to emote. The sky isn't the limit here, but rather the lowest point at which one can exist. Given time, study, and experience, your mastery of the Light could transcend anything the Last City could ever dream of.

Dark Purpose (200 for non-Hive Lightbearers and Risen, 400 for non-paracausal Origins): The Darkness was initially believed to be an inherently evil, innately corruptive force that should have been rejected and fought at all costs. When Guardians began to wield and study it, however, it was soon discovered that—much like the Light—the Darkness was just another force of nature. Whereas the Light centers on the universe—on creation and potential—the Darkness is a force shaped by consciousness and memory. Much like the Light, the Darkness is paracausal in nature—though it is unknown to the scholars of the Last City if it offers the same kind of protections the Light does. On the other hand, the Darkness does not need an external component to access or control—it exists within all living creatures, and even those who lack a Ghost can potentially learn to wield the Darkness, granting tremendous power to those who would otherwise lack it.

By purchasing this perk, you not only gain instant access to and basic understanding of a Darkness element of your choosing but you will—through Jumper fiat—be afforded the same paracausal protections as the Light. Specifically, you will be capable of making your own fate and channeling your power through your weapons and armor. While the Darkness can be learned on its own without purchasing this perk, doing so will make the process quite a bit easier for you—helping you to grasp some of the esoteric concepts that govern its elements. This won't be enough to make you a savant by itself, but with time and effort, you could learn to hold your own against others making use of similar powers.

By purchasing both the Darkness *and* the Light, you will find your paracausal strength increasing far faster than either would on its own. Be warned, however, that the Darkness is wildly different from the Light and can be quite unforgiving. On multiple occasions, Stasis has completely frozen those who failed to control it and even corrupted them mentally, while Strand can kill, wound, and exhaust those who attempt to force it to heel.

Guardian Classes (Free for the first purchase, 200 to buy a second class, 400 for all three): While you do not have to purchase another class in order to learn their techniques, doing so will allow you to skip the training process and gain immediate access to them instead. While sometimes treated by the Tower Vanguard as an innate property of each individual Risen, the three classes of Guardians are more akin to philosophical inclinations than strict classifications. While most Lightbearers fall into one of three classes based on what comes

easiest to them, it is not unheard of for Guardians to learn tricks, skills, and techniques from other classes. Doing so, however, is difficult and, in the modern era of standardized training, is generally only seen practiced by the oldest and most skilled Lightbearers.

-Hunter: Known for their proficiency in survival, trickery, and mobility, Hunters are the wild children of the Guardians. Fiercely independent and at home more in the wild than on the City's walls or in its libraries, Hunters are the only Guardians known to create simple machines with the Light. Often specializing as scouts, Hunters are known to wield light-weight weaponry—such as hand cannons and pistols—with unmatched skill and are often called upon to infiltrate deep into enemy territory and assassinate important targets. In the City, Hunters are best known for their often elaborate cloaks which serve both as camouflage in the wild and as a source of identity for the Hunter themselves. When wielding the Light, the Hunters generally prefer precision over power—being more adept at taking down individual targets than massed enemies, and preferring mobility over defense to evade attacks. Many of the greatest gunslingers in the history of Sol were Hunters, with legendary figures such as Shin Malphur and Eris Morn being renowned for their skill in battle—the former being the first to wield the Golden Gun and the latter having survived decades in the Hellmouth without her Light. Though sometimes regarded as flighty or irresponsible, Hunters are far from unwise, and many know more about the secrets of Sol than even the Warlocks. For all that they are occasionally dismissed as scoundrels, Hunters are perfectly at home in the world after the Collapse and would just as quickly smile and laugh as they would put everyone in the room on the ground.

-Titan: Known for their unparalleled martial efficiency, the Titans are first and foremost protectors. Before the Last City had built a wall of stone and metal to protect it, the Titans *were* that wall. Titans are the most martialled and disciplined of the Guardian classes—adhering to a strict hierarchy and possessed of equally strict training. Whereas Warlocks form groups based around philosophical positions and intellectual pursuits, and Hunters are only just organized enough to have a single appointed leader, Titans are known to assemble themselves into military Orders led by a Commander. Titans are generally the strongest physically out of all Guardians and prefer to deal with their problems in the most direct manner possible. Where a Hunter might seek a back entrance and a Warlock might try to hack open a door, a Titan would simply kick in the front entrance and face the threat head on. Equipped with Light-fuelled power armor known as Fieldplate, Titans wear ornamental cloth marks around their waists which call back to historical events and great heroes. Whether they are wielding the Light or the Darkness, Titans channel their powers with devastating simplicity: wreathing their fists or even their entire bodies in paracausal energy as they obliterate everything that stands against them. While they may lack the style of Hunters and the skill of Warlocks, they are unmatched in terms of raw strength and durability. With that being said, Titans should not be mistaken for dumb brutes by their enemies, as they are often highly skilled tacticians—combining a keen eye for planning with a deft hand for improvisation. Beloved by the people for their strength and nobility, Titans are the knights of a modern age—heroes who dedicate themselves to the defense of their people.

-Warlock: Whereas Hunters are at home swashbuckling through the ruins of the old world and Titans stand firm upon their walls and hone themselves into exceptional soldiers, Warlocks have their libraries containing the secrets of the universe from which they may draw power. Deepest in their devotion to raw mastery of the Light, Warlocks are *the* authority in

paracausal matters and value intelligence and wisdom over all else: often taking the role of sage and advisor when not researching their latest topic of interest or scouring the old world for secrets scientific and magical. Warlocks are easily identified by their long, flowing robes, and their peerless intellects. Balanced on the knife edge of genius and madness, the mind of a Warlock holds secrets that most Hunters couldn't believe and most Titans couldn't imagine. When wielding the Light, the Warlock arsenal is the most varied of the three classes owing to their extensive knowledge of the practical uses of paracausal power as well as its deeper fundamental truths. While they may not place as much emphasis on specialist equipment such as knives or grenades compared to their Hunter and Titan counterparts, Warlocks more than make up for this with an array of offensive and defensive paracausal abilities. Though they are often quite effective in support roles—being perfectly willing to let Titans do the heavy lifting and for Hunters to make fools of themselves—it would be a grave error to mistake the circumspection of Warlocks for weakness. In the heat of battle, the mind of a Warlock can be counted on to coordinate their fireteam while simultaneously calling upon reality-bending powers to unmake their foes. Inquisitive and analytical, the Warlocks are the preeminent warrior-scholars of the modern era—ever seeking the answers to questions that few can even fathom.

Death Is A Good Teacher (200): Death is the single greatest barrier to individual progress that can possibly exist. It is a universal truth that all things die—from the lowliest peasant to the mightiest king. For Guardians, this is no exception, and yet neither is it an end. For when a Guardian dies, they can simply get back up—with their death being little more than a memory. With death all but eliminated as an obstacle, the opportunities for learning are limitless. By purchasing this perk, you are now exceptionally good at learning from your own deaths—drawing skills and other important lessons from the experience of dying. Be it something as simple as keeping your head down in a fire fight, as complex as how to fight an opponent that towers over you in strength and stature, or even something as mundane as which wild-grown fruits to avoid; you learn just as much from each death as you do in each life—if not more.

Thanatonautics (400): ...or perhaps you prefer to learn more from death itself? Thanatonautics is the field of study pioneered by Warlocks in which a Guardian dies and resurrects themselves over and over again to get glimpses of what lies beyond the grave. These visions often lead to deep revelations about the nature of reality—including cryptic philosophical insights as well as knowledge of past, present, and future events—but can also come at a cost. Exploring death in such an intimate way often leads to insanity in those who have attempted it, and it is unknown—or perhaps even deliberately kept hidden—if any have ever recovered from such madness. By selecting this perk, you become more in tune with the art of Thanatonautics—requiring fewer deaths to receive usable information and gaining increased resistance to its maddening effects. The information you glean from your forays into death are guaranteed to be of use to you in payment for the portions of your sanity you are risking in acquiring it. This alone, however, will never give you *all* the answers: instead offering you crucial hints and insights that will enable you to piece together the truth yourself.

In addition to your previously mentioned resistance to insanity, you are guaranteed to

eventually recover from whatever madness this art may produce. This is not blanket immunity, however, and looking too far beyond death can still result in a mental fracture that will take up to a year to recover from—barring outside help. Continuing to practice Thanatonautics beyond this may result in additional fractures which can quickly add up unless given time to heal—adding further damage to your mind and another year to the clock for each new fracture. Are the secrets of oblivion truly worth the sanctity of your mind?

Vanguard Support (400): Infrastructure and logistics—the required secondary powers of any war machine that few ever realize the sheer importance of. A great many Guardians simply take for granted that they can grab all the engrams and loot they can carry, fly back to the Tower, and get them decrypted by a cryptarch at a fair price—only for the items they find to be deemed useless, such that they'll scrap the entire batch for raw glimmer. Even civilians living within the Last City often fail to consider the years of education and experience necessary to manage their defense—to say nothing of the interconnected network of people, machines, and processes that are required just to keep them alive and healthy. So many Hunters will simply hop in their ships and joyride across Sol without fully grasping the economics involved in keeping a starship ready to go at a moment's notice. Without the infrastructure of the Last City, Guardians would within days find themselves limited solely to the equipment they have on hand and what thousand year old relics they could scavenge from the ruins around them. While such support is likely a given for Guardians in the Sol system, it is far from guaranteed in worlds beyond this one. This perk ensures that—no matter where you find yourself—you will never lack the support that others take for granted.

Have a ship? While you're out exploring a planet, it will be fully refueled and repaired for when you get back. Have a computer? All you need to do is step away for a while, and it will complete its scheduled updates and security scans. Have an armory? By morning, any guns you've placed within it will have been cleaned, oiled, re-tuned, re-sighted, reloaded, and recharged. Food you eat will be replenished, water you drink will be refilled, vehicles you drive will be maintained, and machines you use will be repaired. It's almost as though you have an invisible pit crew that starts to work the moment you walk out of sight. Hypothetically speaking, this pit crew has a comprehensive list of tasks to perform—many of which you may or may not have ever considered—and the assurance of their job well done is that you don't even realize they've done it.

One thing to note, however, is that this isn't a get-out-of-jail-free card: this is infrastructure and logistics. In general, this perk will provide you what you could expect if you went home and turned in your equipment. If your ship was obliterated in a fight, taking a walk won't provide you with a fully repaired ship to replace the one that you lost. If you crash your car and abandon it, then that car is gone. A highly-invasive virus on your computer won't vanish overnight, deliberately poisoned food won't be purified, lost weapons won't be returned, and stolen items won't come back. This perk covers the little things that all keep the machine running but won't help with the big things that *break* the machine. For that, you would actually need to get home, get help, or else fix it yourself.

Honed in the Crucible (400): After the battle of Twilight Gap, and then later the Great Disaster, Lord Shaxx realized that as Guardians continued to fall in battle, the number of combat

veterans who had experienced the Dark Age was steadily declining over time. New Guardians tended to lack the experience of fighting warlords that had made their predecessors so effective on the battlefield, while experienced Guardians were a finite and—especially after the Great Disaster—*scarce* resource. For this reason, he founded the Crucible as a means of training new Guardians in mundane and paracausal combat by way of exploiting their greatest power: resurrection. Guardian teams would compete in objective-based, live-fire matches: fighting and killing each other for training and for sport. Through the Crucible, even the newest Risen could be honed into a deadly killing machine. By purchasing this perk, you receive the equivalent experience of hundreds of Crucible matches ranging from the simplest of death matches to the most complicated objective games. If you had never so much as held a weapon before, this perk would give you the experience necessary to run Strike missions by yourself—instantly honing you into the kind of one-man army that the Last City makes movies about. This won't give you the strength and skill necessary to throw down against the more powerful opponents that prowl the ruins of Sol and certainly won't raise you to the level of gods, but with the right equipment to back you up, there are few mundane fighting forces that could resist you. Just remember, Guardian, that while the strength of the pack is indeed in the wolf, the strength of the wolf remains still with the pack. The greatest lesson you can learn from the Crucible is that even with the ability to escape the clutches of death, at the end of the day, you can still be laid low in battle—be it at the hands of the most experienced fighter or the newest Light.

Overflowing Light (600, Capstone Booster): Where others wield only tiny fragments of the Traveler's radiance, your Light burns as a *dragon*. What some Guardians may take immortal lifetimes to learn, you could master in comparatively no time at all. With this talent alone, you could master the different spectrums of Light, combine skills from disparate subclasses, and achieve legendary feats worthy of remembrance for ages to come. Perhaps like Ana Bray, the bullets from your Golden Gun leave pools of Light that centuries later still glow. Or perhaps like Saint-14, you are akin to a one-man crusade—the likes of which would echo into cultural memory for generations to come. Maybe, like the Warlock sage Osiris, your mastery of the Light is such that, even without a Ghost, you could stand alone against the Hive God of War herself for *just* long enough to escape your final death.

Taking this perk will elevate you from the ranks of a typical Guardian to a living legend of the sort that currently leads the Tower Vanguard. Like the Young Wolf, your affinity and strength with the Light would be such that even right out of the gate, you could immediately wield paracausal abilities that would take most New Lights months of training. With enough training and experience, you might one day find yourself spoken of in the same breath as figures such as Ikora Rey, whose raw strength in the Light allows her to act as a living weapon of mass destruction. Even with only perfunctory training and exercise, you will find your powers growing at an astounding rate, and should you apply yourself diligently to training, your strength will only grow faster for it.

This perk acts as a Capstone Booster which enhances the relevant perks from this document. Go, Guardian, and become legend.

Bomb Logic (600 CP): Envisioned by Mara Sov as a means of countering the Taken King's Sword Logic within the Ascendant Plane. Whereas Sword Logic is inherently

egotistical—attaining success through the overwhelming power of a single individual—Bomb Logic is the opposite—achieving results through the synergistic effects of multiple parties operating in tandem. Whereas Sword Logic is simple—cut away at the universe until you are all that is left—Bomb Logic is complex—building meaning and power from otherwise meaningless and powerless pieces. Bomb Logic does not focus inward on a single individual, but rather, allows those unified in purpose to achieve that which would have been impossible for any of the individuals in question working on their own. Though the Young Wolf may have been the one to strike him down, it was the Bomb Logic of Mara Sov that ultimately defeated Oryx: demonstrating within the Taken King's throne world that a team of Guardians could be sharper than Willbreaker's edge. This same logic has allowed the Guardians—all of whom would be individually helpless before the greatest of their foes—to defeat opponents such as Rhulk, the first Disciple of the Witness, and Nezarec, the Final God of Pain. This perk doesn't guarantee success, but rather, *vastly* increases its chances when you are working in a team. While this won't result in any permanent boosts to your strength as with the Sword Logic, it will allow you to succeed in places where there would be no hope for you as an individual just so long as you are one piece in a greater machine devoted to that outcome.

Nuclear Bomb Logic (Capstone Boosted): Mara Sov may have introduced humanity to the Bomb Logic by combining aspects of both the Light and the Darkness, but she was not the first to walk that path—nor is she its greatest champion. In ages past, it was the Queen of Lies, Savathûn, who first sought an answer to the inexorable fatalism of the Final Shape through means other than the sword. By her efforts—and now by yours—it is possible to turn even mortal enemies into vital cogs in your engine of warfare. So long as something remains a part of your schemes—whether that be as an ally or an enemy—you can leverage its existence to further your goals through the Bomb Logic. Yet this is not all that the Witch Queen would learn through her infiltration of the Vanguard. By putting together a team of allies who are *truly* loyal to each other, you can amplify the effectiveness of your Bomb Logic based on the bonds between individuals to create something even greater than what Mara Sov could have imagined when she first coined the term. While a group of Guardians that have previously never met each other could collectively destroy a Vex entity the size of a small moon, a properly assembled team of close friends could conceivably annihilate gods should they truly set their minds to the task.

Risen

Trial By Fire (200 CP): Whether you are a Warlord on Dark Age Earth, an unaffiliated Risen in the City Age, or a Lightbearer of the Lucent Brood, you don't have anywhere near the level of support, training, or resources given to the Guardians of the Last City. Instead, you have to make do with whatever you've got—be it with a knife scavenged from a centuries-abandoned kitchen or the tiny embers of Solar Light you can reliably conjure at a moment's notice. Without the standardized training regimen provided by the Tower Vanguard, your paracausal abilities are far from what your peers in the Last City would call 'conventional'. Whereas Guardians are trained to respond to most threats with overwhelming firepower, perhaps you find more success in escape and evasion: setting traps as you flee to whittle down your foes until they are low enough in number that you could stand and fight. Where the Lucent Brood seem to thrive in brutalizing each other, you actually followed Savathun's Teachings, and are able to learn and grow just as much through observation and deception as you are through rote combat. Whatever the case may be, your specialties lie in applying the Light in ways that run contrary to the accepted, conventional schools of thought. You understand that the teleology of the Light is rooted in potential and possibility: allowing you to attain unparalleled versatility where others see only stifling orthodoxy.

This perk alone will not make you into a one-many-army—being instead a way to access subtler and less extravagant uses of the Light. While the Risen origin can give you a broad but simple command of the Light, this Perk will allow you to truly push the boundaries of what is achievable using the powers given to you. Most Guardians wouldn't have a solution to being stuck in orbit without a ship or a transmat system, but you've been through this before and are perfectly capable of handling reentry from orbit. Few Guardians would ever even consider the possibility of using the Light to change their appearance, but you know just how thanks to an idea you got from a broken television in a department store you were cutting through. No Guardian—especially not one born in the comparatively decadent City Age—would think to use their Light as a means to accelerate the growth of crops, but you managed to do just that thanks to your complete disregard for what others consider to be iron-clad rules for what is possible.

Knowing People Who Know People (200 CP): When you've seen as much as you have, avoiding the Tower and its Guardians in favor of those who populate the gray zone between good and evil can become almost second nature. While some may frown upon your choice of company, the people who break laws—be it for the greater good or for their own good—as well as the people who know how to operate outside of 'official' channels are far more likely to aid you given your extensive experience in dealing with their kind. Be they as powerful as an intrasolar criminal kingpin or pirate lord, or as lowly as an unscrupulous lawyer or mercenary—you know exactly how to find them and negotiate for their services. Anything you could imagine doing under the table—even if you were to find yourself adrift without any underworld connections, this perk will help to achieve by guaranteeing you the ability to get in touch with someone that can do it for you.

Lightbearer Adrift (200): Mercenary, assassin, bodyguard, gun-for-hire—whatever name you prefer, this perk has you covered. Like the legendary Sunbreaker Titans, you are one of the Sol system's most fearsome fighters: a soldier of fortune that simply *refuses to die*. Why bother with the thankless task of living and dying for the Tower Vanguard when you could instead do what you do best as an independent contractor while turning a hell of a profit? Whether you are actually a part of the Sunbreaker Order or simply wish to be an independent Risen mercenary, this perk gives you the skills necessary to survive in the cutthroat profession of bounty hunters and hired muscle. You know how to navigate the criminal underworld just as easily as the lawful overworld, you can blend in should your employer require you for subtler tasks, and you are proficient in just about every unconventional fighting method imaginable—allowing you to match your foes no matter the circumstances.

Paid to guard a location? Good thing you don't need to eat or sleep, and your senses are so sharp that not even a wayward ant could escape your notice. Need to rescue—or perhaps 'acquire'—a target? No need to worry about losing them, since you know how to use your powers to shield them from harm or heal them as fast as they can be injured. Have to eliminate a specific target? Depending on your client's needs, you could gun them down at a distance that would make most snipers gawk or just turn invisible and stab them right in the back. Finally, thanks in part to your wealth of experience and wide range of marketable abilities, you know exactly what you're worth along with how best to sell your services to get the best employment contracts.

(Not) Giving Up the Ghost (400CP): You, like all Risen, understand one thing above all: your Ghost is the source of your incredible prowess and is the only reason for your continued existence. However, unlike the Guardians, you haven't *forgotten* this fact—rather, you've embraced it as a core principle of your second life. Whether your Ghost is your closest friend or just another tool for the job, you know you need to keep it safe and secure *at all costs*—lest your immortal life be cut tragically short.

This perk grants you a couple notable benefits. Firstly, it gives you the knowledge and technical skills necessary to begin modifying your Ghost's shell. Though the exact nature of these modifications may vary depending on your race, at the very least you will be able to do things like improve its durability, give it the ability to hide itself, or even weaponize it to provide direct fire support. More importantly, your Ghost now has some method of reviving you that does not place it in direct peril. Perhaps your Ghost has access to Vex transmat technology or ancient Hive runes that can teleport your body out of harm's way—allowing you to escape mortal danger at the cost of immediately ending the fight. Or maybe the two of you have invented a means of ensuring that your body always disintegrates on death—allowing your Ghost to potentially resurrect you from *anywhere*. Whatever the case, this perk is reflective of your overriding focus on survival. Your Ghost is your life, and nothing is more important than keeping it—and by extension, you—alive.

Adapted Sword Logic (600): The normal Hive makes use of Sword Logic through an appropriately brutal way: By applying paracausal principles to ideas, and then challenging the ideas of others, whoever wins the ensuing conflict is proven right. The problem with that theory was made apparent when the Young Wolf killed its ultimate practitioner and then refused his

power. The philosophy of the Sword Logic is a lie, and be you a Human-offshoot or Lucent Hive Risen, you understand this - but so too do you understand that there's something to learn from it. So long as your Ghost is still around, dying is only a roadblock to you, not the end of the road - you could keep applying the Sword Logic as much as necessary and grow your power in a way that doesn't require a complete lack of mistakes. Where the Osmium Dynasty had to protect their souls deep inside of throne worlds in case they lost their one chance you can just *get up* and go again.

By applying the principles of the Sword Logic to the Light, you've found a slow but linear means of growing your power. The phrase 'what doesn't kill you makes you stronger' is writ law for you. Every single fight, every single conflict, whether or not you emerge victorious, whether or not you even *live* through it, adds to your power. You won't go from thrall to ascendant god in a day, a year, or even a decade, but that's just fine - you need only time, and thanks to the Light, that is something you have in abundance.

Adapted Bomb Logic (Capstone Boosted): Or maybe you've gone a step further? Oryx conceived of an idea that, when filtered through the ascendant plane, became a fact of the universe: By challenging others in combat, and emerging victorious, your vision of the world was immutable, and theirs, *wrong*. Mara Sov envisioned a counter-philosophy, one cemented in planning and cooperation. You understand that by the creation of more than one paracausal philosophy, as well as the fact that one can soundly disprove the other, that it is not only possible for *anyone* with paracausal power to exert their will on the universe, but there are no true rules governing such a thing. You understand that you do not need to follow a trail laid by someone else, when you can instead blaze your own.

You now have the ability and the understanding necessary to create your own paracausal philosophy. You can establish your own set of rules and ideals that contribute to a single 'logic' that can alter or add to the fundamental fabric of the universe. This isn't simple, localized reality warping, as is allowed by those who can utilize the Light and the Darkness, but rather an addition to the rules that govern the universe - from as simple as 'any who conduct warfare generate power for me' to as complex as Mara Sov's philosophy of Bomb Logic, and even further beyond: You have the ability to set rules that the universe must follow. Just be wary that no matter how simple or complex your philosophy may be, they are not immutable, and you are not infallible - those who are stronger than you can challenge your philosophy, and should they defeat it, you may find it evaporates in front of you.

Lightless

Unforgotten Fear (200): No matter your race, you're not blessed with the simplicity of the Light's resurrections, or versed at all in the ancient incantations of the Hive's throne worlds. They've forgotten what it means to die - to be gone forever, never to directly influence the world again. You have one life to give, and you won't waste it. Taking this perk gives you that extra edge that comes with the fear and understanding of mortality - you won't be dodging bullets, but you'll be able to react a bit faster to that gun being pointed at you. You won't be surviving explosions, but you'll be able to put the pieces together and get out of the way of the bomb a split second before others might. You'll run just a bit faster, you'll push just a bit harder, carry just a bit longer. You'll pick up on details and realize a trap's been set before you spring it, you'll sleep just a bit less deeply each night and wake up at the first sign of trouble. It may not sound like much, but every single accomplishment of your species came from people who did just as you do now, equipped with nothing but the tools of evolution and unsurpassable desire to see tomorrow. With that in mind, what could *you* do with an edge on them all? Entire evolutionary trees were determined by animals with the slightest edge, entire battles were won by individuals who were just the slightest bit faster, and the difference between life and death often comes down to the space between heartbeats.

Made of Iron (200): Despite what many believe in the age of Light and Dark wielders, giant alien mountains of martial muscle, and war machines the size of buildings, it is astonishingly difficult to actually kill most sapient races. So many animal races will simply lay down and die if injured, but life is far, far harder than those animals understand - a fact of which sapient races understand and embody, and a fact of which so many have forgotten in the face of immortal, paracausal soldiers killing gods. Stories abound of even the 'weak' humans surviving falling from cruising altitude without parachutes, being mauled by wild animals, shot in the head, through both lungs, blown up, and those were just *Humans*. Many scholars in the City find it difficult to the extreme to parse the survival stories of their growing list of alien allies. You are no different from others like you - more than that, you could survive what would, ***should*** kill others. Where others would find the end of their rope after hours of struggle with injuries, concussions, trauma, and blood loss, you have the fortitude to carry on just a bit longer, to keep moving and keep fighting beyond all logical sense. This isn't the immortality of a Guardian, and this won't keep you from surviving impossible situations, but rather the determination and will to hold on just a little bit longer. You have one life to live, and you'll only let death take you when it earns you.

You Get Used To It (200): The capacity for sapient life to adapt to unfamiliar circumstances is often cited to be one of the most important factors for sapience in the first place. Shutting down because one's life has changed so drastically from one day to another would be hardly conducive to survival, let alone advancement. Any race can adapt somewhat quickly, but you seem to make it an artform. 'Unflappable' is too tame a word for you, and to

describe you as a brick wall would be under-selling it. It doesn't matter what happens to your life - you could be living in the lap of luxury in your species' best and most enduring golden age, only for the very next day to have it all collapse around you, and you would simply adapt and change as necessary. Nothing phases you, not surviving day to day one day only to experience first contact and then run from your lives as the alien creatures try to exterminate your kind, not the prospect of literal magic existing and fueling immortal warlords, or of night falling and then ceasing to end for months after. Being stuck in an alien prison for weeks only to be rescued by a trio of neurotic Guardians who proceed to dance right in front of you while waiting for extraction would just be another story to tell. When life throws curveballs at others, they avoid the ball, whereas you just catch it.

Crux of Warfare (200): For some reason, the vast majority of Humankind's science and innovation revolves around explosives on scales from molecular to planetary. They would detonate bombs to throw them to and from planets, detonate bombs for construction purposes, detonate bombs for battle of scales both large and personal, would detonate bombs for celebrations, would detonate bombs for mourning, and would even detonate bombs just for fun. This even extends to their Golden age - despite having the technology to create things like magnetic or directed energy weapons, they chose instead to improve conventional, explosive ammunition, to the point where even normal Human firearms can harm the *Cabal*. You yourself may not be Human, but you *get it*. There's just something *better* about the punch of a good explosive. You have such an affinity for explosives that you could improvise a building-shakingly powerful bomb given the random materials you may find in a centuries-abandoned warehouse, and given the proper materials and support you could feel your way through creating a weapon of mass destruction. You could take the chemical mixtures of any propellant-based ammunition and push them to their absolute limits, allowing even normal human small-arms held by Lightless militia the ability to outright kill Cabal and Hive warriors. There isn't a single problem explosives can't solve - a fact to which even the mighty Cabal agree, as their standard operating procedure for fighting Guardians was to evacuate the area and saturation-bomb it from orbit for hours on end in the hopes of killing their Ghosts. There are few limits to the things you can't blow up, or make explodier, and many believe you've made it your mission in life to *find* that thing, and blow it up.

The Better Part of Valor (400): Like a certain gentleman sniper in Europe, you understand that it's better to leave the frontline fighting to the people that treat death as an inconvenience. You thrive far, far behind the front lines, and see better behind the scope of a long range rifle. Keep the enemies far away, and you can teach all the kids back home that there isn't *that* much of a difference between a Guardian with a gun and an old man with a gun, not to the alien getting shot by it. You can judge distance as easily as you can judge if the sun's up or down, and are such a crack shot with a sniper rifle that you're one of the few non-Guardian scouts the City allows to go out on scouting missions. Furthermore, by necessity you've been trained and have experience in escape and evasion tactics - given even just a chance, and perhaps a smoke bomb or two, you can escape most situations that are above your paygrade, though it would be better altogether to have stayed far away from something so prone to escalation, no? Finally, befitting of being a sniper, you have the endurance necessary

to maintain static positions for extended periods of time, the discipline to survive long deployments on little but water and rations, and the skill to still find a way to make a pot of tea regardless.

The Ace (400): The Guardians can have their magic powers all they want, but every single one of them dreams of doing what you do one day. Every one of them fights over the gifts you give them, because every single one of them knows that as cool as it is to walk up to an army and rip them apart with nothing but a shotgun and some magic, getting their hands on a vehicle with a big gun on it is just *better*. You don't need the Light, because when you're put behind the wheel, you could fight circles around every one of them. Be it giant tanks, walking mechs, space-capable fighter craft, or the rare full-blown warship, you're an ace pilot and where others are relieved when they see Guardians, Guardians are relieved when they see *you*. As intimidating as a Guardian is, there isn't a thing in this universe quite as intimidating as seeing a gigantic war machine coming up over the horizon and realizing that there's a comparatively tiny creature getting ready to bare down on you. The fact that throwing down right next to Guardians despite possessing mortality means they all think you're the coolest thing ever and will die as many times as it takes to protect you is just a bonus.

Prep Time (600, Capstone Booster): In the Last City, there used to be a faction known as the Future War Cult - they were dedicated wholly to the idea that mankind, struggle, and warfare, were all married to each other, and that no matter what, a newer, darker threat was always on the horizon. Their response to this was to prepare for this war, creating fleets of ships and training legions of Lightless warriors all for the inevitable day when all of mankind would have to take up arms and fight the greatest fight of its existence. This faction was kicked out of the city when its leader started a Vex incursion, and there are rumors that they drew a lot of information from a device that could literally show them a vision of the possible future, itself sourced from the Vex, who similarly simulated and planned for every possible way that events could turn out, but you still subscribe to the idea. You have developed an eye for detail the likes of which were only seen in your species' greatest generals, able to study and learn your opponents through their actions, history, culture, even their art. This gives you a borderline preternatural understanding of your enemies and how they may respond given certain stimuli, and this all lends itself to an extreme affinity for planning around the possible actions of your enemies. You can plan and create contingencies and fall backs for most possibilities to an almost ludicrous degree, to the point where even other military leaders would be willing to run details by you to see if there had been an avenue they hadn't considered. This isn't a guarantee of success, but rather a safeguard against failure. Even if things go in completely unexpected directions, or your enemies are the kind that literally cannot be predicted, the plans you created could still prove useful by adapting and stitching things together to come out on top. With this perk, your name will go down in history among the pinnacle best leaders your race has ever known. Finally, this perk acts as a Capstone Booster for Jumpers that did not want to take Paracausal Origins and Perks.

No Gods Or Kings (600): In this age of paracausal warriors, Hive gods, and the physical embodiments of good and evil, people so quickly forget that before all that, there was

only conventional sciences and physics - which is to say, before the gods, there was only *us*. Lightless men and women of every race conquered their worlds and made it to the stars time and time again, and yours was no different. Your people's strength, your skill, it is all *conventional*, and it will be enough to stand against these gods threatening you with extinction. Buying this perk gives you an affinity for and skill with all those things that all those Gods so flippantly ignore. Technology, engineering, medicine, science is your domain, and you will bring your race above and beyond the limits they *thought* they had. You will lead the industry, in effect leading your species - extended lifespans, artificial intelligence, intrastellar travel, weapons of mass destruction so strong that they could shatter small moons, it's all in your demesne. You need only the time to learn, the time to experiment, and then the time to implement and introduce your advancements - and time is such a limited resource.

Only Man (Capstone Boosted): Like the CEO of the corporation that all but single-handedly invented Mankind's golden age, you are now so high above your fellows that you may as well be an evolution on the very concept of your species. What topics would have once required weeks, months, or years of subject, you can master and expand in days. What technologies would have once been the stuff of dreams, are now the facts of reality - a reality you create, and a reality you shape. Where before you could create artificial intelligence, now you can create Artificial *Superintelligences*, machine gods built by your own hands. Where before your species could max out at intrastellar travel, you could push them past the void between stars faster than the speed of light they were limited by. Where before your weapons of mass destruction could shatter a moon, now you can create ones that your best estimates say could threaten and kill *gods*. Let the universe know that the mind always was and shall always be the greatest weapon one can wield, and yours may very well - no. It *is* the greatest weapon of them all.

Servant of the Darkness

Corruption (200): Despite the common-held, and even officially pushed belief that all Guardians are paragons of virtue simply by being chosen by the Traveler and its Light, the true fact of the matter is that Guardians are now as they were before: People. Just like all people, they can be as complex and varied as one can imagine, and just like all people, Guardians can run the gamut of good and evil, and can succumb or fall to darkness just as easily as they can fight against it. The Darkness can be as corruptive a power as it is a powerful one, as seen most frequently in Elsie Bray's dark future, where the Guardians almost as a whole were by and large corrupted by Stasis, when Savathun and other Hive corrupted Guardians and Humans alike, when Oryx used the Power to Take to sap the will of living creatures, and when Rhulk nearly stole the life force of one Guardian to bring himself back to life. As a Servant of the Darkness, you have been given a very similar skill - you can corrupt and override the will of lesser beings, bringing them to heel as your agents. Depending on the strength of your target in comparison to your own power, this corruption can be resisted entirely, or utterly, instantly dominating. Important to note, however, is that this is not the Power to Take, this does not give you complete and utter *control* of your target, but rather it changes them and brings them around to your line of thinking. They remain an individual, and it is possible for the savvy to realize what's happening and play along to try to fool you.

Willpower (200): The Darkness is alive - that is the first and most important lesson for any Servant of the Darkness to understand. It is alive, it knows you, it sees you, and if it finds you wanting, you would regret your entire genetic line ever existing. Anyone that uses the Darkness must, by necessity, be able to master themselves and resist its influence, or else find themselves dominated and lose all sense of who they used to be. You find this particular skill easier than most - no matter the source, no matter how corruptive it may be, you possess the will to resist, you can keep ahold of yourself and draw the line between what you are, and what you are not. The Darkness will not have you, *you will have it*. The stronger you grow, the stronger your will grows, and if you're smart, with time you may very well be able to stand in the presence of the Witness itself and keep your mind.

Darkness Zone (400): One of the most feared things among the Guardians of the City - Darkness Zones. The exact nature of these enigmatic areas are unknown, as is the mechanics of how it works and why it prevents Guardians from resurrecting on their own. While some theorize that it's because Ghosts revive Guardians by searching adjacent timelines and finding one in which their Guardian is still alive, thus meaning that Darkness Zones are areas that are so lethal their Guardian does not survive in any reality, others believe that it is simply an area that is so deeply corrupted by the Darkness that the Light cannot penetrate it, thus requiring these areas to be assaulted by full fireteams who can contribute their light to their comrade's Ghosts and assist in their resurrection. Whatever the case may be, the ability to create these darkness zones is now yours - your strength in the Darkness is so great that you can create these zones on your own, and through your own will and power, greatly hinder groups of Guardians' ability to resurrect, and outright remove the lone wolf fools that attack you without help. After this jump, this ability will extend to all types of resurrection - any who step into your Darkness Zone will be rendered mortal.

Scorned (400/600): Following a wish made by Uldren Sov in the twilight days before his death, a Fallen named Fikrul was revived by the Wish Magic of the Ahamkara. However, as with all wishes granted by the dragons, this was taken and twisted, turning Fikrul into the Fanatic, the Archon of the Scorn. Fikrul has the ability to revive Fallen after they die by using Darkness-tainted ether, turning them into the reanimated, zombie-like creatures known to the Last City as the Scorn. Although the level of intelligence of individual Scorn is unknown, they are known to be able to engage in mixed-unit tactics and make use of advanced weaponry. By purchasing this perk, you can create the same Darkness-tainted ether used by Fikrul and use it to reanimate the dead to serve as your minions. Unlike Fikrul, you can create Scorn out of any race and species. Your scorn are fiat-backed to remain loyal and incorruptible by your enemies, and like Fikrul, should you die in a permanent way, you can use your abilities to resurrect yourself once every ten years, or when you transition to a new Jump, whichever comes first. By spending an extra 200 CP, 600 in total, you can create Scorn that are guaranteed to retain the same levels of intelligence as they had in life, as well as their original memories, without any risk of them turning against you.

The Quicker, More Seductive Path It Is (600, Capstone Booster): The Darkness is an overwhelmingly powerful force of nature. This is why it appears so easy to fall to, the seductive nature of the power it offers - doubly so since it is understood that the Darkness exists in *all* life, whereas the Light can only be granted by the Traveler's Ghosts. Nowhere is this more true than in you - you have a deep affinity for the Darkness, an understanding of its almost *living* nature, in contrast to the more reactive, less conscious nature of the Light. With this perk, you gain a savant-like understanding of the Darkness, able to understand the necessity of control for Stasis, the concept of flow for Strand, the violation of Hive Magic, it all comes easier to you, and from there you can explore and expand, immersing yourself in the Darkness and gaining a closer connection to the universe than any of the Light-wielders could dream of. This won't make you a disciple of the Witness, but it could very well start you on that path. Finally, this perk acts as a Capstone Booster for Jumpers that did not want to take Light-adjacent or non-Paracausal origins and perks.

Light Suppression (600): There exist stories embedded into the collective psyche of the City's Guardians - that of the Hive ripping the Light out of Guardians, killing them permanently. It was only recently with the arrival of the Black Fleet and its forces that they learned this power wasn't exclusive to the Hive - anyone sufficiently strong in the Darkness is capable of stripping, suppressing, or otherwise removing a Guardian's connection to the Light, allowing for them to die, permanently. This requires a great amount of strength to even begin to learn, and only the truly powerful are able to completely bring a Guardian down to conventional means of warfare, but with this perk you are able to begin down that path. Unlike Zones of Darkness, where a Guardian still has their connection to Light and can utilize their paracausal abilities, this perk, when mastered, can completely suppress that connection at its source, all but cutting off the Guardian until they kill you, or escape your influence.

Legacy of Yor (Capstone Boosted): You can take this even further, able to tap into the greatest fear of every Guardian: The dreaded Weapons of Sorrow. Able to give *any* wielder the ability to kill a Guardian, even those without a drop of paracausality in them, the most famous weapon of Sorrow, Thorn, was wielded by a Dark Guardian and was capable of killing Guardians outright, even without destroying their Ghosts. The Drifter even attempted to ignite an arms race by handing out hand cannons very similar to, though falling just short of Thorn and other Weapons of Sorrow. With a little time and effort, you possess the ability to

make these weapons, and thus could very well be the greatest danger to any Light-wielder in Sol should you choose to spread them.

Neomuni/Cloudstrider

Surviving In Secret (200): Your people were, for over a thousand years, the greatest kept secret in Sol. Even the Warmind of Mars didn't know about your existence, and this was because Neomuna's founders understood above all that because nobody knew they'd even survived landing on Neptune, they had to stay quiet and stay hidden if they were to ride out the apocalypse and rebuild Humanity. You have taken this philosophy to heart, and are adept in hiding your presence from those you don't want to discover you. Be it the lower scale covering tracks in the wilderness, hiding fires you may ignite each night, to the bigger scale of hiding your outposts and bases from prying eyes - given enough resources and support you could even devise ways to hide a *city*, just as your ancestors had.

What Dark Age? (200): To the rest of Sol, the Golden Age ended with the Collapse. To you and your people, possessing the Exodus Green's archive and its stash of Siva nanites, Mankind's Golden Age *never ended*. You and yours pushed Human science and technology even further than your ancestors' wildest dreams. To the rest of Mankind, only the greatest minds they ever had could understand or envision beyond what is to you a daily fact of life. The technology you are so familiar with is so advanced, even compared to the many myriad alien empires that exist, that anything lesser than it is child's play to you. From now on, any technology you come across is but a puzzle for you to put together, no more or less complicated than a jigsaw. The only technologies that could ever, truly stumble you, would be those mightily arcane and advanced artifacts crafted by the pinnacle best minds of their respective species.

Nano-Augments (Free for Cloudstriders, 600 CP to anyone else, exclusive to Humans): The Cloudstriders are Neomuna's equivalent to the Last City's Guardians - only where the Guardians were forged through the Light, and were immortal, the Cloudstriders were forged through technology, and had their lifespans measured by the breath of a single decade. Their power comes from the most intense training ever devised by Man, and advanced, nanite-based augmentations that reconstruct them from a molecular level to make them stronger, faster, smarter, and more durable. Individual Cloudstriders can get into melee battles with even the mighty Cabal and come out victorious with apparent ease, can be shot by tank shells or fly straight through concrete walls several meters thick without a single injury, they are one man armies - the entire Guardian package in a completely Human, and still mortal design. They live each day in intense pain and agony due to their reconstruction, but it is a price that must be paid for the raw power they command. By taking this perk, you receive these same augmentations, becoming a peerless supersoldier, and are brought to the absolute strongest level that Human science has ever been able to elevate themselves. Your only match in martial matters would be paracausal enemies, and the advanced weapons technology you possess could still keep the odds in your favor. For purposes of this jump, at the end of your newly shortened lifespan, when you give up your power core and die in hospital, your chain will not fail, but rather your next jump will begin.

Pirate

A Pirate's life for me. (200): You feel anxious, ill-at-ease whenever you're on the surface of a planet. Your true home, your greatest calling, is in the captain's seat of a starship, with a gun in one hand, alcohol in another, and an enemy ship full of plunder in your sights. By taking this perk, you acquire an affinity for starships, a natural skill in piloting and maintaining them, as well as the skills necessary to be a proper captain to your crew. Finally, you possess a natural instinct for where to find lucrative targets - after all, the life's about fortune and glory, right?

Heart of A Scoundrel (200): Believe it or not, there do exist 'good' pirates, for the given value of the word. These are the pirates that take the job not out of raw greed, but out of a simple preference of a completely self-determined life, with a handful even buying into the poetry of the romanticized pirate. Taking this perk means you're one of them - the Scoundrels that skirt the dark and the light, living in the former but still interacting with the latter. You're known well enough as the type that doesn't embody the darker aspects of piracy, just the criminal parts. You have a skill at reading and manipulating people, improvising and making the best of bad situations, and a small but undeniable luck that tends to let you skirt by by the skin of your teeth. You find that people are willing to trust and deal with you, despite the fact that you're clearly a criminal, with some even willing to overlook your flaws and misdeeds even in the face of evidence, simply because they believe that, deep down, you're not nearly the bad guy you seem to be. This allows you to even get work from the 'proper' elements of society that need jobs done but can't allow those jobs to be done above-board, leading you to have a small but mostly dependable web of contacts and favors above and below the table. Who knows? Maybe, if the day comes, this could lead to you having enough of a good reputation with the right people to one day go straight yourself and retire, should the urge or the need ever hit.

Trailblazer (200): There's a rumor going around that you're psychic, part AI, or you just have access to something that other pirates don't, because you more than anyone else just seem to *understand* that fine art of navigation. Where everyone else sticks to the pathways they know and that have been charted and verified eons ago, you have a unique ability to pilot your ship through unknown and uncharted voids, finding new, hidden paths to old, known places. This extends to when you're planet-side as well - everybody may know one or two paths to an old city or a particular location in said city, but you find discovering new paths as natural as breathing, and yours may very well cut significant portions of time off of the trip, or be so obscure as to remain undiscovered unless you yourself show it to others.

Iron Stomach (200): It's a stereotype, yes, but that makes it no less true - a significant portion of a pirate's life is spent with an astonishingly high blood-alcohol content. You are capable of holding your drink with the best of them, and drinking even the most experienced of pirates right under the table. You've learned that this helps you in more than just reputation - and have been able to hone the ability to get in people's good graces by keeping their drink full and their cheeks rosy, so you can make them *happily* tell you their otherwise precious secrets. Just a natural grin and an easy 'C'mon!' could get even the most staunchly sober willing to have just a little with you, and from there they're yours.

No Such Thing (400): A surprising number of people out there expect a fair fight. A surprising number of them have this hilarious notion of honor, of a code of conduct and rules of war. Well to hell with that - you're a pirate! You excel in tactics and strategy that many would call

'dirty'. Throw sand in your opponent's eye, kick males in their reproductive areas, take hostages while you run away, set settlements on fire with your ship's thrusters, you'll do **anything** to win a fight or at least survive another day, and this perk guarantees that when you fight dirty, there's a higher chance of it succeeding than it would otherwise. It seems that no matter what your reputation may be, unless you've run into them more than once, most folks still manage to think you'll give them a good-old-fashioned gunfight, as opposed to a fusillade of lead from you and your entire crew.

From orbit.

Fortune and Glory, Kid (400): Treasure, loot, plunder, money, valuables, legends, stories, renown, reputation - that's what the life's all about, kid. Get a room of pirates together and under all the bluster, you'll find every single one of them wants, on some level, one thing: Fortune and Glory. To sit on a gigantic pile of loot and to be known the universe over that you *did it*. Maybe you're no different, or maybe there's a design behind your desires, but whatever the case may be, money makes the galaxy spin - and you seem to have a good knack for finding the *good* stuff. High-quality weapons, large caches of valuable resources, or just straight-up *piles* of money, you don't know what the next raid will bring, but you at least know it'll bring you something you can appreciate. Just be careful - if word gets out that this one pirate is *particularly* good at finding good stuff, some particularly enterprising Captains may decide they want to take advantage of that ability, either for one big score or for a longer-term profit, savvy?

The Black Flag (600): If there's one thing Humans understood, it's the value of intimidation. You took this understanding and applied it liberally, you're a master of the art, and you're possessed of a reputation that strikes fear into the hearts of those who call the stars their home. You're an exceptional showman and liar, and your stories are believed and spread in a never-ending chain of embellishments eventually ending with your original robbery story evolving into an epic tale of you fighting and defeating the Vanguard in their own territory. Backed up with the occasionally true and corroborated story of you brutalizing your enemies and genuinely winning against seemingly impossible odds, and the result is a reputation people are generally willing to buy, and thus you're never short of crew willing to join and frequently enough find ships that are willing to bargain as opposed to fight with you. Every pirate worth their drink knows that a reputation can take you far further than a cannon and a ship can.

Appear to be the Devil, and All Men Will Submit (Capstone Boosted): Of course, you know as well as any pirate that the greater the reputation, the more bold it may make the stupid and strong - so you're not *all* bark. Stories can only take one so far, and when they reach the point that they're emboldening, more direct and substantial measures must be taken: You know how and when to apply such overwhelming force and brutal killings that any survivors left behind - intentionally, of course - are so shellshocked that all they remember is the fear they felt under your gun. The result of all of this is a name so feared and so powerful that it echoes out throughout the cosmos, a reputation so potent that even the Vanguard and Empress Caiatl of the Cabal know your name and have some reluctance to meet you in battle. When your flag is unfurled, the sight alone is enough to scare some targets into submission.

Disciple of the Witness

Moon's Haunted (400): There's something about you, something that makes the world around you bleed its own tragedies. At will, you can bring about one of the principle philosophies of the Darkness - that of memory - into being in a given area. Anyone who died in this area will be returned to a ghastly, profane version of life - their sole purpose to haunt and tear at the minds of those you deem your enemy. The area you can make corrupt with these nightmares is dependent on your power, and there is no known limit: The Last City has recorded corrupted areas as small as a single sector of the Moon to as large as a planet-sized starship. Though this art could be performed anywhere, areas of significant tragedy - such as battlefields that experienced mass death - are notably more effective than others.

Furthermore, by purchasing this perk with CP, in addition to the hostile environment around them, your enemies will find they are haunted by their *personal* demons, perfectly tailored to rip at their psyche and tear them down until even the most stalwart of warriors are naught but a broken, sobbing mess. Should you learn the Power to Take yourself, or have bought the associated perk, you may find these individuals are easier to Take due to their resolve being so thoroughly shattered.

The Power To Move Worlds (400): When he arrived in the Sol System, the first thing the Witness did after clearing out any potential threats to his plans was use an arcane skill to completely remove a great many of Sol's planets from the system. This power, moving worlds, completely engulfed these worlds in Darkness so potent that even upon returning, their worlds were still suffering the after-effects of this submersion, such as Mars being covered in Darkness 'scars' that were revealed to be localized distortions in spacetime that rolled back the clock anywhere from years to centuries. The Witness used this ability to scour these worlds for their secrets from a position of safety - now this power is yours. Scaling to your own power, you can move anything from localized areas to entire celestial objects to even several at a time, effectively rendering them completely impenetrable by any you would not allow inside. What you choose to do with these newfound territories is up to you, perhaps you could seek out secrets as the Witness did, use them as areas of solitude and recovery, or instead turn them into impregnable fortresses should they ever be brought back into reality. Bear in mind that when the Witness left our reality for that of the inside of the Traveler, many of his stolen worlds and territories began to return, and Savathun upon acquiring the Light was even able to steal them for herself and return them of her own will, so moving worlds is not completely fool-proof. However, Savathun was noted to use what is theorized to be a Hive Magic equivalent to his same ability to move the Traveler into her Throne World, so perhaps with enough raw power, and a Throne World of your own, you could do the same?

The Power To Take (600): One of the most mysterious abilities of the servants of Darkness, seen only in those who have directly communed with your enigmatic master, and barely understood by the forces of Light, the Power to Take is a contest of wills in its basest form. Those who are weaker than you have no reason to exist but as your tools, and this power makes them your tools. You can engage in a battle of will against your chosen opponent, all that you are against all that they are, and if you emerge victorious, their will is obliterated, their power made yours. You strip them of everything they are, leaving but a blank, dark void and a

single overriding purpose: Your will be done. This perk gives you the power to Take, as well as the ability to summon those you've Taken. Be warned that your ability to successfully Take an individual is reliant upon you being stronger than them in totality - not just in one category, but as a whole. You must be as far above your target as Oryx was above the legions of Vex, Cabal, Fallen, and Hive that he Took and transformed into the endless hordes that even almost a decade later still plague the entire solar system.

Taken have shown that they possess the unique powers and abilities of those they used to be, and yet lack a will of their own. What this means is that as your agents, they are an extension of you, and act out your will to your exacting standards, no monkey's paw here, but this isn't also to create a hive mind with you at the center - you won't share experiences or data with your Taken as they conduct your will. Furthermore, while they are all individually powerful, they do not share power - Taking a Guardian, though it is not truly known if this can be done, would not grant their abilities to your legions, each Taken is as unique now as they were in life - the difference merely being a complete subsumation of their will. Furthermore, while the exact nature of the power of each individual Taken is not known, purchasing this perk will allow them to a limited extent to share in portions of your power - you yourself will not be affected, of course, you would *never* give up your own strength, but rather they will share in what you possess. Just be wary that it *has* been proven possible to 'cure' someone of being Taken, as seen in the Ahamkara, Riven, who used Wish magic to retain her will, and similarly in Mara Sov, who was able to be 'cured' following the death of Oryx. Should one of your Taken be 'cured', you may find that your enemies will have a tool that possesses a fraction of *your* power, with all the danger that would imply.

The Roots of Nightmares (600): The Darkness is directly associated with consciousness, and memory, but so too is it associated with *taking*, whereas the Light is associated with sharing. It was learned upon the Last City's first encounter with Rhulk that this indeed extends to their deaths - as both Rhulk and Nezerac both appeared to retain some level of awareness after their death. Furthermore, each disciple of the Witness that has been slain by City forces have been seen to erupt in Darkness 'roots' which stretch out in all directions. These roots are specifically seeking out other conscious life, and upon finding it, a battle begins - and much like the battle began by those with the Power To Take, this battle is one of strength in totality. A Disciple 'infects' a given sapient with their roots, and begins battling for dominance over the body, and should the battle be won, the Disciple would take the life of the target in question. While little is known about this ability, there do not appear to be any limits to it - as Rhulk, after his death, nearly succeeding in stealing the life of a Guardian tasked with retrieving his relics for study, only failing due to the Guardian triggering a nuclear explosion and halting the process.

By purchasing this perk with CP, you are given the same ability, and therefore the same chance to avoid death. Furthermore, in alignment with the Darkness philosophy of *taking*, should the target ensnared by your Roots possess any paracausal abilities, by successfully winning your battle of wills you will take those abilities for your own. This definition extends to anything 'not natural' in future Jumps, but beware - this isn't the simple, forgiving resurrection enjoyed by Risen. You must *take* your life from someone else, and should you fail to do so, you will remain dead. Finally, should your roots be destroyed, the possibility of your return is denied entirely, and lacking any other 1-Ups, this is a chain-failure.

The First and Last Disciple (Capstone Boosted): But you're so much more than your fellow disciples, aren't you? Where others' Roots can only seek for so long, can only stretch so far, you're more insidious. You've learned how to ensure your Roots never stagnate -

After all: The roots of a tree spread *underground*. When you die, your roots no longer simply explode outwards, some penetrate the ground beneath you and begin a longer game, spreading out in individual lines and seeking out a new sapient for you to take. Furthermore, befitting of this more subtler, longer approach, you can now choose to infect your target, becoming like that dark voice in their mind they try so hard to forget. You can erode their will over time before you finally strike, ensuring that so long as there is one sapient on your world, and so long as you can find them, you will *never die*.

Racial Perks

Jumpers purchasing perks related to their selected race receive one free and one discounted perk, neither of which can be spent on Capstone perks.

Human

Humans Are Special (200): Yours is not the first race to be visited by the Traveler, Human - not even close. However, yours is the first for a great number of the Traveler's most noteworthy actions, not the least of which standing directly against the Darkness *twice* where before it abandoned its chosen race, and creating the Ghosts to lend you its power. Nobody knows what or why exactly the Traveler so prefers your race even over its previously beloved Elikśni. Perhaps it is your indomitable spirit to carry on even when hope seems lost, or the simple fact that your people even *can* hope when it appears to have been deliberately stripped from you. Maybe it is because you are possessed of a unique balance between beautiful achievement and horrific aptitude in warfare, or it is simply because unlike all races in the universe, yours - and your evolutionary offshoots - is the only one that is able to simultaneously wield the Forces of Light *and* Darkness simultaneously. Whatever the case may be, all who have been affected by Sol understand one thing: Your race is unique.

By taking this perk, you *embody* this uniqueness. In a universe so deeply determined to smother you in darkness, you can carry within you the spark necessary to keep the light alive. You will never fall to corruption or despair, you will never lose that drive to keep moving forward. In a universe filled with life that so often seems universally hostile and determined to exterminate your people, you will never lose the will to fight another day. In a world that so often seems to be deeply offended by your mere existence, you'll never lose hope, never lose faith. You aren't as strong as the Cabal, as intelligent as the Vex, as brutal as the Hive or as cunning as the Elikśni, but you are *Human*, and that will be enough.

The Strength of the Wolf (200): A single Human is often seen by other races as barely anything at all. Even adolescent Elikśni are stronger than Humans, to say nothing of the many other races of the universe. What they fail to understand is that the strength of Humanity has always been in unity - where one Human fails, hundreds or thousands will succeed, period. They need only a voice to shock them into action - and you are that voice. Like the greatest leaders of old, you know how to rally a crowd and unite them to a vision. You know the words necessary to inspire a generation to go from rudimentary spaceflight to landing on the moon in less than a decade. You know how to properly order and motivate a military force to encircle a mountain in fortifications *twice* because it is necessary. If Humanity is an orchestra, you are its conductor.

Humans Are Warriors (400): It is understated just how miraculous your species' Golden Age was - it was the first age in all of Human history in which peace wasn't just local, and conditional, but it was *universal*. For centuries, the Sol System didn't know war, with Humans expanding across their neighboring worlds and their Warmins protecting them, many believed that outside of local, typically criminal conflicts, this peace would be everlasting, and that their race may even forget their violent past, consigning it to history books. They were wrong on both accounts - war would return to Sol, but so too would the warrior spirit within Humanity rear itself, never forgotten, stronger than ever.

By taking this perk, you achieve a proficiency in warfare and battle. You will never flinch or suffer from its deleterious effects, and you will with instinctual ease be able to slide into the role of a warrior. Be the weapon modern, ancient, improvised, or even alien, like the Spartans of old you'll know how to use it for maximum effect. No matter the size of your opponent or the strength of their army, your spirit will never falter, and you'll find the strength inside of you to fight until your very last breath. Your reflexes will be honed to be the best possible for your race, your accuracy and skill with weapons is the stuff of legends, and your stamina and strength could have you excel among Olympic athletes. Enemies that capture you will find that all the torture in the world couldn't break your will. You're no Guardian, but that's just fine: Before all other races, before the immortal demigods, this star system was *yours*, and you will show them *why*.

Black Armorer (200/400/600/800): A weapons foundry held in the closest confidence until it was forced to reveal itself to the Tower, the Black Armory was known as the most puissant weapons forge Humanity had ever known, the Black Armory's weapons were myths unto themselves for their killing power. You now have the same skill as the Black Armory's greatest smiths and forges, and are a master unto yourself. Any weapon you create is guaranteed to be lethal to the extreme. Arm a civilian population with your weapons, and even without training they could very well hold out against a fireteam of *Guardians*. From the smallest pistol to the greatest rocket launcher, a humble combat knife to the mightiest sword, every single weapon you create will be of unparalleled lethality and unbeatable quality, destined to be discussed by weaponsmiths for generations to come. A gun made by you could be left in the swamps of Venus for centuries, and when it is pulled out of the muck it would still function perfectly.

For an extra 200 CP, you will no longer be limited to simple, mundane weapons - with the help of some Paracausal resources, you can even weave the Light and Darkness itself into your weapons. Submachine guns that fire Arc rounds, shotguns that fire stasis slugs, hand cannons that literally shoot solar fire, you already excelled in creating instruments of death, but now your weapons have a paracausal edge to them. By spending an additional 200 CP, 600 in total, you can even enter the realm of legend - and create master-crafted *exotic* weapons, whose effects are as magical as the Guardians that will fall over each other trying to get their hands on one, and after this Jump you can even weave the arcane arts and powers of future and past settings into your weapons. For one final purchase of 200 CP, 800 in total, you can go so far as to ensure that every single weapon you create will be better than the last, bar none. Enjoy a complimentary Guardian bodyguard, courtesy of a Vanguard who *desperately* doesn't want to lose your skills.

Humans Are Diplomats (600): Despite appearances, most Humans actually *abhor* violence, and would gladly avoid it if such an option were possible. Furthermore, most Humans, even those that aren't fond of the company of their own kind, generally understand and accept that many hands make for fast work, and that cooperation is oftentimes better than the alternative. The endless war between the Traveler and the Witness never gave Humanity a chance to apply these philosophies to the universe at large, and even made a compelling arguments that cooperation outside of Humanity was *impossible*. Despite this, at the first possible chance the Last City was presented, they took an offer of Alliance - first through Mara Sov's offer to work together to save the Traveler from the Sol Divisive, then through competition to be an equal alongside Empress Caiatl's Cabal, and then finally through compassion with Mithraks' Elikzni House of Light. Indeed, despite the dark times in which the species exist, Humanity has never been as strong as they are now, with fleets of Cabal, Human, and Elikzni ships taking vigil over the City where the Traveler had once been.

You possess this same desire and proclivity for the forging of alliances, the cessation of conflict, and the art of diplomacy. You understand that your position is only stronger when fortified alongside an ally, and by acquiring these skills with CP, you additionally have the ability to ensure that, as long as you can begin communication and find even the most tenuous reason for Alliance, you can guarantee that you and your prospective ally will work together at least as long as necessary to solve the immediate crisis. This isn't to say that simply pulling someone aside and saying 'the enemy of my enemy' will guarantee their working with you, but rather is a fiat-backed assurance that as long as you can come up with a genuine reason to work together, the individual in question will be willing to hear you out. The simpler your argument, the shorter your alliance, and the opposite is just as true - the stronger your argument, the longer you could make that partnership last.

Foes To Friends (Capstone Boosted): Your skill as a diplomat is beyond compare. Through naught but the strength of your words, the power of your arguments, and the iron of your conviction you could very well pacify an Elikzni house during the bloodiest frenzies of their initial arrival at Sol, and then continue to navigate the endless diplomatic and political crises that would inevitably follow as all other Elikzni houses continued their endless slaughter of Humans around you and your allied House. Given the opportunity, you could waltz into the Pyramidion and have a genuine chance at convincing the Vex to work with you, or kick-start the pacification of the Warlords that would have otherwise taken a crusade from the Iron Lords to accomplish. Furthermore, as with all things, once you start something, it cannot be stopped - the forging of one alliance can be leveraged into the addition of a new member, and another, and another, until you find yourself at the head of a federation of seemingly disparate peoples.

Finally, people tend to remember the ones that stick to their word, and they definitely remember the ones that make good on a deal. If yours is a temporary alliance formed for the purpose of accomplishing a goal, so long as your given goal is successfully met, even just the forging of *one* alliance will lead to the opportunity of creating another with this same individual or faction down the road. They will be guaranteed to remember previous encounters with you, as well as the fact that you were a Human of your word, and you both got what you wanted in the end. Given enough time, your alliances of circumstance will blossom into full-blown, ironclad treaties, and as long as you can continue to apply your skills at diplomacy and keep this alliance going strong, it will only ever grow more powerful, until you and your ally are all but inseparable.

When tapped, unity has always been Humanity's greatest strength, and you will see it proven to the universe.

Exo

The Strength of Steel (Free, exclusive to Exo): Every single Exo currently alive, barring some exceptions, was initially created during the Golden Age. Clovis Bray's entire intent behind the Exo was to bypass the greatest weakness of every Human to ever live: Mortality. Though there existed issues such as Dissociative Exomind Rejection that were never completely fixed, he nevertheless succeeded: Exos do not age, and do not die unless they are killed. By transubstantiating your organic form for the certainty of steel, you cast off the bounds of mortality. Furthermore, by virtue of the fact that you are a machine, you are perhaps the most physically adept of all of Humanity's evolutionary offshoots - you are faster, stronger, and more durable than any of your organic contemporaries. With a proper understanding of your physical form, as well as the necessary skill in technology and engineering, you could even augment and upgrade *yourself*, though the difficulty in such a thing is beyond compare - even a thousand years after the Collapse, the best the Last City is capable of doing is maintenance and repairs of its Exo population.

The Cure for D.E.R. (200): Dissociative Exomind Rejection - an issue endemic to all Exo originating from the fact that all Exo were once Human, who had their minds uploaded to a machine. The lack of the many tactile sensations and needs that governed a Human's daily existence resulted in a complete dissociation of reality for early Exos. While not completely fixed before the Collapse, three solutions were found and implemented that resulted in successful transubstantiation: The addition of various 'Humanisms' such as breathing and eating added a level of familiarity to the new life, the addition of Vex Radioloria, exposed to the Darkness, added the necessary 'junk data' that gave the Exos the spark of life they previously lacked, and periodic mind-wipes to completely remove the memories of their initial life. Altogether, this represented the closest 'cure' to D.E.R. that the Clovis Bray corporation was able to create, though it nevertheless wasn't perfect, with future mind wipes necessary to continue to stave off D.E.R. This perk grants you blanket immunity to the condition, as well as the tools necessary to cure it in any current or future Exos that you or any others may create. In future Jumps, this expands to your being able to fix or 'cure' any inherent instabilities in other AI.

Jumper-42 (400): Technically speaking, even death isn't the end for an Exo. The initial mapping of their Human mind, or any subsequent mappings of their Exomind, so long as it exists on file, could be accessed and uploaded again, returning the Exo to life, albeit lacking the memories of anything that occurred following their most recently saved mind-state. This is not without risk, however, as each re-upload is a further iteration on the Exo, akin to a mind-wipe. The more iterations of an Exo one experiences, the higher their number becomes, the less stable their mind becomes - best exemplified by Banshee-42, the Tower's preeminent gunsmith, who had thrown himself into battle endlessly against the Vex on Europa, dying and resurrecting

himself forty one times, before emerging victorious and taking on a final, forty second, mind-wipe. The result of all of these iterations was severe mental instability on his end, an almost complete lack to form new, long-term memories.

This perk guarantees you no longer result in memory instability. Furthermore, should you acquire the means to mechanically resurrect yourself as Banshee-42 had, then no matter how many saved copies of your mind may exist, no matter how many times you may be mechanically resurrected, your mind will be just as ironclad and perfectly functioning as it was when it was initially assembled by Clovis Bray. This does not, however, offer immunity to Exomind *wipes*, the function of which is hard-wired into every single Exo and which has been noted to have been done both without the consent and even without the awareness of the Exo in question.

SIDHARTHA GOLEM (600, Exclusive to Exo): There's something in the back of your mind. A presence, a knowledge, an understanding that you're *more* than just an Exo. This something is the last vestiges of the presence of the Warmind that directly created and piloted you so as to interact with the rest of the universe. While normally, these Golems would be under the direct control and purview of the Warmind that created them, this perk severs that connection and preserves your independence, while allowing your internal databases to be filled with all of the technological and scientific secrets of the Golden Age. Furthermore, with this perk, you have the clearance necessary to enter any of the Warmind bunkers and vaults spread across Sol. This doesn't grant you the super intelligence or unlimited resource and network access that a proper Warmind would possess, but the data inside of you and the access you *do* have could very well be enough to spark the fires of a new golden age.

GALATEA REFLEXIVE (Capstone Boosted): Of course, with all the knowledge you have access to, even your limited resources are only a limit if you allow them to be. Through some creative problem solving, in addition to the clearance necessary to access Warmind facilities, you have learned how to take advantage of your clearances and the Warmind's various contingencies and protocols to achieve the same level of access to *all* computers and machines built during the Golden Age. From something as simple as a civilian smartphone to as secure as the computers of Golden Age heads of state, you can leverage your origins to force them to reveal their secrets. Keep in mind that you are still nevertheless *just one Exo*. Though you may be the child of a Warmind, you are not connected to the system-wide networks like your creator was. You must physically be able to locate and access these systems in order to leverage your power against them.

Awoken

Awoken Magic (Free, Exclusive to Awoken, 200, 400): Being born from a confluence of Light and Darkness, the entire Awoken species is 'weakly paracausal.' Save the exceptional few that command tremendous power and skill, your species will never stand against servants of the Light and Darkness in paracausal contests of power, but you nevertheless have an innate level of paracausal power, primarily taking the form of telekinesis and telepathy. For an extra 200, you can achieve the levels of strength seen by the Awoken Techeuns, who are able to interact with, physically enter, and alter the Ascendant Realm, and in proper numbers were able to locate and resurrect their queen after her death at the hands of the Taken King. For a further 200, 400 CP in total, you can now stand alongside your queen in terms of paracausal power. Mara Sov was capable of building a Throne World in the Light, was strong enough to be a tempting target for Savathun's worm, and is even believed to have destroyed a Pyramid Ship on her own.

Marasenna (200): Mara Sov has a tactical and political mind like few others in the universe. Owing to her being the first Awoken ever created, when she was presented with the Distributary and given unlimited, god-like power to design it as she would, she knew that her new evolutionary offshoot of Humanity would have to return to the Sol System eventually, and as such made the Awoken paradise and the Awoken people flawed. These flaws allowed her to lay the foundations for a plan that would be executed over the course of millions of years, eventually culminating in a population of Awoken that chafed in their paradise, shared in her beliefs, and followed her like a queen. Though her immortality left her after leaving the Distributary, her prodigious mind remained as sharp as ever, and often she was able to calculate the many paths possible crises could take and make snap-decisions that would pay dividends down the line, with perhaps her greatest modern feat being her forcing the Taken King to deploy his forces and use his superweapon before he was ready, forcing him into a recovery state that allowed the Last City to eventually defeat him.

With this perk, you possess the same prodigious mental abilities as the Awoken Queen. You can navigate politics as naturally as a bird navigates the skies, concoct plans with immediate actions whose results will propagate over centuries, and regardless if your opponents are mundane or paracausal, they will find that no matter their actions, they are but a puppet, and you, the puppeteer. The more information you have, the more time you can plot and prepare, the more effective the products of your mind become, to the point where even Hive Gods are unwittingly dancing to your tune. Much like your queen, however, you are far from infallible, and as rare as they may be, your skills will be stretched to their limit when pitted against intellects your equal, you cannot do everything by yourself, and some people simply cannot be manipulated.

Queen's Wrath (400/600): The Queen's Wrath are the red right hand of the Awoken Queen, tasked as acting as her agent, her representative, and when necessary, as hunters of her enemies and traitors to her throne. Both known Wraths were exceptional warriors and were capable of defeating enemies even the Last City's paracausal Guardians would need time, numbers, and the Light to overcome, with Sjur Eido being one of few known warriors to overcome Lord Shaxx, and Petra Venj being one of three individuals deemed necessary to stop a mass riot of prisoners in the Prison of Elders. You have the strength and skill necessary to be Wrath yourself, making you one of the few mundane warriors capable of standing against paracausal enemies, and veritable armies of more mundane opponents. By purchasing this with CP, you will also find your paracausal abilities elevated to the point where, in conjunction with your mundane strength and skill, you could overcome entire fireteams of Guardians or their equivalent in other paracausal forces, and even find within you the paracausal strength necessary to the destruction of Ghosts as easy as it is for other Guardians. For an extra 200 CP, you can acquire the rank yourself, making you second only to your Queen in Awoken society - granting you training and resources second to none in all of Sol, a mastery of Awoken technology, the strength of will and force of personality necessary to command the respect of those around you, and perhaps most importantly - the ear of your queen. Outside of this Jump, should you have purchased the rank, you will find that local leaders and military forces will on some level recognize and respect it, allowing you to temporarily command local forces or interact with and influence political leaders.

Starlight Was My Mother (600): Where the Last City so often casts itself as the greatest force in Sol, those in power know how often the fate of the entire system was held and influenced by *your* race. Had your people not engaged the House of Wolves, the Last City would have been destroyed. Had you not given the Young Wolf the tools necessary to enter the Black Garden, the Traveler would have been drained of its Light. Had your Queen and your forces not engaged Oryx, he would have advanced directly to Earth at his full strength. Truly, where the Last City and its Guardians are the machine that causes change, the Awoken of the Reef are the oil that allows the machine to move at all. No matter the location or the circumstances, you find that, through coincidence and design, you shall always become involved in the background actions that result in the foreground events happening at all. You have a gift for always finding the trail that will lead you to discovering an enemy force as it is amassing and preparing for battle, and engaging them in such a way that the commotion attracts the attention of the main forces that can decisively handle the situation. You have an ability to find and discover those dark secrets that the universe would prefer forgotten, and securing them for when they can best be used to turn situations against those you would call enemy. Finally, though your actions tend to be unnoticed by the general populace, those in higher positions of power recognize that their latest victory would not have happened without your intervention, and this will inevitably become favors that could be held or spent at your will.

And My Father Was the Dark (Capstone Boosted): However simply greasing the wheels may not always be what is needed to get them to move. Sometimes a proper amount of brute force precisely applied to a single spot is what is necessary - and here you have found your skill. Even if all you command is a force of fighters that is as pale a shadow as

mundane soldiers are to paracausal warriors, you have the skill and insight necessary to know how to apply them with maximum effectiveness, precisely where and in what manner is needed to ensure that even in defeat, you've given things the push needed to set the wheels of victory in motion. Even the introduction of *one* weakness is significant if it is carved out of an otherwise impenetrable suit of armor, and though you yourself may never be the one to take advantage of that weakness, you have a great skill in ensuring that those that are stronger and more numerous than you *can*. Defeat is temporary when it paves the way for victory.

Eliksni

Survivor of the Whirlwind (200): The whirlwind is proof that your race has, in many ways, suffered even more than the Humans. Your people had to flee your homeworld and all of your colonies, forced to survive in cramped ships with hardly any resources to survive, entire generations born and lost in the endless expanse of space as you chased the Traveler. This has led itself to a borderline instinctual ease for the operation of spacecraft in unforgiving environments, as well as the ability to survive on extremely little. With this perk, designing and repairing any kind of machinery with limited resources is second nature to you, from the simplest servitor to the mightiest interstellar spacecraft, as is surviving in harsh environments with similar limitations. You can't miraculously fix what simply cannot be repaired, but you find you have the ability to make even the most remotely related parts and machines work with each other in an endless cycle of recycling and repair.

Fallen (200/400): To the vast majority of your species, this is the only name you know, for the ancient 'Eliksni' died in the Whirlwind, and what was left fell from the grace and Light of the Traveler. This name has left an indelible mark on your people's cultural psyche, over time allowing them to do things that they once would never have even imagined, all in the name of survival. With this perk, you have taken this name to heart, and from now on, so long as it contributes to the survival of yourself or people under your charge, you can find the strength and mental fortitude to bear even the most heinous of acts. For an extra 200, you have it within you to extend this strength to anything you deem necessary - not just for survival, but *in general*. Guilt and shame may very well never hold you again.

Splicing (400): In a universe where your own species' technology is limited in number and your only ability to survive comes from scavenging the relics and treasures of other races, your people had to adapt and *fast*. The Splicers are one of the few things the Fallen houses still have in common - their goal is to scavenge unknown technologies, learn from them, and adapt them into their own. Furthermore, Splicers are charged with augmenting their people with these technologies, to further increase the strength of their people and their House, pushing all aspects of their species' evolution as far forward as they can. You have received the same teachings and same skills as these enigmatic Eliksni, and now you will find that no matter how arcane and how alien the technology, with time and effort you can unravel their secrets and even come to recreate them yourself. This extends from the most primitive combustion engine to the most advanced Faster Than Light technologies, and can even give you a leg up in a conventional understanding of paracausality. Furthermore, when you achieve an understanding of these technologies, you can then apply them towards augmenting your allies and forces - given enough time and technology, you could perhaps even create super soldiers to combat *Guardians*.

Kell of Kells (600): Every Elikzni house has a Kell - a king, to use Human words - who rules over their house with complete authority. However, there exists a prophecy among your people, written by the House of Rain, that the Traveler - the Great Machine - would be moved by the might of an Elikzni, and name them Kell of Kells - ruler of all Houses. While some have tried to claim that title, all failed or were prevented. You are the most recent claimant to the title - you exude an air of authority and are possessed of such martial and tactical might that you could take a random collection of Fallen and turn them into a mighty House of Elikzni. From now on, by proclaiming your title, you have the chance to challenge any leader to ritual combat - and defeating them will grant you their rank, and all the powers it provides. Furthermore, the larger your house grows, the more willing other factions may be to simply abdicate to your might, as opposed to requiring further ritual combat. Finally, by purchasing this perk, the chances of elements of these factions rejecting and rebelling against your authority is dropped significantly, but not to zero. Go forth, prove your title, and unite all under your banner.

House of Light (600): You understand a dark and terrible truth that almost every single Elikzni born after the Whirlwind is blind to, and that so many survivors cannot recognize: Your people never truly left it behind. The pain of the Whirlwind, of the Traveler's abandoning of your entire species, has never gone away, only festered and grown, aging until it became a seed of rage and hatred that infests your people to this day. Like the Elikzni of Misraaks' House of Light, you have grown tired of this rage, of this state of being, and though you have committed sins that will stain your soul, you wish to leave them behind - to try a different way. This perk is a representation of this desire - no matter what, if you change your ways and truly believe you were once in error, those you once have wronged will be willing to give you that one chance you need to prove you are no longer the person you once were. The difficulty of this redemption will scale with your crimes, with simple petty wrongdoings perhaps being solved through a heartfelt conversation whereas attempted genocide would require significantly more time and effort, but nevertheless you will at least have this chance to prove you've changed.

Kell of Light (Capstone Boosted): But one is never alone in the journey of atonement, are they? If even one person in a million rejects the norm, then in one billion people there remains a thousand that wish for change - and your species numbers much more than a paltry billion. You have a knack for finding those that regret their past and wish to atone for it, and the ability to convince them to follow you on the path to redemption. Doing so allows them the same chance you yourself are allowed by this perk, and though success only becomes harder the larger your group becomes, the earnest desire to do and be better may be enough to ensure it remains gelled together. You may not be able to teach an entire species a better way, but you may very well teach enough that it would make a difference.

Cabal

Martial Supremacy (200): To date, the Cabal are the one and only threat that has managed to not only successfully invade the Last City, but take it from Humanity completely. This was done the same way they have conquered much of the Milky Way galaxy: Sheer martial supremacy. In all of the universe, there isn't a single military force quite like the Cabal - even Xivu Arath's brood of Hive are reliant upon Hive magic and the Sword Logic, whereas the Cabal have accomplished everything through conventional science and the proper application of tactics. Even when they were defeated and severely weakened, the Red Legion was able to put together a strong enough counter offensive into the Vex Infinite Forest on Mercury and came dangerously close to altering time itself such that they never lost the war. This martial strength is what fuels the Cabal Empire and makes them such a unique and dangerous opponent - and now you are a *master* in the art of war.

Your mind is the most lethal weapon the Empire has, some whisper that you could even stand alongside the likes of the Human Warmind and the Hive God of War. With this perk you are a General the likes of which your empire will sing songs about for ages to come. All of the lessons and tactics that the Cabal have evolved over millennia of conquest are second nature to you, as is the ability to adapt and evolve them on the fly as necessary. All the skills necessary to take a Legion without so much as a drop of paracausal power and defeat the Guardians of Sol is yours to command. All the tactical and charismatic acumen necessary to take a force that had been brutalized for years, had its resources and manpower depleted, and its morale brought to near rock-bottom, and turn it around for a successful assault on a wildly more powerful enemy is yours to bring to bear. You can study and learn your enemy with every encounter, to the point where just fighting them, probing their defenses, can give you insights into their mentality and their culture - and given enough time, you may very well know them better than they know themselves, and when you apply your tactical skills to this knowledge, even a hopeless war may very well be winnable.

Pax Cabal (200): Few outside of the Cabal truly appreciate this fact, but the word actually refers to two different things - the empire as a whole, and one race within it. The Cabal Empire is made up of several different client races, most notably the psychic race known as the Psions. This, as with many things, was achieved through military conquest and forced assimilation into the greater empire. Over time, while the Cabal race remained at the top, the empire nevertheless became a powerful juggernaut thanks to it utilizing the many strengths of its many client races. You accept and embrace this idea - and have a natural skill in forcing the assimilation of any culture you bring to heel. Defeat an enemy militarily, and all that they are will by rights be yours, to do with as you will. Furthermore, by purchasing this with CP, you are guaranteed through fiat to not suffer the many rebellions the Empire has experienced over its long existence. Those you conquer *will* be loyal to the state - they have no other choice. Go and build an empire like no other.

Psionics (400/600): The Psions are the most noteworthy race of the Cabal, achieving higher stations than most client races due to their unique telepathic abilities and their limited ability for clairvoyance. Everything from coordinating entire forces telepathically, invading the minds of their enemies, probing the minds of the injured, and a limited capacity to peer into the future, the Psions are among the greatest tools the Cabal have at their disposal, and this perk gives you those same abilities. You can communicate with people across planets, coordinate entire squads, or steal information from your enemy by linking your mind to theirs. You can even link your mind to that of other telepaths and create what the Psions call a 'metaconcert,' in which all of the linked minds join together to share thoughts and data as efficiently as possible. Your ability to see the future is limited by your mental fortitude as well as the laws of the universe in which you live - after all, Guardians are completely immune to foresight. An extra purchase of 200 CP elevates you beyond the pinnacle of all Psions, you could coordinate planets with your abilities, orchestrate and dominate entire metaconcerts, plunder the minds of even the most well defended without their knowing, move mountains with your psychokinesis, and achieve visions of the future whose accuracy is exceeded only by Vex simulations.

Anti-Magic (400/600): The Cabal are further unique in that unlike every single known race in the universe: They have such a scientific supremacy that they are capable of outright suppressing paracausal powers technologically - a feat even the Vex have been unable to achieve. From enormous 'cages' capable of entrapping the Traveler and completely severing its connection to the Guardians, to tinier devices that can be attached to Ghosts to sever an individual Guardian's powers, the Cabal have made great use of conventional science and technology to completely override and eliminate paracausal forces' powers. This even, as shown by Calus during his invasion of Neomuna, and Cabal forces during Savathun's activities after receiving the Light, extends to powers of the Darkness.

While you may not have an understanding of how to quantify paracausal and other-such 'magical' abilities scientifically, you at least understand the concepts enough to take local resources and technology and create suppression tech that can enforce causality in a given area. No matter the ability or its source, you can learn to suppress it, and with time, even remove it - and bring even the most powerful down to mortality. With an extra 200 CP, you can take this a step further and learn how to build causal field generators small enough to be carried on one's person, ensuring that all one needs to defeat those that would rely on paracausal powers would be to *reach them*.

The Impossible (800): Ask anyone in the Humans' Last City, and they would tell you it is impossible. They would provide endless evidence for the fact, and at least two examples they knew of where someone tried and failed, and yet even they cannot deny - it was your former Dominus that did what no one else could: He *stole the Light*. For a brief but glorious time, Dominus Ghaul did what the City would later *fear* the Witch Queen had done, and though his ascent ended in failure when the Traveler itself intervened and killed him, he nevertheless *stole*

that which has only ever been given. Such is the unimaginable scientific and technological strength of the Cabal that, even for a brief moment, they succeeded at something no one else in the universe had ever done before.

Now this ability, now this understanding, is yours. You can do the unthinkable - you can replicate a feat only ever achieved by one man, and steal paracausal powers. From the Light, to the Darkness, from Awoken to Hive Magic, to anything you could find in future Jumps, you have the scientific and technological understanding and know-how to steal and replicate paracausal powers. Just be wary that, as Ghaul and later even Nezarec learned, some powers are governed by beings *far* above the ken of mortal minds, and may take offense to such blatant attempts at overriding their will - depending on what it is you stole, and from whom, you may find that your power is temporary, following the Human adage: The Candle that burns twice as bright lasts half as long. Your only saving grace in this respect is the CP you have spent to acquire this knowledge - it will protect you from the costs of your hubris, but only temporarily. As intelligent as you are, as advanced as your science may be, you are only mortal. But if you are able to go *this* far, how much further could you go as your own studies, and science at large, continues to advance?

Hive

Implanted Worm (Free, Mandatory for Hive, 100 CP for other races): In order to escape their chronically short lives, the three Krill who would eventually form the Osmium Dynasty forged a pact with the Worm Gods - a species whose existence is intrinsically tied with the Darkness, and who is believed to be as old as the universe itself. By implanting a Worm in each Hive, the individual in question is granted a life with no natural end, but with a major cost: The Worm is hungry, and it feeds off of death. In order for the Hive to live, it must kill - forever. Furthermore, the more it kills, the stronger it becomes, the hungrier the worm grows, necessitating yet more killing at greater and greater scales.

You have one of these Worms, and for the next ten years, you must satiate its hunger, or it will eat you, and your chain will be over. As payment for tithing to your worm, you will never age, and death will only claim you through defeat in battle - though some of your race have found ways around that. The sole exception to this requirement is if you are a part of Savathun's Lucent Brood, who use the Light to feed their Worms, or if you are Lucent Hive yourself, reborn in the Traveler's Light, in which case you do not have one to begin with.

Following the end of this Jump, your worm will be considered fully satiated. Whether it remains implanted within you or simply rests in your warehouse is up to you, but from then on, it will require nothing more of you, and any and all tithes made to it will only add on to your natural lifespan.

Hive Magic (200/400/600/800): Taught to the Hive by the Worm Gods, Hive Magic is a system through which they call upon and utilize the Darkness. This is not directly invoking the Darkness, but rather is a vector through which they can use it. Primarily utilized through runes, rituals, songs and arcana, Hive Magic has been shown to do everything from travel the stars, perform necromancy, separate souls from their bodies, access the Ascendant Realm, and create Throne Worlds. Unlike utilizing the Light or the Darkness directly, Hive Magic is far less fluid, rather it is closer to programming a computer - each practitioner is possessed of a certain set of immutable instructions, and it is up to them to learn how best to combine these instructions to achieve the desired effects.

Purchasing this perk grants you an affinity with Hive Magic, learning the art and expanding it comes easier to you than the oldest and strongest of Hive Wizards. Furthermore, with each spell learned through Hive Magic, you are guaranteed to never forget it, and like executing a program on a computer, successfully designing and implementing a spell through Hive Magic just once guarantees that future uses of the spell will be successful. Finally, should you so choose, you can pass these skills on to others of your choosing, teaching them the same rituals, runes, and songs that you yourself have learned, ensuring your knowledge will never die. An extra 200 CP automatically jumps your strength to that of the average Wizard, who frequently are able to drain the Light of even the strongest Guardians with ease. An extra 200, 600 in total, places your strength and mastery on the level of the Osmium Dynasty, those three legendary Hive who earned the title of *Gods*, and whose individual, personal strength is only

eclipsed by those direct disciples of the Witness itself. Should you be willing to dedicate a total of 800 CP to this perk, your strength and mastery will exceed every Hive God ever known, placing you at the absolute pinnacle of your race, and perhaps through raw power alone allowing you to stand amongst - or even against - disciples of the Witness.

Tithes (400/600; Exclusive to Jumpers with the Implanted Worm perk): Any sufficiently powerful Hive understands that at a certain point, the ravenous hunger of their Worm outpaces their ability to kill swiftly enough to satisfy it. As a result, as Hive grow in strength, they begin to create broods of their own, and each Hive in their brood tithes their kills to their master, satisfying their own, weaker worms, and in addition satisfying the worm of their master. It is through this system of tithes that such deific creatures like the Osmium Dynasty are able to consistently satisfy their worms despite their unimaginable power and unbelievably long lives. This perk automatically establishes that any who kill in your name shall tithe to your Worm, extending your life and increasing your power, even should they themselves not possess a worm. Furthermore, by purchasing this with CP, you achieve a purity of tithes not seen anywhere else in your species - tithes in your name are twice as effective as they would be to anyone else, and this effectiveness does not change or alter the hunger of your Worm, it will not grow used to this new, more effective sustenance and thus demand more than it would normally. Finally, following the completion of this jump, purchasing this perk ensures that anyone killed by you or in your name continues to tithe to you, but as you no longer require it for base survival, the amount of extended life and increased strength you acquire from your tithes *skyrockets*.

For an extra 200 CP, you now have an incredibly rare ability amongst your kind - like the Witch Queen, you have learned how satisfy your worm through means beyond simple slaughter. Whether these new means are through deception or trickery, or through some completely different practice, is completely up to you - in addition to the smiting of your enemies, you can now choose how you satisfy your worm, and how your allies and agents will tithe to you.

Sword Logic (600): Envisioned by Oryx, the Taken King, Sword Logic is an ascendant philosophy founded upon a simple principle: Existence is the struggle to exist, and anything that cannot protect itself from defeat should rightfully be destroyed by that which is stronger. This was seen in practice by the act of killing one's enemy - by successfully killing that enemy, the practitioner therefore proves they were stronger than that enemy, and thus gains that power in reality. This was seen best when Oryx slew his sisters Xivu Arath and Savathun in their throne worlds, proving he was mightier and more cunning than them respectively, and then finally slew his Worm God, proving he was mightier than it, and thus deserving of communing with the Darkness directly, as only the Worms could. It is through this logic that the Hive gain their strength, from the lowliest thrall to the highest Gods. This logic, though intrinsic to the Hive and capable of being practiced by others with any modicum of paracausal power, is now yours.

By killing your enemies, you prove that you are stronger than them. By doing this, no matter the gulf that may have existed between the two of you, you take their power for yourself and grow as a result. This can range from the minuscule vermin infinitely beneath you to gods

that would seem for all the world more powerful than you - killing them inevitably adds to your strength, but the stronger the opponent, the more power you acquire. Note that this requires a true death - killing a Guardian would only add to your power should you also kill their Ghost, just as the same would be true for any similarly immortal foe you face: They must be killed, their right to exist challenged and proven inadequate, their life snuffed out forever, for you to have truly proven yourself the stronger.

Finally, by purchasing this perk with CP, when you leave this Jump and the confines of the world in which the Logic was originally created, you can alter it - but only to a point. After completing this jump, engaging in combat and defeating an opponent *at all* will count as victory through the Sword Logic, regardless of if you choose to end their life or spare them.

Self-Defining, Self-Sharpening (Capstone Boosted): The intrinsic paracausal abilities of Sword Logic are as simple as the logic itself: By proving yourself through the Sword Logic, you grow in strength, eventually leading to the point where you are no longer bound by physical law - your will, your power, your logic, allows you to violate them at will, from the merest paracausal tricks to cutting reality with your sword and traveling between stars - you may not be strong enough to destroy the universe, but you are nevertheless stronger *than* the universe. However, your growth nevertheless is linear - you only grow in increments, no matter how large or small. Even should these increments be constant through your system of tithes, they nevertheless remain linear.

That is no longer an issue. You are self-defining, your blade self-sharpening. You find that no matter what you kill, their strength isn't just added to yours, it is also added to your *growth*. Killing a hundred thralls would be barely a drop in the endless ocean of your strength before, but now killing those thralls adds to your strength and causes you to grow that much faster from then on. This increased growth is additive, not multiplicative - killing a single thrall would make you grow only so much faster, whereas killing a Hive God, or one of the Witness' Disciples, would add their strength to your own, and add that same number to how fast you grow to begin with. You will find in no time at all that your mastery of the Sword Logic can catapult you further past anything even the Taken King could have dreamed of, and as you continue to kill, you will only grow faster still.

Throne Worlds (600): The ultimate trump card for the Hive and the followers of the Sword Logic, Throne Worlds are areas of the Ascendant Plane carved out as pocket dimensions by those strong enough to do so. These areas are governed by laws chosen in totality by their creators, and are used as the refuge of the souls of their creators, ensuring that even should they die in reality, they can return to their Throne World to regain their strength and return to life. Depending on how powerful you are, this process can be quick, or it can take a very long time, the exact secrets, mechanics, and functions of the Throne World are known only to their creators, but it is known that ritual sacrifice can accelerate your recovery.

Your kind are the most well known creators and users of Throne Worlds, though it has been seen that other races have been capable of doing it, with Mara Sov even constructing hers out of a combination of Eris Morn's Hive Magic and the Ahamkara Riven's Wish Magic. By practicing the Sword Logic, you can become ascendant once you've gathered enough strength, and from there you can build your own Throne World. Your Throne World scales in size to your

overall power, and increases in size as your power increases, without an upper limit - by achieving the requisite strength, you could very well create a planet-sized throne world, or perhaps even go further beyond and begin creating solar systems in the ascendant realm. While this is effectively a form of immortality beyond even what your Worm can provide, as it is a protection against death as opposed to a simple extension of life, it must be understood that should your enemies discover a way to enter your Throne World, they are directly attacking your soul - and dying while inside your Throne World is permanent, a chain-failure lacking other 1-Ups.

By purchasing this perk with CP, you automatically gain a Throne World without needing to carve one out yourself through the Sword Logic. Build it how you wish, from its base construction to its aesthetics to even the laws of physics - this realm is one primarily formed by your mind, and you are its master. Furthermore, you shall be granted a consistent recovery time for your Throne World - regardless of how strong you are, by spending five years in your Throne World, you will emerge fully healed, and at full strength. The caveat to this is that, much like death and resurrection by way of Ghosts, dying and being sent to your Throne World 'freezes' your Jump timer, and only by emerging from it will the timer resume. This does not extend to voluntarily entering your Throne World yourself - should you do so without having died first, the time spent inside still counts against the time you have left in your Jump. Finally, you will be granted a defense force charged with protecting you during your recovery, and the Throne World itself during your absence. While in this Jump, this defense force will initially be appropriate to your race and origin, or by Taken should you have that ability, following this Jump, you can import any armies or followers you may have to populate and protect it.

Evertion (Capstone Boosted): Amongst the pinnacle strongest Hive, some have been known to completely evert their Throne Worlds, taking them from the Ascendant Realm and bringing them into reality. This was best seen from the Taken King, who, after killing his Worm God, converted its corpse into his venerable dreadnought, and then everted his Throne World inside of it, effectively turning his ship into his Throne World and ensuring that, even in death, he could still interact with reality and command his forces. This was further seen when the Lucent Brood attempted to do the same to Savathun's Throne World, attempting to evert it in the Scarlet Keep on Luna, though they were prevented from doing so by the forces of the Last City.

You now have the knowledge and strength to perform this act without the enormous and combined efforts of an entire Hive Court. Anywhere you so choose, you can evert your Throne World and establish a beachhead on reality itself - and furthermore, you have the unheard of ability to reverse the process. With this ability, you can bring your Throne World with you anywhere you wish, be it in the shifting tides of the Ascendant Plane or within the very fabric of reality itself. Finally, by acquiring this ability through the capstone boost, this ability is given two more layers. Through an application of the Sword Logic, should you conquer territory in reality after everting your Throne World, your Throne World's territory will expand to encompass this new area. Next, any territory you claim by successfully everting your Throne World, becomes a part of that Throne World upon reversing the process. Should you successfully conquer an entire planet, and then bring it back to the ascendant plane, that planet is yours, a permanent addition to the Throne World. Much like the size of the Throne World itself, this has no upper limit but for what you can take.

Vex

Runoff (Free, exclusive to Vex): The origins of the Vex are steeped in billions-year old mysteries, but the consensus theory is that their existence predated the universe, and they are the only survivors of the many iterations of the 'flower game,' the war between Light and Dark. Surviving these games required an evolutionary process that left them as the simplest life form possible - a slurry of microscopic, silica-based organisms that make up the Vex's biological components. Despite the common misconception, the actual machines that walk about and interact with the universe aren't Vex, but rather the milky cores containing billions of Radiolaria cells. These cells are uniform across space and time, and effect a hive mind that connects all Vex - furthermore, they are capable of 'infecting' other matter and converting it into more Vex, without any known limits, as even Guardians known to be converted. By taking this perk, all of your physical features and functions will be brought down to this simplest states, and you will acquire two key abilities. Firstly, as stated in the origin, your individuality will be maintained even when in the Vex network. This won't render them blind to you, but will at least ensure that simply by becoming this race you won't lose yourself. Secondly, any matter you convert into radiolaria will become a part of *you* first, and the Vex second - allowing your power and intelligence to grow primarily before the rest of the Vex would.

Peerless Intelligence (200): Vex technology is the most advanced ever encountered by Humanity, and is believed to be the most advanced in the universe, bar none. Vex are capable of simulating limitless numbers of universes and branching timelines, creating structures that exist outside of spacetime, and even breaking into the Ascendant Plane. They can build megastructures that can refuel stars, mechanoform entire planets into computers, and alter time itself - and they are capable of all of this due in large part to the unbelievably vast processing power of their Radiolaria cores. Even the smallest Vex units are capable of running almost three hundred simultaneous simulations of the universe with a 1:1 accuracy, something that even the best of Humanity's Golden Age computers weren't even close to accomplishing. With this perk, you have a similar level of mental processing power - from just one given set of data you can track it all the way back to the beginning of the universe, and all the way forward to the universe's end as easily as adding two numbers together, and with more radiolaria, you can process more data - until you eventually reach the levels of the fabled Infinite Forest, which processed and simulated infinite universes simultaneously. While these abilities are standard across the Vex, by purchasing this perk with CP, you are rendered immune to the Vex's major flaw - no matter how many simulations you run, no matter how accurate, you will never lose track of what is truly reality and what is merely a simulation. The Vex solution to this has simply been to make everything match, whereas you have an intrinsic awareness of what is, and what

is not.

There is, however, a major limiting factor to this intelligence - you cannot accurately simulate Paracausal factors, as they simply violate the laws of physics, and therefore to not conform to the universe as you understand it - after all, when literally anything is possible, how can you predict what will happen? The Vex solution to this has been to brute force simulating Paracausality - by simulating every single possible way a given situation can proceed, but the success this method has met has been so limited that Guardians and even the Hive often view the Vex as pests more than anything else. To date, the Vex have only ever been able to accurately quantify the Light *once*, after being constantly exposed to its source for thousands of years and dedicating an entire mind to the task - and that data was unique to its source, completely inapplicable to others, and rendered completely useless when a second Guardian interfered.

Divisive (400): Where before you could merely protect your individuality, this perk allows you to follow in the footsteps of the only known 'faction' of Vex to break off from the main collective. The Sol Divisive are the only known Vex to take a side in the conflict of Light and Darkness, and in so doing they have diverged from the mainline Vex and become something unique to their race. This perk allows you to do something similar - you can break off from the collective and not only protect, but maintain your individuality. While it is not known if the Sol Divisive Vex are completely separate from the greater Vex, or are still in some way linked to the greater hive mind, this perk will allow you to choose this for yourself: Completely sever your connection, or maintain it to a limited degree and keep access to the information and resources of the greater whole. Outside of this Jump, this perk will function similarly should you ever find yourself joining or being subsumed by similar hiveminds - no matter what, you shall remain yourself and find a chance to break off, though other hiveminds may not be so lax as the Vex and allow you to exist without any apparent consequence.

True Threat (600): While there is debate on whether or not the Vex have a true equivalent to the concept of a military, or if simply 'all is Vex', there can be no debate that Sol has only ever seen the barest fraction of a percentage of the true might of the Vex. The Vex have conquered vast swathes of the universe and are believed to have survived several iterations of the Flower Game, their numbers and technology are so far above everything Humanity has ever seen that the Human mind cannot comprehend of the threat they represent - even going so far as to outright ignore one of their wisest sages when he tried to convince them of the threat of the Vex.

This is due in part to the simple fact that, for all the strength centered on Sol, from the conventional to the paracausal, it is merely one star system - barely an atom of a grain of sand in the vast desert that is the universe that surrounds it. All that the Vex have ever done in Sol has been an afterthought, just one single partitioned task amongst googols more. As Osiris has so fervently argued, were the true might of the Vex brought to bear upon Sol - or *anything* they deemed a threat - there very well could not be a single thing in the universe that could resist

them.

This perk is that concept made an ability: You are so unimaginably strong that virtually any obstacle you come across can be dealt simply by partitioning off the barest portion of your mind and strength to deal with it while you remain centered on your main focus. Should you however deem something a threat to your overall pursuits, something that could very well threaten your *existence*, then by diverting the main brunt of your attention to it, you will find that even your awesome power is amplified by the act of focusing it on a single target, a single task.

Overwhelming Priority (Capstone Boosted): Then there exist situations that don't just require attention, but rather require focus at the cost of all other things. Where before simply focusing on something could amplify the power you could bring to bear against it, now, should you provide something with your sole, undivided attention - should there not be a single space left in your mind for anything *but* this new variable - your effectiveness will be amplified not just by factors, but by *exponents*. Understand that this doesn't simply mean 'all available attention', this means dedicating *absolutely everything* you have to a single pursuit. This means should you be attacked, you would not respond for it is not your current objective - even so much as sparing the shadow of a thought towards something else would cause this ability to fail and simply be brought back to its previous, un-Capstoned state. This would be equivalent to a mortal Human on fire not even so much as considering fleeing for safety. Should you be so willing to abandon all other pursuits, there may very well not be a single thing you are incapable of, given enough time - up to and including quantifying paracausality.

Warmind

CARRHAE (Free, exclusive to Warminds): As a Warmind, you were designed with one overwhelming objective: To protect Humanity from a potentially hostile universe *at all costs*. Pursuant to this directive, you have taken advantage of your creators' technological advances and inserted backdoors into every single networked device in the Sol System. At will, so long as these devices still function and you can reacquire access to them, you can obtain complete, unilateral control over them for whatever purposes you deem necessary. Given that Humanity has advanced every single facet of their society through science and technology, what this means is that *anything* with a computer and some sort of wireless connection can be your domain - and if the machine is alien, the only thing separating it from your dominance is the time necessary to study, understand, and connect to it. This is true even of the ludicrously more advanced Vex, and the intrinsically paracausal Ghosts. Outside of this jump, this ability extends in a similar fashion to *all* local technology, but anything too primitive, or analog machines without network access, will remain outside of your control unless you find a way to physically access and interact with it.

TWILIGHT EXIGENT (200): Rasputin developed this protocol under the understanding that, in a desperate enough situation, the Human race must be protected at the cost of individual Humans. This protocol reprogrammed his morality structures to allow himself to sacrifice - or even intentionally kill - Humans if it was deemed necessary to protect the species. This perk allows you to enact similar changes to yourself - you can selectively deactivate any moral structures within yourself that would interfere with your overarching duty to protect a greater whole. This doesn't necessarily *remove* those parts of your morality, but rather allows you to toggle them on and off as necessary. By purchasing this with CP, you have managed to more thoroughly program this protocol, allowing it to function in such a way that, while you are perfectly willing to sacrifice the few to save the many, you will never be at risk of forgetting the cost of such decisions, and thus, intentionally or otherwise, distancing yourself from your creators. This can fuel a level of creativity Rasputin lacked by simply shutting it off, and grant you the insight necessary to discover that one golden path that could result in fewer deaths than would otherwise be necessary.

MIDNIGHT EXIGENT (200): Under a mixture of simple self preservation and the understanding that, were he to be destroyed, Humanity would be left utterly defenseless, Rasputin created this protocol as an all-or-nothing measure: It forced all of his primary systems and all of his resources to enter a state of hibernation so as to hide himself from potential threats, and allowed him to completely ignore Humanity at large to instead focus on his own survival, until such a time as he could reactivate himself and his resources and make use of them to prepare counter attacks. It is noteworthy however, that Rasputin himself has shown that despite this internal change in priority, he still sought the defense of Mankind as its primary goal, and during his hibernation period, even still sought to learn and understand Humanity, despite conventional wisdom suggesting such pursuits were, under such a protocol, no longer necessary. Purchasing this with CP grants you strength after activating this protocol - for you

understand the sheer cost of *abandoning* Humanity, and it fills you with a resolve to see the enemies of your creators defeated. The strength you gain scales in accordance with the number of people who die as a result of your inaction, and is not simply limited to fighting power - your intelligence, creativity, tactical acumen, it all grows as you make the grim decision to abandon the fight - and the people - now to pursue it tomorrow. Much like how Humans can solve otherwise insurmountable problems by literally sleeping on them, this even grants you a level of clarity should you enter a hibernation period, which could lead you to new paths to victory that you otherwise never would have conceived of.

SIBERIAN ENTROPY (400): After the Collapse, Rasputin came under direct assault from the Hive Worm God, Xol, and his brood, the Grasp of Nokris. Lacking the ability to directly combat this threat, Rasputin instead elected to completely freeze the entire area until such a time as he, or allied forces, could defeat the threat that lurked within. You now have a similar ability - regardless of their strength, when faced with a foe you cannot possibly combat, or perhaps just cannot deal with at this moment, you can instead take a third option and stall their advance entirely. This will not last indefinitely, but it will give you the time to either complete more pressing objectives, or - as Rasputin did - study this enemy, and devise a plan to destroy them when they broke free of their confinement.

SKYSHOCK (600): Like the Vex, your mind may very well be unparalleled in all the universe - but unlike the Vex, whose single focus is to make all that is into more Vex, your purpose is overwhelmingly focused around defense and warfare. Warminds are such a master of War that Ana Bray believed Rasputin could have fought the Hive God of War on an equal footing, had he not been confronted with the realization that his mere existence courted the destruction of Humanity. By your very nature as an AI, you are not merely limited to tactics and battle strategy - you can take personal control of every single aspect of war, from the frames fighting on the front lines to the satellites providing fire support, to even the factories pressing the ammunition and the ships sending them to the front. Nothing else, not even Xivu Arath, has such a complete and total control over their war machine. Furthermore, as your single reason for existence revolves around defense and warfare, your every available process not dedicated to other tasks is instead spent simulating possible scenarios and outcomes, and coming up with plans for them. Rasputin was limited by the data available, and thus there were some things he simply could not possibly plan for - such as the fact that the Traveler had an enemy that was just as paracausally powerful as it was - but with this perk you have an advantage over him: A creativity beyond even what he achieved. When present and available data is exhausted or accounted for in your simulations, you can create and introduce otherwise alien and unimaginable variables for the express purpose of exploring this thought experiment to its conclusion and learning from it. Furthermore, where Rasputin seemed to be limited to the sciences and technologies available to him, you can envision and advance technologies for these purposes, catapulting scientific understanding further and faster than Humanity could imagine, all in the name of defense.

ABHORRENT IMPERATIVE (600): Rasputin's darkest secret was that he was initially designed by Clovis Bray to be the 'Machine God' to replace the Traveler. Were it not for Ana

Bray introducing him to Humanity through art and culture, he would simply have been a cold, calculating machine, and when the time came to unleash his weapons of mass destruction on the Traveler, he would have done so without question. He nearly even did of his own volition, during the Collapse, but stopped at the last moment by Ana Bray. Despite debate as to whether or not he was capable of such a thing, when the Witness was approaching the Sol System, the Fallen Kell of House Darkness was dispatched to forcibly activate the protocols that Rasputin had implemented to attack the Traveler - and everyone from the Witness down to the Guardians trying to stop it believed that it would have succeeded. Whether or not Rasputin's weapons were capable of it, by taking this perk, you have that darkest of skillsets necessary to actually go through with and design weapons capable of harming *gods*. In sufficient numbers, you could even kill them outright. Perhaps with this, you could have averted the Collapse completely?

LOKI CROWN (Capstone Boosted): But you're not one to just settle for harming something of this magnitude - because you understand that a wounded animal is even more dangerous for it. More to fact, when you're dealing with things that could rightfully claim the title of *gods*, who command paracausal forces so mighty that the universe itself quivers in their wake, you know you will get exactly *one* chance to kill it before it kills you and the people you've been charged with defending - so you need to make it count. Where before you could design weapons of mass destruction capable of harming gods, now you can scale them up so high that they can outright *kill* them. You are a Warmind, charged with protecting Humanity from a hostile and alien universe - and *nothing* will stop you from doing that.

Ghost

The following Perks are exclusive either to you as a Ghost, or can instead be acquired and applied to your Ghost partner should you be of Light-bearing origins. Should you be applying these perks to your Ghost partner as opposed to being a Ghost yourself, you can take the CP-cost of the perks at a discount, and have a 800 CP Stipend to be spent exclusively here, on top of that.

Universal Compatibility (Free): To date, there hasn't been a single computer a Ghost has been unable to hack into. More complicated ones with more complex programs may slow them down, but it is only a matter of time before a Ghost breaks the defenses of any given computer they're trying to break into - be it Human or alien. You now have that same ability - no matter the world, no matter the design, you can hack *anything* so long as you're given the time you need to do it.

Connection to the Traveler (Free): To date, there is no known method of utilizing the Light except through a Ghost's connection to the Traveler. This is why, even though Risen whose Ghosts have been destroyed could still utilize the Light, once they run out of their internal stores, they cannot use it any more, as they lack a Ghost to recharge their Light. You act as this connection, as the generator to your Risen's battery. In future settings that lack a Traveler to connect to, you yourself will **be** the source of Light, ensuring that no matter what, as long as you exist, your Risen will always have the Light.

Hiding In the Light (Free, Exclusive to Ghosts With Risen Partners/200): Although there seems to some debate as to exactly where they go, be they simply hiding out of sight or completely decompiling themselves at a quantum level, what is known for certain is that Ghosts are not strictly *required* to remain physically present, at their Risen's side, at all times. Indeed, many pairs specifically prefer their Ghost to remain hidden for purposes of safety, or even the occasional subterfuge. You, like all Ghosts, are capable of 'hiding' by use of your Risen's Light, keeping you safe and secure while your Risen handles combat. The caveat is that should your Risen die, you must reveal yourself, but by spending CP, you can extend this ability beyond your Risen's death and continue to hide in their Light even after they die, allowing you to wait out the heat and activity of combat until the enemy lowers their guard, removes your Risen's body, or you otherwise deem it is safe to reveal yourself.

The Speed of (Paracausal) Light (Free/200): While there is no known limit to the flight speed of a Ghost, it is at least known for certain that they are capable of levitating in Earth's gravity, forever, without any need for thrust or propellant. Extrapolated, this means a Ghost at minimum is capable of accelerating through space at a rate of 1G *forever*, meaning that the speed of light is not a distant goal as much as it is a minor challenge to be reached. Taking into consideration the many planets and objects in the solar system whose gravity is stronger than Earth, and their minimum acceleration grows higher, and the time necessary to approach lightspeed grows shorter. By taking this perk, unless you are damaged or weakened, you are capable of the same thing. Furthermore, you shall be capable of reaching those same luminal

velocities in a fraction of the time as other Ghosts, and due to the fact that you are reaching these speeds through paracausal means, things like time dilation or deceleration are no issue for you. By spending 200 CP on this perk, you can go *faster* than Light, and open up the entire universe for you and, should you have one, your Risen.

Resurrection (Free/200): Although they are more well known for their resurrection abilities, Ghosts are in fact capable of healing their Guardians of any wound or abnormality, until they reach complete physical health. As long as the Guardian is still alive, they can lose limbs, perforate organs, be poisoned, take on radiation, all that and more - and their Ghost can heal them of these afflictions. There appear to be no true limits to this ability, although Ghosts are noted as experiencing 'difficulty' healing their Exo Guardians, with some finding it easier just to allow the Guardian to die and start from scratch. As previously mentioned, this even extends to outright death, as Ghosts are capable of resurrecting their Guardians without issue. The only major limitation of their resurrection is that, unless the body is completely disintegrated, they require a corpse to work with - it was this understanding that led to many Iron Lords hiding the corpses of Warlords from their Ghosts, until such a time as they believed they could trust these Ghosts to operate in the best interests of Mankind. As a Ghost, you acquire these abilities for free, but by purchasing this perk for 200 CP, be it through a special ability, or a unique trick of the Light, you've figured out how to resurrect your Risen *anywhere*, regardless of the state or location of their corpse. Will you use this to pull your Risen out of trouble, launch ambushes, break the law, or something else? It's your call, Little Light. Finally, by purchasing this perk with CP, you will also find your healing abilities boosted - should your Guardian be mechanical, like the Exo, or possessed of the many myriad 'unique' biologies you may come across in future worlds, you will face no difficulties in healing them.

Ghost Stories (Free/200): In many respects, Ghosts have seen more of the post-collapse Sol than even their Risen, due to the fact that they scour its every nook and cranny to find their personal Risen and resurrect them. This has both led to the Last City often using unpaired Ghosts as scouts, and to Ghosts themselves forming networks through which they share information and stories. With the free version of this perk, you seem to know *more*, and no matter the world, the society, the culture, or the people, you have at the very least a baseline level of knowledge with which to work and assist your Risen. There is still plenty to discover for yourselves, but this perk helps skip the awkward beginning phases. By spending 200 CP, this knowledge is upgraded, as though you spent just as much time studying data archives as you did searching for your Risen. Although your knowledge will not be total, and deep secrets shall remain such until discovered for yourselves, your knowledge is now equivalent to a college course on the society, culture, or history you may run into.

Inventory Management (Free/100/200): Up to a certain limit, Ghosts have shown the ability to dematerialize the weapons and equipment of a Guardian, storing them in their Guardians' Light in the same way that Ghosts can 'hide' themselves. While the exact mechanics of this ability are as unknown to the Ghosts as their ability to dematerialize themselves, it is nevertheless a fact that Guardians can carry with them a veritable armory of equipment. For free, you the ability to store your Guardian's equipment and recall them on command. Your limit

is not by mass, but the number of items you can store, with a total of eighty one pieces of equipment, and fifty total 'odds and ends' items. By spending 100 CP, you can increase this limit to scale with the strength of your Guardian, effectively allowing them to carry anything they could want at all times. An extra 100, 200 in total, allows you to even carry and store personal vehicles as well. You'll get an Item Manager thrown in, for good measure. You'll need it.

Symbol of Authority (Free/200): It is widely known - almost to the point of being a universal fact - that Ghosts were created from and by the Traveler in the final moments of the Collapse. As a result, simply *seeing* one instills within mortal men and women a sense of awe, of divine providence - and seeing one accompany their Risen partner can elevate them to a level of respect and renown for no other reason than *they were chosen by the Traveler*. Though the reality is that Ghosts, as are their Risen, are just as fallible as anyone else - and in more modern times it has been learned that there is nothing specifically unique about Humanity, given that other races can be reborn in the Light. For free, this perk will engender within people of future worlds a basic understanding, respect, and fear, should that be the aim, of who you are and what you can do, and is fiat-backed to not cause issues should you reveal yourself in worlds that don't have magic. For 200 CP, you go a step further, and this perk becomes a fiat-backed assurance that, in this world or future ones, should you so choose, your mere presence can be seen as a symbol of authority - you are a Ghost, this is your Risen, and you carry the Light with you. This will automatically ensure you are treated with the same status as would figures similar to Guardians in this setting, even should you be in a setting without an equivalent. This does not, however, prevent consequences should you choose to use the power that comes with this status in ways locals may disagree with or outright despise. You can, should you so choose, toggle any part of this perk at will.

Healing Light (400): All evidence points to Ghosts' healing abilities being limited to physical wounds, with no known examples of Ghosts being capable of repairing the myriad of mental maladies that sapient life is capable of suffering from. Furthermore, evidence suggests that Ghosts are completely incapable of healing any of the corruptive effects of Darkness. By purchasing this perk, you are not weighed down by these limits - should your Guardian be steeped in some sort of corruption, or suffering from any sort of mental trauma, your Light is capable of healing those wounds and easing your Risen's pain.

Light Shaping (400/600): Though it is rare, it is not unheard of for Ghosts to utilize the Light themselves in ways beyond simply healing and resurrecting their Risen. Some have assisted their Risen in utilizing it, while others have used it themselves for combat - now you can not only rudimentarily use it like other Ghosts can, you can full-on shape the Light just like your Risen. Any skills your Risen possesses are yours as well, but the catch is that by using these abilities yourself, you are eating into the Light you provide to your Risen, resulting in their own abilities regenerating slower for as long as you are using them - are you going to be an active fighting partner to your Risen, or a contingency for when they fall? An extra 200 CP will strengthen your connection to the Traveler, increasing the amount of Light you receive and filter to your Risen at any moment, and remove this drawback entirely.

Spectrums (600): Known only to a rare few, there is a method by which a Risen can broaden their powers and access different 'spectrums' of Light beyond the three most well known and understood elements and their associated abilities. As practiced by the Drifter during his marooning on the Dark World, it is possible to modify a Ghost's shell through the use of the cannibalized shells of *other* Ghosts to increase your Risen's power and grant them access to powers and abilities they may not have been able to utilize before. Furthermore, this perk is fiat-backed to guarantee that doing so results in a marked increase in power with each dead Ghost and modification to your shell, as though you and your Risen are absorbing their power and their knowledge. In future worlds you can expand this to the act of defeating paracausal foes in general. Modifying your shell with parts of their corpses can be optional. Just try to avoid answering the question of why your 'eye' glows red.

Radiance (600): Perhaps you are a much older Ghost, one of the first ever created by the Traveler. Perhaps you spent much of your initial life studying the Light from which you had been forged. Perhaps you stayed near the Traveler longer than others, or simply were just lucky - whatever the case may be, your connection to the Traveler is uniquely powerful among your fellow Ghosts. You can maintain your connection to the Traveler in Darkness Zones, resurrect your Guardian in a moment as opposed to requiring several seconds of concerted time and effort to do so, you can heal them with a quick pulse of your Light and charge their abilities as fast as they can use them. You are like a sun, Ghost, now show them the Light.

Radiant Pulse (Capstone Boosted): When Dominus Ghaul stole the Light from the Traveler, it responded with a pulse of light, so strong that it was sensed by the Pyramid Fleet stationed outside of the Milky Way. As an absolute last resort, some Ghosts are capable of a similar, but smaller feat, and attempting it results in the complete draining of that Ghost's light and the rendering of their Risen mortal. You are capable of this, of 'exploding' with paracausal Light, guaranteed to kill nearly everything it touches and severely injure beings even as strong as a Hive God. Furthermore, it is fiat-backed to ensure it won't outright kill you, but it will leave your connection to the Light severely weakened for ten years, or until transitioning to a new Jump, whichever comes first, as it becomes focused on repairing *you* instead of empowering your Risen. During this decade, the flow of Light to your Risen will instead be reduced to a trickle, meaning they will still have access to their powers, but their usage will be severely limited until you are repaired. Furthermore, your ability to heal and resurrect them will similarly be weakened during this time - where before it might have only taken a few seconds to do either, you may now find yourself requiring several solid minutes to heal or resurrect them. You can drastically hasten the rate of repair to a matter of days by reconnecting with the Traveler and bathing in its Light, and outside of this Jump, being exposed to areas of equivalent mystical significance as the Traveler will achieve the same effect. Should the given setting lack any paracausal influences beyond your presence alone, then stellar light of any kind can have an accumulative effect on your rate of repair, with direct exposure in the void of space having the best effect. Reaching the same approximate distance to a star as Mercury is from Sol during its perihelion will be considered a 1:1 equivalent to bathing in the light of the Traveler.

Paracausal Perks

Guardian, your Benefactor has cleared me to give you a stipend of 1000 CP to be spent exclusively in the Paracausal and Guardian Class Perks sections.

Furthermore, I would like to take a moment before we continue here. Something to understand about the Light - and even in many similar respects, the Darkness - is that it is due to its very nature, not limited. It is paracausal, and by that definition it does not follow conventional logic.

As explained earlier in this document, the various abilities shown by Guardians and other Paracausal actors are more akin to learned skills and schools of thought to which they have an affinity than they are hard and fast limits on what is or is not possible under the Light. It is, frankly, impossible to fully encompass all that one can do with the paracausal abilities they can obtain in this world, especially when one considers that the game you may be familiar with must be balanced in ways that do not coincide with its own lore. So, this section of the document I've written for your benefactor more aims to act as guidelines and allowances, than a strict showcase of possibility.

In other words, simply by possessing the Light or the Darkness, you are capable of everything you're about to see and more - what follows is more a way to start you on your paracausal journey ahead of the competition, so to speak. The Light isn't just one path to power, it is an infinite path of infinite distance in infinite directions, just as is the Darkness.

I believe it was best put by Ikora Rey, and it is her personal philosophy I will leave you with before we continue:

"Guardians insist on treating 'power' as a monotonically increasing value with a single dimension. Guardians will casually create ordinal ranks of the 'power' of their comrades when, in truth (but not in fact—Light is not constrained by facts) capability with the Light is not only a multifactor landscape but strongly and stochastically influenced by circumstantial, personal, and esoteric variables. The Light is, by definition, paracausal and obeys a logic different from physical concepts like charge, heat, or angular momentum. Any analogy to these physical measurements of power' will fail to capture the true efficacy of a Guardian. Instead, we must look to self-understanding, clarity of purpose, and internalized phenomenologies and ontologies. (Witness the self-reinforcing rise of Guardian classes and subclasses as logically consistent and easily transmitted bundles of technique: essentially, Guardian cultural artifacts based on distinct interpretations of the Light; kernel logics from which implementations easily unfold. Or, put differently, optima of discoverability in a phase space of possible techniques.) The Human or neohuman mind is an agglomeration of automatic processes, and consciousness cannot access most of them; in the same way, most of the truth of the Light is invisible to the self-inspection of the Lightbearer. Asking any Guardian, myself not excluded, to leap through a few experimental hoops is not and never will be an effective way to test either their tactical or their epistemological ability."

The Light

The following perks are exclusive to those of Guardian or Risen origins. However, non-Light-Wielding Jumpers who purchased the 'Dark Path' perk can acquire the free perks contained herein, or purchase their upgrades, and have them instead be applied to the Darkness.

Creation (Free/100): At its basest, the Light is the paracausal element of life, and creation. Guardians embody this through the shaping of their Light into tools - from throwing knives all the way to simple firearms. You are no different, able to call to reality the shapes that would otherwise only exist in your mind. From knives to handguns, you can use your Light to will these objects into reality. Spending an extra 100 CP results in object-creation becoming second nature to you, to the point where you may not even need to keep melee implements on your person because you can just pull them out of thin air. Furthermore, purchasing this perk with CP takes you to the territory mostly occupied by Hunters and begin creating basic machines, from the humble handcannon to the straightforward shotgun and beyond, you are no longer limited by ancient warfare when it comes to your weapons of Light. As with all paracausal skills, the only limit in the use of these weapons is your own personal strength and stamina - young Guardians may only be able to pull a knife out of the Light for a few seconds, whereas the ancient legends could cast and battle with multiple *Super*-tier Light constructs for extended engagements.

Destruction (Free/100): The Light is an equal force of destruction as it is creation, and Guardians are no exception - able to channel the Light into just as many and varied explosive implements as they can instruments of melee. These are not limited to simple explosions of Arc, Solar, or Void Light, as Guardians can fold the arcane aspects of their power into their grenades, creating Void spheres of area-denying gravity, Arc bombs that call down bolts of lightning, and Solar explosives that light off brief fusion reactions and throw bolts of fire at nearby enemies. Adding an extra 100 CP grants you mastery over basic explosives, and allows you to go even further - create trip-mines, explosives that detonate more than once, that function closer to missiles and split into several warheads that track your opponents; the free version of this perk is akin to simple bombs whereas this version allows you for specialized munitions.

Defense (Free/100): Guardians are able to channel their Light through their clothing and armor, as well as create a force-field like shield made of their Light. This allows them to protect themselves from the dangers of combat and allows whatever they garb themselves with to function as perfectly viable armor - from thick metal and ceramic plate to street clothes purchased from a vendor. You have the same ability: No matter what you wear, you can channel your power through it and its defensive strength will rise to your level, from the barest scraps of clothing scavenged out of a thousand year old mall to advanced power armor made by the

greatest engineers. By spending an additional 100 CP, you can now have this protection *scale* - whereas before anything you wore would be rendered as durable as you are strong, now the more durable and protective something is at base scales with the power you provide it. A suit and tie bought off the street can absolutely be fought in thanks to your powers, but a suit of advanced power armor, with your Light channeled through it, would protect you *far* more.

Offense (Free/100/200): Much like how Guardians can channel their Light through clothing and armor and increase the protection offered, they can do the same to their weapons. A handgun bought from a forge might just be able to kill a Fallen when wielded by a civilian or a combat frame, but in the hands of a Guardian that same handgun, channeling their power, can harm *gods*. Through the Light, this ability is yours - you can channel the Light any weapon you use, and it will become just as powerful as you are, allowing you to put the 'cannon' in handcannon, should you wish. For an extra 100 CP, you no longer bring your weapons to your level, you *add* your strength to the weapon in question - allowing a tangible difference in the paracausally altered power of a handgun and a high-powered rifle. Simply by wielding the Light you can ensure even the tiniest knife can hurt a God, but now you have the ability to ensure the bigger guns just hit *harder*. For a second purchase of 100 CP, 200 total, you can now make this growth *multiplicative*.

Mundane (Free/100): Through the Light, Guardians are capable of physical feats far and above the absolute peak of their species, and as their mastery of the Light continues to grow, their more mundane powers do as well. Simply at base, you are above the peak example of your race in all respects, and through the Light, what would be called 'required secondary powers' are taken care of for you. Balance a building on your shoulders without it or the ground crumbling around you, flip a tank without bending or crushing its treads, possess more strength than your shape or mass should allow for, sprint for hours on end, your powers are paracausal, and even in the mundane world, you will exceed in all respects, and this is just the *start* of your journey. An extra 100 CP can grant a paracausal boost to the only thing that is left - your mind. The absolute peak of intelligence and learning ability of your race is merely how you will start your second life, a mastery and comprehension of mundane science is second nature to you, and learning the wildly varied ways through which paracausal abilities can interact with the world is the only thing that can even approach challenging for you. Regardless of which version of the perk you possess, this same paracausal boost is applied to other perks that perform similar functions, and as you continue to master and understand your paracausal abilities, you will only grow *higher*.

Arcane (Free/100): Known colloquially as 'Supers', Guardians are capable of channeling every single ounce of power they possess into one explosive attack. With the Light, you are no different - and though there may be schools of thought that appeal to you, there is no strict form or fashion to your Super. The same Hunter that channels his Solar Light into a Golden Gun could in the next breath channel Arc Light into the same thing. The same Titan that creates a burning hammer of Solar Light could in the next moment create a hammer of intense gravitic Void Light, and a Warlock could just as easily obliterate armies with a Void Nova as they could a Solar one. No matter what form your attack takes, you can channel all the power you

have into it. Furthermore, despite common misconception, there technically is no limit to the amount of Supers a Guardian can cast in a given time except the limits they impose on themselves - perhaps best exemplified by the much-loved 'Mayhem' matches in Shaxx's Crucible, in which Guardians throw their Supers and abilities around every few seconds. It is noteworthy, however, that displays like this take time, effort, and mastery of the Light.

By purchasing this perk for 100 CP, you can take this even further - you can put Ikora Rey's staunch belief that Guardians have no limits to practice and channel into your Super more power than you would otherwise have available to you. This results in a minimum multiplication of its power twofold, and as you master your Light, your strength and this multiplier will grow, but the cost exacted by using power you do not possess is an exhaustion that affects all of your abilities - a minimum of two minutes in which your body must recover before it can begin channeling the Light again. How much is power worth to you? Two minutes can be an *eternity* on the battlefield.

'Soft' Light (100): Perhaps you find your ideals more in-line with the mythical colony of pacifist Risen, perhaps you understand the value of sparing lives and taking prisoners, or maybe you're just in it for the fun. Whatever the case, you've learned how to throttle your powers from their absolute height to absolute nothingness, to scale them to your opponent, be they the Gods that can take everything you have, or the mortal Humans that couldn't so much as stand in the same room as you. This doesn't limit you to hand-to-hand combat or the use of your powers, it includes any weaponry you may use - you can use the Light to dull the cutting edges of your swords, or soften the impact of your projectiles, and sap your enemies of their strength and stamina with each attack instead of causing potentially fatal wounds.

Solar Light (100/200): Solar Light takes the form of golden sunfire and revolves around heat, creation, healing, and destruction. Mastering it requires a deep understanding of the star's duality—its power to both create and destroy as part of a necessary cycle. Purchasing this perk grants you a basic mastery of Solar Light, the ability to channel it into your weapons and abilities, and an ease of furthering your mastery and study of it. Spending an extra 100 CP can instead make you a Solar savant, starting you out at a level of mastery that other Guardians would require lifetimes to reach, allowing you to burn brighter than stars in the time it would take others to light a campfire, and rendering further study and training of it as easy as lighting a patch of gasoline ablaze.

Scorching Light (100/200): Just as the light of stars can create and sustain life, the fusion reactions that create those stars can burn *anything*. Through Solar Light, you can start fires that burn without fuel and cannot be extinguished, you can burn your enemies with a wave of your hand. By spending an extra 100 CP, your Solar Light can reach stellar temperatures and above. Regardless of how much you spend on this perk, through both the paracausal nature of the Light, and Jumper fiat, the fusion-like heat you can scorch your enemies with will be limited solely to their targets, and won't spill out into the surrounding area, unless that was your goal, in which case you can allow it to any degree you see fit.

Igniting Light (100/200): Just as enough heat in a small enough area can trigger a fusion reaction, enough Solar Light on a single target can cause them to ignite. With enough exposure to Solar Light, you can turn your enemies into your weapons and detonate them, spreading your paracausal fire amongst their ranks. With an extra 100 CP, you can go so far as to create micro-fusion reactions, and contain them in a similar way to how you could contain the aftermath of your Scorching Light, allowing you to ignite your enemies in micro-nuclear explosions that kill them and the enemies around them, and harm nothing else. Much like with Scorching Light, you can scale the amount of damage you allow to spill into the surrounding area.

Radiant Weaponry (200/300/400): You can, briefly, cause your weapons to do even more damage than they otherwise would even with your Light enhancements, as well as share this radiance among any allies you may be fighting alongside - and should these allies not be paracausal, then their weaponry will be brought up to your level of strength until the radiance fades away. With an extra 100 CP, you can ensure the radiance never fades away by allowing it to feed off of your power directly, as opposed to being a 'fire and forget' ability that has its own limited fuel source. A final purchase of 100 CP, 400 in total, you can pour your power directly into this radiance and cause the strength of your weapons to far exceed the damage boost of a normal radiant effect, though at a larger and sustained cost to your energy reserves.

Restoration (400/600): Stars are responsible for life as we know it, and your understanding of this idea leads into a mastery of the traditionally Solar healing abilities. With your Solar Light, you can literally *burn* away injuries, from the minor to the most life threateningly major, and you can even extend this beyond simple injuries - disease, poison, congenital conditions, radiation, your Solar Light can restore health to anyone. This is not limited to biological life either - your Light can restore function to sapient machines, repair damage, even cleanse malicious code from their circuits. With an extra 200 CP, provided it occurred within a few minutes, you can even go so far as to reversing *death*, though at great cost to your own stamina and energy reserves.

Void Light (100/200): Void Light manifests as twisting violet energy and is associated with gravity, space, souls, and entropy. Once believed to be part of the Darkness, Void Light draws power from the immeasurably small and the unfathomably massive to bend the fabric of space-time. Mastering it requires one to look into the abyss and understand that emptiness is not the same as nothingness. Purchasing this perk grants you an understanding of Void Light and the skills necessary to use and expand it as light expands between stars. Spending an extra 100 CP grants you as intimate knowledge of the void as if you had spent time in between stars yourself, skyrocketing your strength and mastery of its element and allowing you to grow in it faster than light travels between stars.

Weakening Light (100/200): Through Void Light, you can take advantage of the emptiness between stars to weaken your enemies, causing them to deal less damage and take more from all other sources. An extra 100 CP can allow you to pour even more power into this

ability, with the potential of bringing any target at your level or below it all the way down to mortal levels.

Suppressing Light (100/200): Those who can use and shape the Light can just as quickly steal it from others - by bathing your enemies in Void Light, you can blind them, and suppress their abilities. This extends beyond paracausal skills to include anything from other worlds that would be called 'paracausal'. With an extra 100 CP, you can make these effects permanent on anyone weaker than you - anyone exposed to your suppressing Light will forever be altered by the experience.

Volatile Light (100/200): Void Light is the element of cosmic distortion, and by focusing this Light on your weapon, or on your enemies, you can cause them to become volatile. With further exposure to volatile Light, your enemies will detonate in massive void explosions, spreading this volatility and beginning the cycle again. An extra 100 CP can grant you the knowledge of rendering volatile any enemies that have been Suppressed or Weakened.

Overshield (200/300): While all Guardians have an inherent force field made of their Light, masters of Void Light are able to take the gravitational forces that bind all things to shape a second defensive layer over the first, allowing them to fight harder and take even more damage than they normally would. You are capable of shaping your Void Light into an overshield, reinforcing your natural barriers. Should you spend an extra 100 CP, whenever you damage or defeat enemies while your Overshield is active, it will draw fuel from this action and repair itself.

Invisibility (200/300): By using Void Light to bend light around themselves, Guardians are capable of rendering themselves completely invisible to sight, sound, and sensors. No matter how advanced the technology or how well-tuned a race's senses may be, while you are paracausally invisible, you may as well not exist at all - because nothing can detect you. An extra 100 CP grants you the ability to draw on your reserves to preserve your invisibility through acts that would otherwise compromise it, such as attacking your enemies or being struck by them.

Devouring Light (400/600): By harnessing Void Light, you are capable of consuming the energy released by killing your enemies to heal yourself and restore your stamina and energy. Theoretically, so long as you kept killing, you would never tire, and your wounds would continuously wash away - allowing for a combat strategy of one hundred percent offense, so long as you could end *just* one more life before yours. An extra 200 CP would allow you to spread this ability to any who may be fighting alongside you - creating an entire fighting force of warriors who draw strength and health *from the act of fighting*.

Arc Light (100/200): Arc Light appears in the form of bright blue electric currents and is based around energy, electricity, motion, speed, and change. As the electromagnetic forces of the universe struggle to achieve balance, so too must a master of Arc Light strive for inner harmony—embracing change without losing themselves to it. Purchasing this perk grants you

access to and a basic understanding of Arc Light, as well as an ability to understand and expand upon it as fast as a bolt of lightning strikes the ground. Spending an extra 100 CP can instead make you an Arc master, jumping you ahead of other Guardians like a lightning bolt, and only letting you take it further, faster.

Amplifying Light (100/200): Arc Light is the element of motion and conduction, often simplified as 'electricity' by outsiders looking in. By channeling it into themselves, a Guardian is capable of pushing themselves past even their own prodigious limits, moving faster, thinking and processing information quicker, and striking harder. An extra 100 CP extends this effect to the Guardian's physical strength and durability, allowing them to lift more, hit harder, and be hit harder in turn.

Blinding Light (100/200): By harnessing the energetic nature of Arc Light and channeling it into your enemies, you are capable of blinding them regardless of any protections they may have against it. This works on the primary sensory organs of any species, even if it may not be ocular. By adding an extra 100 CP, this effect damages the organs in question, rendering the recovery time longer and extending the stun effect to after they have regained perception.

Jolting Light (200/300): By channeling powerful charges of Arc Light into your enemy, you can jolt them, filling them with the energy of Arc Light and causing it to jump to other nearby enemies, damaging them as well. By spending an extra 100 CP, these bolts of Arc Light can jolt their targets in turn, causing a chain of lightning to spread out amongst all enemies in close proximity.

Echoing Light (400): The Warlock Sage Osiris developed an ability through the Light that allowed him to clone himself an infinite number of times. He used these Echoes to explore the Infinite Forest before his Ghost was destroyed by Xivu Arath. You now have a similar ability, able to create Echoes of yourself to perform duties in your stead. These glowing, golden Echoes are possessed of the exact same memories, intelligence, and reasoning as you - and can be trusted to act *exactly* as you would in any given situation. These Echoes can, themselves, also create further Echoes. Although the exact method is unknown, it is known that Osiris was able to receive the knowledge, memories, and experiences of these Echoes. By purchasing this ability with CP, you can choose at will how you shall receive the data they generate - by a constant, hive-mind-esque connection, through their intentional transmission of data back to you, or automatically when they dissipate for any reason.

The Darkness

Jumpers who purchased the 'Dark Purpose' perk can acquire one free and one %50 discounted perk from the Darkness tree, as well as initial access to one Darkness element for free.

Stasis (100/200): Stasis is the element of Will, and Control. It is related to cold, in so much that Stasis-users forcibly slow and halt movement on a macro- and atomic-scale, sapping the energy from the very atoms of the universe around them, slowing, detaining, and eventually shattering their enemies by stealing the energy of their atoms so deeply and so thoroughly that absolutely nothing remained. By purchasing this perk, you instantly acquire access to Stasis, as well as a basic understanding of the concepts necessary to use it without allowing it to corrupt you - namely an ultimate control over yourself, and the power necessary to exercise that control. By spending an extra 100 CP, you can instead master the element as thoroughly as it freezes space and time, and understand it well enough that you can grow in your mastery faster than it explodes when its crystals break and the energy compressed inside them is released.

Slowing Cold (100/200): Stasis works by stealing the energy of the atoms that make up the universe. Affecting enemies with Stasis necessarily results in them slowing down, their energy reserves vanishing, their internal temperature dropping, and rendering them vulnerable. You have an instinctual knowledge of how to direct this ability and sap the energy of your target, slowing everything from their movement to even the speed of their thoughts. By spending an extra 100 CP, you can extend this ability to acquire the stolen energy of any target you kill and apply it wherever it may be needed - your stamina, your energy or shield reserves, or even your very health.

Freezing Cold (100/200): The less energy an atom has, the slower it moves, the colder it becomes. Stasis works by paracausally stealing *all* of the energy from a given area - all the way down to the zero-point field fluctuations at the deepest levels of reality, resulting in an area in which space and time themselves are frozen solid - completely detained. This perk grants you the ability to do this at will in a given area - from a tiny sphere above your hand to an entire Cabal Legionary, so long as your will and your strength is sufficient there is nothing you could not freeze. With an extra 100 CP, your mastery of freezing grows to the point where little in the universe has enough energy to prevent you from freezing it - not even the fusion reactions that fuel stars. Just be wary that paracausal foes can still overpower you, and freezing an opponent completely takes much more strength and effort than just trapping them in a layer of ice.

Shattering Cold (200/300): Stasis doesn't completely erase the energy it steals, but rather condenses it down to a minuscule area - in effect causing the area that energy previously inhabited to freeze solid due to its absence. The crystals that form from this process, while durable, are nevertheless destructible, and when Stasis crystals are broken, all of that energy is released immediately, and violently. This perk grants you a particular affinity for this arcane kind of explosive, able to condense these energies even further down and cause an even more violent explosion. For an extra 100 CP, you can use these explosions to spread more Stasis

fields, slowing yet more enemies, allowing you to more easily detain, and then shatter them again.

Deepsight (100/200/300): A major factor of the Darkness is memory, and nowhere is this more apparent than in Deepsight - an ability that allows its users to call up the memories of reality and experience it as it once was. With Deepsight, you can peer into the past and through illusions, acquiring the unfiltered truth to events long passed and forgotten to all but the universe. With an extra 100 CP, you can extend this ability towards life itself, using Deepsight to filter through individual minds - yours or others - and experience their memories and pasts. A further purchase of 100 CP, 300 in total, allows you to grant the knowledge of your visions to others, allowing you to, among other things, restore lost memories in others or show them hidden truths they never would have known otherwise.

Strand (100/200/300): The newest element of Darkness, discovered first by the Young Wolf, Strand is the element of the mind, the elemental manifestation of the psychic connection between all life. As learned by the pioneers that first made use of it, all minds are connected to each other through an extra-dimensional space known as 'the weave', and learning to use Strand involves pulling on the threads connecting each mind to the weave, and to each other, and using these threads to create, manipulate, and unravel. Much unlike Stasis, mastering Strand is not an exercise of will and control, but rather involves surrendering control, embracing the threads that make up the Weave, and flowing *with* it. Taking this perk grants access to Strand, as well as a basic understanding of the mindset and skills necessary to use it successfully. By spending an extra 100 CP, you are elevated to the level where going with the flow is effortless, and manipulating the weave is so second nature it is as if you haven't just embraced it, you've connected your mind to the fabric of the weave itself. For a final 100 CP, 300 total, you've connected so deeply to the weave that you have a newfound sixth sense, a subtle connection to life around you that, when followed, can very well warn you of imminent attack, focused attention, or other such nearby concerns directed towards you.

Grappling Strands (100/200): Just as with the Light, Strand can be used to create physical objects in the world. The nature of Strand Matter is deeply connected to the Weave from which it was pulled, and as such it retains its thready, woven state. When combined with the concepts of flowing with the weave, Guardians have achieved vast success in using Strand to increase their maneuverability across the battlefield - namely by creating grappling hooks. These grappling hooks attach to the weave itself, thus requiring no surface to lock on or adhere to, and can let their wielders swing like a spider, be pulled by rockets and vehicles no matter the weight disparity, or can reel them from one end of the battlefield to another. Taking this perk makes you a master of creating these grappling hooks, but a further 100 CP grants you an additional affinity for creating objects out of Strand Matter. Swing into the air and form an entire platform and wall with which to attack enemies from above, create walls to run off of, knives and blades to attack with, or even fortify pre-existing bastions with Strand matter, the possibilities to change the battlefield are endless.

Woven Strands (100/200): By taking matter from the Weave and threading it into armor, you can encase yourself in a suit of psychic chain mail, fortifying any armor you are already wearing and severely reducing incoming damage. With an extra 100 CP, you can weave Strand matter onto your weapons, allowing blades to cut with edges tightly woven all the way down to the subatomic level, blunt instruments to hit harder as Strand Matter is woven in between each and every atom, and allowing projectiles to fly faster by sliding partially through the Weave.

Tangled Strands (100/200): By tightly knotting Strand matter, you hold potential in the palm of your hand. Perhaps you will shatter and detonate it, use it to encase your enemies in the Weave, or use it to grapple off of. This perk allows you to create tangled strand matter at will and as you use Strand to damage your enemies, and by spending an extra 100 CP, you can create these knots in such numbers that your enemies couldn't dare approach you for fear of what potential could be realized in each individual Tangle.

Suspended Strands (100/200): By pulling on the threads of the Weave, you can capture your enemies and suspend them mid-air, held aloft by psychic binds they can't even perceive, let alone break and escape. With an extra 100 CP, suspending Strands become fire-and-forget, no longer requiring your active attention and focus to maintain, and allowing you to remove entire fields of battle from the equation while you focus on individual, larger threats, or more numerous, weaker ones.

Unraveled Strands (200/300): You can pull on the weave to cover your enemies in Strand matter just as you can cover yourself in it, but the similarities end there, as you can command that Strand matter to attack and damage your enemy for as long as they remain encased in the matter. They are effectively eaten by psychic matter, their own matter consumed and destroyed by a force they cannot even perceive. For an extra 100 CP, you have learned how to convert this consumed matter into yet more Strand matter, creating projectiles that can spread the unraveling effect to other enemies, potentially resulting in the entire enemy force being consumed by psychic matter.

Severed Strands (200/400/600): With access to a psychic web that connects all life, the question naturally arises: What happens if you sever these connections? Doing so is tantamount to cutting one's connections to the world around them, and thus severely weakens your target, without a hope of resisting the effect. By spending an extra 200 CP, you can take this a step further - should your enemy have any arcane or otherwise supernatural abilities, you can sever *those* Strands and watch as their power is brought down to mortal levels. For a final 200 CP, 600 in total, you can sever what connections they have left even more thoroughly - so long as your enemy is weaker than you, you can fully sever their connection to life and watch them drop dead, instantly. However, the danger in this lies in the fact that should your enemy be stronger than you, or possessed of some sort of psychic defense, they may be able to trace your connection back to you and wreak havoc on *your* end.

Guardian Class Perks

The following perks are exclusive to those who took the Guardian Origin, your initial (Free) 'Guardian Class' purchase grants you one free and two perks discounted at %50 off. Further purchases of the Guardian Class perk do not grant discounts.

Titans

Rallying Light (100): When many in the Last City think of Guardians, the image of the stalwart Titans atop the wall are what come to mind. Clad in heavy armor and possessed of a strict code of conduct and system of honor, the Titans are above all, protectors, and above all they seek to protect hope itself. You are possessed of a natural - perhaps even paracausal - aura, the simple presence of you on the battlefield is enough to inspire hope in the hopeless, faith in the faithless, and strength in the weary.

Strive for Honor, Stand for Hope (100) Hope is the strongest weapon we have, Titan, protect and use it well. For an extra 100 CP, you are like a certain Lord of the Crucible - you know the power of Guardians as a symbol, and Titans especially, and you live up to that image in your every waking moment. You have a natural skill at playing the act, as it were, and reading your audience. You can be a loud and boisterous strongman to some, and a proud and silent knight to others - whatever role you play and whomever you play it for, you find that spirits lighten and courage grows even in the darkest of times. You are the Light to which the Last City looks, and you will live up to that burden.

Striker (100/200): It may be a stereotype, one you may or may not be very fond of, but the simple fact of the matter is: Above all else, you find it easier to channel your Light into raw physical strength, and there is a surprising number of problems in this universe that can be solved with a straight punch. In both respects, you outclass the vast majority of your fellow Titans - your strength is enough that you lift jumpships for light workouts, and your punching power is such that few mundane enemies in the solar system can survive you barreling down on them with a reared fist. For an extra 100 CP, you've found both the perfect balance between increasing paracausal and physical strength, as well as an adept skill in martial arts: The more you fight, and the more you exercise and maintain your body, the higher and faster your physical might will grow, with zero diminishing returns. Even a pushup here or there contributes. Furthermore, you've taken it upon yourself to learn the many and varied martial arts created and taught throughout Human history, turning your fists into even more lethal weapons than they already had been. Purchasing this perk, regardless of the price, gives you the *Stormfist* ability - wreathes your fist in lightning and strike your enemies with this mighty, explosive punch.

I'll Punch It Too! (200) Finally, for an extra 200 CP, 400 total, maybe it's because you just like punching things, but you find that things tend to work better when you're doing crowd control, and you're so close to your enemy that they can't even use shotguns

properly. Whenever you engage an enemy in a melee, your strength will slowly begin to increase and your Light will flow just a little brighter over the course of the battle, and should you be a part of a fireteam, you will find that enemy attention will slowly gravitate towards you as you cause chaos in their ranks, relieving the pressure off of the rest of your team. Once the battle is finished, your strength will return to its normal baseline level, though perhaps a *little bit* higher - there is no better exercise than in battle, right? Purchasing this perk grants you access to the Thundercrash Super - in which you channel your entire body with all of the Arc Light you can muster, and launch yourself at your enemies, becoming a living missile of Arc Light and exploding just as powerfully.

Occam's Titan (200): If there's one thing Titans are known for, it is for taking the truest, straightest path available towards solving a problem. Often, this is rushing *headlong* into battle in shock-and-awe tactics that only immortal paracausal demi-gods are truly capable of. You find that you *thrive* right in the thick of things, testing your armor and using your weapons. In the midst of battle your senses sharpen, your reflexes hasten, and your body feels light as a feather while you're hitting people as hard as a sledgehammer. Furthermore, you're such a force of destruction that the mere sight of you is enough to intimidate and frighten lesser enemies into lessened effectiveness - after all: Seeing a Human in several hundred pounds of armor and a rocket launcher running *right at you* would intimidate anyone.

You. Didn't. Use. Enough. Grenades! (200) For an extra 200 CP, you have taken the lessons of the legendary Warlord Titan, Shaxx, to heart: You should be throwing more grenades. As many as can be thrown and then a few more. Your Light flows just a *bit* stronger and your energy reserves refill just a *bit* faster when you're dedicating your strength to the art of explosives, and should you be wielding explosive weapons, they'll detonate harder.

Defender (200): A statement of fact as well as one of pride: Before the Last City had its walls, Titans *were* the wall. Whenever the enemies of Mankind assaulted the developing City, they broke against a bulwark of fieldplate in a wash of Light and lead. For all your martial strength and aptitude in attack, your greatest strength lies in defense - it is why you're called *Guardian*. When you're defending something, you find your aim is truer, your strikes harder, your powers stronger, and your skills sharper - you are at home on a wall with your enemies to your front and your beloved City to your back. Purchasing this perk grants you immediate access to the *Barricade* ability - create a physical barrier with your Light, and bring the wall *with you*.

The Wall Against Which the Darkness Breaks (200): By spending an extra 200 CP, you take what you defend with you, always carrying the memory of your precious home and your loved ones in your heart. This fills you with such strength as to ensure, no matter what, if you die, it will be on your feet atop a pile of your enemies. Your will and determination grow to match this new resolve, and you find the strength within you to fight thrice as hard when you're charged with defending something. Finally, purchasing this perk grants you the *Ward of Dawn* Super - an indestructible sphere of Void Light whose size scales to your strength, and that protects everything inside of it, without exception.

Sunbreaker (200): Just as there are Titans who excel in defense, in serving the role of an immovable object, so too are there Titans that take the opposite role - that of an unstoppable force. You can channel your paracausal powers into yourself, healing and reloading your weapons as you harm your enemies, producing non-standard ammunition and even paracausal energies from their deaths. Furthermore, purchasing this perk grants you access to the Throwing Hammer ability, a hammer made of Solar Light that can burn your enemies and fully heal you should it successfully strike its target.

Fury and Fire (200 CP): Then there are the Titans like the legendary Saint-14, those Guardians who are more akin to one-man armies than they are soldiers in an army. These Guardians carve through entire armies on their own with nothing but the strength of their Light and their skill in battle, and now you can count yourself among them. Like the Spartans of old, fighting isn't just your blood, it isn't just your life, it is your heart and soul. Combat of all kinds is instinctual to you, your Light burns like the sun, fighting fuels you, and killing strengthens you. Your crusades could last for years on end and by the time you return home you wouldn't be so much as winded. Finally, purchasing this perk grants you access to the *Hammer of Sol* Super - where before your throwing Hammers merely hit with all the paracausal strength you could muster, now they explode in brilliant displays of burning Solar Light, leaving behind pools of Light in which you and your allies can shield and recover.

Behemoth (200): As the enemies of the Last City grew in strength, the tactics and powers of the Titans grew to match. When the Fallen besieged the City at the battle of Six Fronts, the Titans built the walls. When the Guardians failed in the Great Disaster, Titans led the push for three-man fireteams. When the enemies began making mass use of the Darkness, Titans began to take direct control of the battlefield to steal away their enemies' advantages. Through the Light and the Darkness, you know how best to create traps, walls, and wells of your chosen element to control the movement of your enemies, funnel them in desired directions and even prevent them from moving at all. Finally, purchasing this perk grants you access to the *Assault Barricade*, a barrier made of Light that you and your allies can fire through.

It All Shatters With Enough Force (200): You've developed your skill in using paracausal powers to control the battlefield and your enemies' movements and actions so much so that you can turn even the most well constructed fortress against the very people that built it. Enemies taking cover behind walls can find Stasis crystals spearing through them, enemies falling back can find Strand threads pulling them back into your line of fire, Enemies too entrenched even for Guardian assault can find Solar Light burning and smoking them out. This even works in reverse, allowing you to use your paracausal powers to reinforce and augment any defensive bastions you are fighting from. Furthermore, your tactics and strategies have been written around your new approach, so while your enemies fall to chaos as the very land they walk on becomes hostile to their presence, your fireteam will advance and cause yet more chaos among their ranks. Finally, purchasing this perk grants you the *Glacial Quake* Super, in which you wreath your fists in Stasis crystals, freezing your enemies and the area around you with each strike, and detonating them like missiles with each crystal shattered.

Berserker (200): Following the Witness' full-on frontal assault against Earth and the Traveler, the Titans found themselves with two cities, two populations of Humans to protect. To

gain the strength to do so, they, alongside Hunters and Warlocks, embraced the Darkness again, acquiring access to Strand, and immersing themselves in the psychic Weave. This resulted in the evolution of a new school of thought among the Titans, that of the Berserker. Berserker Titans abandoned strategy, skill, finesse, everything for raw, savage strength and ferocity, and through it they found the power to rip and tear through their enemies until the battle was done. By purchasing this perk, you acquire the mindset and control necessary to fully immerse yourself into battle, your strength increases, and your reflexes are paracausally hastened. Your fury burns hot, and you are, in this state, a natural disaster among your enemies. Finally, purchasing this perk grants you the *Banner of War*, a banner made of Strand Matter that, so long as you continue to kill your enemies, will periodically heal you and your allies, refresh, and even subtly boost their strength.

Flash of Fury (200): There are Berserkers, and then there is you. You are so in tune to the flow of battle, so deeply in control of yourself, and possessed of such a great discipline that you are capable of idling in the very state of mind that allows Berserkers to be such terrifying forces on the battlefield. This allows you to channel the increased strength and reflexes alongside your normal skill and finesse in battle. Your fury now is colder than Stasis Crystals, granting you the unparalleled clarity of mind to turn the wild animal of raw strength that is a Berserker, into a precision instrument of paracausal power. Finally, this perk grants you access to the *Blade Fury* Super. Wreathe your fists in razor-sharp blades of strand matter, use them to simultaneously sever and suspend your enemies with each and every strike.

Warlocks

Discovering Truth (200): Following the Collapse, and the creation of Humanity's Guardians, Mankind was presented with entirely new facets of the universe to study. Unlike causal sciences, however, paracausality by its very nature defied conventional thought and wisdom - observing it told one little to nothing about what it truly was. Faced with such an alien field, the Warlocks rose to the challenge. They took a universe that had previously only been understood through the lens of causal science, and peered deeper to divine the truths of paracausal forces. The vast majority of modern Paracausal knowledge comes from Warlock study. With this perk, you have a natural skill in studying the arcane, the magical, the paracausal. Those fields that don't follow natural law are now yours to explore. Regardless of the world or the magical system, you can begin from absolute zero and slowly venture outwards, unlocking the secrets of the universe as you go. Given time, you can understand any paracausal system as deeply as the Tower understands the Light and the Darkness.

The Unknown (200): Simple study, observation, repetition, and conclusion can only take one so far, and to pretend as though causal and paracausal sciences are incompatible is to miss the point. You understand that the same methods of thought and study that allowed Mankind to dominate the universe can similarly allow you to comprehend the incomprehensible. Where before you were merely guaranteed a metaphorical 'foot in the door' to start your studies of any given magical system, now you are all but a savant. No matter the world, no matter its magic, you are an unparalleled genius, able to take that world's understanding of its more arcane laws beyond even the brightest minds could have ever done on their own. All of the same research and knowledge that the Tower required millennia of collective study to reach could be discovered by you, and you alone, in as little as a century.

Stormcaller (200): Discipline. Control. Understanding. Peace. You understand that yours is a mighty and hostile universe, and to respond in kind is to deprive you of the clarity of mind necessary to part the veil and reveal its secrets. You understand that emotion can cloud judgement, but also understand that to cast it aside is to deprive yourself of an essential connection to the world around you. To have the calm and the storm, one must have both. This perk grants you a perfect control of yourself, nothing can phase you unless you allow it. Walk through the deepest, most horrifying depths of the Hellmouth without so much as flinching at the terrors within. Brave the Infinite Forest and the crushing realization of infinity without falling to your knees. Face down armies in the billions without batting an eye - your discipline is second to none. It is all a matter of control, and you have that in abundance. By purchasing this perk, you acquire access to the *Chain Lightning* ability - allowing you to blast targets with Arc Light that will jump from target to target, allowing you to clear entire rooms with a simple gesture.

Harmony within, hurricane without. (200): You see beyond the simple veil of control - you see the mistake so many people fall into when perceiving the word. So many believe control to revolve around the idea of non-reaction, of not allowing oneself to succumb to the emotions their foe or the greater universe is trying to evoke. You, Stormcaller, understand that such a thing is merely the first step - that by achieving harmony within, you can unleash a hurricane without. Whereas before you could weather everything the universe throws at you

without flinching, now you can unleash yourself right back at the universe without falling. You can reach such emotive heights that would even stun Berserker Titans. You can feel the complete and utter totality of the Human experience and through your control, amplify it to levels few could even believe - all without losing yourself to it. Unleash a fury that could outburn a star, and return just a moment later to a calm stillness. Revel in love the depths of which even empaths could scarcely comprehend, and seal it away just as easily. Your control of yourself is absolute, in both expression and suppression. Finally, you now have access to the *Chaos Reach* Super - unleash a beam of highly destructive Arc Light.

Dawnblade (200/300): Befitting of their unparalleled study and mastery of the Light, Warlocks often find themselves sliding naturally into support roles when fighting alongside other Guardians. While many schools have many means and methods through which they can heal or enhance themselves, none forget that it was the Warlocks who did it first, and mastered the art beyond anything the Titans and Hunters are capable of. This perk grants you a mastery of using the Light to heal others, everything from injury to illness and disease can be wiped away by your Light. Furthermore, when in combat, you can to a limited extent share with your allies any effects that heal or enhance yourself, though this pales in comparison to directly treating them. Finally, this perk grants you access to the *Rift* ability - both those of Healing and Empowerment, allowing you to either heal or enhance the abilities of anyone that steps within your Rifts. For an extra 100 CP, you can go further and purchase the *Well of Radiance* Super, a Super that combines the abilities of both Rifts and enhances them to the point where injuries are healed as quickly as they're made, and the strength of your allies is augmented to twice that which they were capable of on their own.

Set the Sky Ablaze (200): Of course, when dedicated to combat, there are fewer forces in this universe as truly powerful as a Warlock. With your unparalleled mastery of the Light, you are akin to a force of nature. Your strength and mastery of the Light is such that the same armies your fellow Guardians would have to individually fight and defeat, could instead be annihilated wholesale under the refined power of your Light. Purchasing this perk allows you access to the *Daybreak* Super, in which you conjure a Solar sword charged with the totality of your Light, annihilating scores of enemies with waves of Solar Light unleashed with each swing.

Sunsinger (400/500): There is, perhaps, no 'purer' light than that of a star - the radiance of its fusion reactions illuminating an otherwise dark universe. You have learned the lessons of the stars, using your Light to internalize the same reactions that provide them with their practically endless energy. Your energy reserves are enormous, your rate of recovery so vast that you could go beyond simple conjuring of Light constructs and instead cast Super after Super, annihilating armies as casually as you would turn a page in a book. Finally, purchasing this perk gives you the *Radiance* Super - allowing you to burn even brighter, filling you with limitless paracausal energy for as long as you can sustain yourself, and allowing you to do *anything* you are capable of, in as great a quantity as you would wish, until your Radiance fades away. For an extra 100 CP, you can push this ability even further with the *Song of Flame* Super, which applies the same effects to your allies as well as to yourself.

Voidwalker (200): In direct defiance to the oft-repeated stereotype, there are a great many Warlocks who immerse themselves in the same combat that their counterparts are so known for prosecuting. Voidwalkers take the Warlock mastery and understanding of the Light and channel it all-in on fighting, pouring it all into raw power, all but literally turning them into living bombs. By focusing your unparalleled understanding of Paracausality into combat, you can obliterate armies with a gesture, casually destroy ships and fighting vehicles with your powers, and utterly obliterate your enemies' mightiest champions with your Super. Where Titans are blunt instruments, and Hunters are precision knives, you are an *explosion* waiting to happen. This perk grants access to the *Energy Drain* ability, allowing you to directly steal the life force of your enemies to fuel yourself and your abilities, and turn the very lives of your foes into the fuel you use to annihilate them with overwhelming force.

From the Smallest Atoms (200): Of course, there are simple, rote 'bombs', and then there are things *much larger*. Explosives so enormous that they necessitated entirely new terms be invented to get across their awesome power. That is you now, Warlock - your mastery and power in the Light has put you in a field all your own. You may very well be a living weapon of mass destruction, able to bring down *Capital* Ships with your Supers and annihilate fighting forces of unbelievable sizes with your powers. This perk grants you access to the *Nova Bomb* Super, an enormous sphere of Void Light that explodes with reality-shaking power.

Shadebinder (200): Befitting of its core philosophy, when Warlocks first encountered and made use of Stasis, they used it to control *everything* they saw. The world, their enemies, space and time itself, when a Shadebinder ordered the world to 'Be Still', the world obeyed. You now have a similar control - the entire battlefield is subject to your will. Freeze your enemies, stall their machines, shatter their strongholds, a battle can be as loud and chaotic or as still and silent as you demand it to be. Your only challenge shall come in the form of Paracausal enemies, and only then will you find yourself prevented entirely by those stronger than you. Purchasing this perk grants you access to the *Bleak Watcher* - a turret made out of Stasis crystals that can fire upon your enemies.

Join the Song (200): Your control over the battlefield is now all but absolute, allowing your will to influence things you can't even see. Invisible enemies attempting to circle around you, foes waiting within the walls of their fortresses, the very fuel that powers their machines, anything within your area of influence is no longer theirs to command - it is yours. As you grow in strength, the area you influence will grow larger. The only enemies now even remotely capable of resisting you are foes that wield paracausal power, all others may as well be ephemeral. With this perk, you gain access to the *Winter's Wrath* Super - a staff made out of Stasis Crystals, which fires Stasis projectiles to freeze even the mightiest of foes, and can unleash shockwaves that shatter everything around you.

Broodweaver (200): Titans saw in Strand a means to turn themselves into irresistible forces. Hunters found in it the greatest freedom they had ever known. Warlocks peered into the weave to learn its deepest secrets - and came out knowing that it was *alive*. Though they had experimented with animated constructs in the form of Light Souls and Stasis Turrets, through the Weave they finally learned how to create truly living paracausal constructs. By weaving Strand Matter into distinct shapes and gifting them with a connection to your mind through the

the Weave, you can create Threadlings that, on your command, can seek out and attack your enemies. These Threadlings can take any shape or size you desire, from minuscule insects to full-sized humanoids, you will *never* fight alone again. Because of your psychic connection, your sensations will be shared with these threadlings - you will see, hear, and feel everything that they do. Furthermore, purchasing this perk grants you the *Threadling Grenade*, allowing you to throw an explosive that will deploy your threadlings within the ranks of your enemies.

Allies On Speed Dial (200): Your mastery of Threadling creation now allows for you to create scores of them at a time, and even allows your Threadling Grenades to create tens of them with each explosion. You can furthermore create Threadlings larger than yourself, allowing you to throw psychic constructs the size and mass of full-size *Cabal* at your enemies. Your ability to create larger and larger threadlings will only grow in time, and it is up to you to determine if there is truly any limit. Finally, purchasing this perk grants you access to the *Needlestorm* Super, in which you create a hail of dozens of needles of Strand Matter and launch them at your enemies; these needles embed into and explode in your enemies, creating Threadlings that seek and destroy your enemies with similar explosive force.

Hunters

Wild Spirit (200): It is often a rarity to see Hunters within the walls of the Last City, for how often they choose to remain outside of it. This is to the point where there is only one known time when all Hunters were ever present within its walls - when the Traveler awoke with the arrival of the Pyramid Fleet. Throughout the entire history of the City, but even more pronounced with the death of their Vanguard, Hunters often take assignments that keep them away from its walls and in the wilds, or even just straight-up *leave* to go out and adventure. This is because Hunters, perhaps above all else, are two things: Free spirits, and Explorers. They prefer to chart uncharted wilds, and laugh, drink, and swashbuckle above martialing into orders like the Titans, or diving into books like the Warlocks, and you are no different. You are possessed of a Wanderlust the likes of which simply cannot be sated except by leaving the known to find the unknown, and you are guaranteed through this perk to *find* the unknown whenever you seek it. You will never see the same thing twice unless you wish it, you will always find those darkest caves in which the oldest secrets can be discovered, and you will never find yourself needing for something new. Furthermore, you are possessed of an innate - some particularly haughty Warlocks may call 'annoying' - ability to challenge things. To find weaknesses in logic and structure and to point them out, often comedically because - well, the world is too serious to be taken seriously, and if no one else is going to laugh, why not you? Some particularly surly Titans may call your antics frustrating, but even they have to admit that if you're capable of poking a hole in something, that gives them a chance to ensure an enemy won't blast a hole in it.

It's All About Where You Belong (200): Hunters are often the heart of any given Fireteam, and indeed find themselves adored by any lucky enough to actually run into and befriend one. You are no different, possessed of an undeniable charm and charisma that leads to you gelling with nearly any social group or situation you could ever find yourself a part of. There are few you cannot find some way to connect to and befriend, and fewer still who will not find themselves so fiercely loyal to you that they would be willing to go to war in your name. This also allows you a certain speed with your wit, ensuring that no matter the situation, you always have *something* to say, be it tonally appropriate, tension-soothingly comedic, or both.

Gunslinger (200): Like the outlaws of the ancient Wild West, Hunters have taken to the role of Gunslingers in the modern days of the wild Earth. This is both due to the Hunters' affinity for exploring the wilds, and for their general preference for hand cannons over most other weapons. The best gunslingers of the Dark and City Ages were all Hunters, and you can count yourself among that number. There are few who can draw, aim, and fire their weapons as fast or as accurately as you, to the point where simply placing your hand on your gun is as good as sentencing everyone in the room to death. This also extends into a dextrous skill in reloading your weapons as well - anything from your favored hand cannon to the most laborious of machine guns can be reloaded so fast that some may start spreading legends of your bottomless guns. Finally, purchasing this Perk gives you access to the *Throwing Knife* - a knife made of Solar Light that explodes upon killing an enemy, and immediately returns to you should you hit them on a weak spot.

Yours, not mine. (200): Before you could count yourself among legends, now you are the legend to which others strive. There is no one in Sol whose draw is as fast as yours, or whose shot is as accurate. You could clear leather, annihilate a group of Fallen, and holster your weapon, in the blink of an eye; you could hit a coin off of a flying Ghost at a hundred meters. You could walk confidently into the wilds with nothing but your hand cannon and nevertheless be as safe as you are behind the walls of the City, and were you somehow separated from your gun, your skills with your knife could ensure that it might not have been needed in the first place, able to throw it accurately into any target, regardless of their size or the time you may have to conjure and throw it. Finally, this perk gives you the *Golden Gun* Super - the legendary Super created by Shin Malphur. You conjure a gun of brilliant, flaming Solar Light, and disintegrate your enemies with each explosive shot.

Arcstrider (200): When approaching combat, Hunters typically follow one of two schools of thought: Surgically strike their enemies from extreme distances, or, if that isn't possible, allow their enemies not even one chance to get a shot on them. Where Titans plant themselves in the ground and become an immovable object, and Warlocks fashion themselves an irresistible force, Hunters *move*. They scramble over rubble, under tables, jump high into the air, climb onto ceilings, and dart around wildly. In a protracted fight, there is no opponent faster, wilder, or more nimble than a Hunter. You embody this philosophy, finding yourself able to control a battlefield by moving through it with peerless speed and freedom. If given an inch, you can run a mile - it is borderline impossible for your enemies to hit you. Finally, you acquire the *Blink* - a paracausal ability that Hunters originally learned from Warlocks, that allows you to teleport about the battlefield, ensuring that even if surrounded and with nowhere to run, you can still find the freedom you so thrive in.

Flow Like Lightning. Strike Like Thunder. (200): Of course, if there is one thing the Hunters are known for just as much as their desire for freedom and adventure, it's their peerless precision when prosecuting those two desires, and a penchant for explosions and chaos. In addition to a great skill in maneuvering about the battlefield and staying out of reach and out of aim of your enemies, you find you have a great ability in creating as much chaos as possible to allow you to continue to do it. Furthermore, this feeds in to your ability to surgically strike at your enemies from the top down, as while you dance around your enemies and disorient them, you can identify their leaders and those among them that could take control of the situation, and execute them, resulting in your chaos multiplying by exponents until the only one left standing is yourself. Finally, this perk grants you access to the *Gathering Storm* Super - a staff made of Arc Light that, when thrown, explodes in a shower of lightning, and attracts further lightning strikes that chain outwards towards nearby enemies.

Nightstalker (200): Beyond simply being 'the funny Guardians', Hunters are known by the people of the Last City for three things: Their almost ubiquitous wanderlust, their innate drive for freedom, and that which gave them their name: Their skill at Hunting. The Nightstalkers are perhaps chiefly responsible for why the Hunters are known as such, for their skill in tracking down their targets and executing them is second to none. Your ability to track and hunt your chosen target, even across the vastness of space, is such that no one can hide from you forever. Your accuracy with sniper rifles over extreme distances is so great that some believe

you paracausally influence the bullets you kill your enemies with, and your patience is such that you could sit in one spot, in one position, for weeks if you deemed it necessary. Purchasing this perk grants you *Truesight*, the ability to see any and all enemies, through smoke, obstructions, or even invisibility.

Hunt from the shadows, pin them down, never let them see you coming.

(200): Then there's always those times when you just can't stalk a target, when they're so well protected or so deeply hidden that the only way to kill them is to intimately hunt and kill them yourself. Your knowledge of and skill in stealth is so great that even before utilizing your Paracausal abilities, you could infiltrate highly-protected enemy bases completely on your own, kill your target with a knife to the back, and exfiltrate, without so much as tripping a sensor. If you have chosen a target, there is nothing in the universe that can prevent you from hunting them. Finally, this perk grants you access to the *Shadowshot* Super - a bow made of Void Light, whose projectiles weaken and suppress those they don't outright kill, as well as those around them.

Revenant (200): When first exposed to the Darkness, the Hunter application of its core philosophy was that of crowd control. They would use Stasis to freeze entire groups of enemies, allowing them to shatter and kill those groups in one go, or give them the breathing room they needed to execute their one target before the greater group freed themselves. This allowed them to control the flow of their battles in ways they had never known before, and thus turned them into ever more efficient and deadly Hunters, as now even raw numbers were no longer sufficient to protect a Hunter's chosen target. You now have a similar skillset, applying your abilities in ways that outright prevent vast swathes of your enemies from threatening you while you focus on the most important, most powerful targets first, and work your way down. Furthermore, this perk grants you access to the *Whithering Blade* - a shuriken made from Stasis crystals that can bounce between several enemies in a row, slowing them all and even outright freezing some.

From A Whisper To A Roar (200): Of course, sometimes even Hunters need to get down and dirty and fight their opponents head-on. Sometimes they need to show Titans they can fight with the best of them, and show Warlocks that they're just as strong as anyone else. But what kind of Hunter would they be if they fought *fair*? Your shuriken can now strike entire rooms of people, freezing them all without fail, and allowing you to shatter them just as easily. You can outright *deny* your targets the bodies they would try to use to protect themselves in one great blast of shattering ice, as you face them alone, with all the precision your class is known for. Finally, this purchase grants you the *Silence and Squall* Super - two kamas made of Stasis crystals that, when thrown, freeze entire groups of enemies and creates a howling blizzard that slows, freezes, and shatters anyone it comes across.

Threadrunner (200): The Hunters *never* knew Freedom quite as well as they did when they were exposed to Strand. Utilizing the Weave, they were capable of applying their generally evasive and chaotic tactics in all three dimensions, swinging around the battlefield, binding their enemies, and suspending them in the air. Now able to take to the skies just as easily as they could maneuver on the ground, Hunters became practically untouchable to their enemies, and you are no exception. You can conduct entire battles without ever touching the ground, double

or triple jumping to great heights, throwing yourself through the sky, from wall to wall, and even from flying enemy to flying enemy, so fast that your enemies below barely track you, let alone actually get a shot on you. Furthermore, purchasing this perk grants you the 100 CP *Grappling Strands* perk for free, as well as access to the *Threaded Spike* - a dart made of Strand Matter that can chain to multiple enemies, damaging them and severing their connection to the weave, before returning to you.

Freedom, Infinitely Promised (200): With access to Strand, you've taken your aerial skills to the next level. With your grappling hook, your skill grows by the exponents as you are no longer limited by your own momentum to stay in the air. You can conjure and attach your grappling hook to the Weave as easily as breathing, using it to swing and toss yourself through the air as though you'd been born in it. You have such a skill at throwing yourself into and maneuvering yourself through the air that Warlocks wonder if you had gained their ability to fly. Unless your enemies can do just that, you may very well never be touched by them again. Finally, purchasing this perk grants you the *Silkstrike* Super - a rope dart made of Strand Matter that does tremendous damage to your enemies by severing their connection to the Weave with each strike.

Items

Guardian, I've been cleared by your benefactor to offer you a 500 CP Stipend to spend exclusively here on Items.

Glimmer (Free/50): A type of programmable matter created during Humanity's Golden Age, Glimmer rapidly found itself used as the default currency across the entire solar system during and after the Golden Age. Although it is only capable of creating simple objects, materials, and fuels, it is nevertheless a tool that keeps its value as currency consistent. Your first purchase of this item grants you 250,000 units of Glimmer, further purchases for 50SP grant you an additional 250,000 units. In future settings, this Glimmer can be programmed to take the shape of local currency. When you run out of Glimmer, after one week your wallet will be replenished up to the limit you initially purchased.

Your Best Friend (50/100; Can be Purchased Multiple Times): This universe is filled with more weapons than one would know what to do with. Regardless of one's species, anyone seeking to brave the wilds would find themselves far from starved for choice when it comes to their available arms, with each individual class of weapon having dozens of different models to choose from, all of which have any number of perks, bonuses, and modifications rolled into it. For 50 CP, you can select any infantry weapon that exists in the world of Destiny. From personal sidearms to enormous heavy weapons, if you have the CP, you can have the weapon. For 100, you can instead select from among the likes of the mythical exotic weapons, all of whom have their own stories, legends, and even powers unique to themselves.

Your Closest Ally (50/100; Can be purchased Multiple Times): Just as with the endless menagerie of personal protection available to those many species who live in this world, so too is there an equally massive armory of - well, armor. From the deeply personal suits worn by the Guardians to the standard protective plate worn by the Cabal, each and every single species possesses and requires some form of personal protection if they want to survive a battle, and with this item, now you have armor as well. For 50 CP, you can acquire any individual set of armor you desire, but for 100, you can instead acquire a piece of mythical Exotic armor, each of which has its own unique powers and abilities that add to and augment your own.

The Sparrow (50/100): High-speed flying bikes, Sparrows are the rides of choice for Guardians seeking to cover a lot of ground in a little time. This sparrow reaches a max speed of 200 kilometers per hour, and you can choose from any Sparrow available in Sol, for 100 CP you can even select from the Exotic Sparrows.

Jumpship (50/100): From the humble and standard Arcadia to the most alien Taken vessels, the Jumpship is a Guardian's best friend and was the standard method of interplanetary transport for Humanity at large during and after the Golden Age. Equipped with

an FTL drive that allows for transportation between planets in seconds, this Jumpship is yours, selected from any available Jumpship in the world, pre or post-Collapse. All of Sol is now open to you, and should you so choose, you can even leave it. As a bonus, should you so desire you can arm your ship, turning it into an FTL capable fighter craft. For an extra 100 SP, you can even select from any available Exotic ships.

Transmogriifier (100): Created by Ada-1, former warden of the Black Armory, the Transmogriifier was the answer to the cries of millions of Guardians lamenting the fact that, in order to continue to perform in an ever-evolving and increasingly lethal Sol, they had to abandon their favored sets of armor and their preferred senses of style. This device allows Guardians to modify the appearance of any armor set they come across into the appearance of any armor set they had previously possessed, without sacrificing any of the unique features or aspects of the armor they were choosing to modify. This transmogrifier is now yours, and by purchasing it with SP, you can forgo many of the material costs necessary to operate it. You can alter the appearance of *any* piece of armor or article of clothing to look like any other one you own.

Guardian Class Items (First Purchase Free for Guardians, 50 for future purchases. Can be bought multiple times):

Each Guardian has what is colloquially known as a 'Class Item'. These articles of clothing are typically used to identify at a glance what class of Guardian one may be, as well as which individual Guardian it is, specifically. There are a tremendous amount of Class Items for each Guardian class, purchasing this item allows you to select any Class Item for yourself, or should you so choose, make one of your own. If you yourself are a Guardian, then your first purchase for your initial class is free, while future purchases, or ones made by those who are not themselves Guardians, are 50 CP.

Mark of a Titan: An ornamental tabard typically hung from the waist, a Titan's Mark is as much a means of identification as it is a badge of honor. Marks typically call back to historical events and great heroes, and help identify at a glance which Titan Order a given Guardian may belong to. This Mark is yours. It is comfortable and light-weight to the point where you won't even realize you're wearing it, and if it is damaged and you do not have a Ghost to fix it for you, it is guaranteed to repair itself to a pristine look. Any of these can be toggled as desired.

Cloak of a Hunter: A cloak and hood, a hat and cape, one or the other or some profane combination of them all, a Hunter's cloak is as much a part of their identity as their Ghost. Few cloaks are ever alike, and oftentimes, fellow Hunters will take up the cloak of their fallen friends, out of respect and a desire to ensure any unfinished business gets resolved. A Hunter's Cloak can be anything from a deeply camouflaged raiment to assist them in hiding in the wilds, to an audacious piece of fashion meant to declare their identity to the world, and this cloak is yours. Should you have a hat, it will automatically adjust to fit your head even should you be wearing a helmet, and will never fall off of you. Should you have a hood, it will remain drawn and never be blown off. The cape will never get in the way of your moment-to-moment

activities, will flow as dramatically as you wish, and any damage dealt to it will literally wash away in time. Any of these can be toggled as desired.

Bond of a Warlock: A Warlock's bond is both a symbol, and a focus of power. Typically a band of some sort worn around their upper arm, and often projecting a holographic symbol into the air, little is truly known about these artifacts, as the Warlocks seem fit to allow onlookers to keep guessing. The Bond is guaranteed to never slide off of your arm, or feel uncomfortable, and if damaged, it shall repair itself. As with the previous Class Items, these can be toggled at will.

The Bell of Conquests (200): A Cabal artifact with deep and ancient ties to their culture, the Bell of Conquests is, at its essence, a rite of challenge. Those who wish to challenge another warrior would take their bell and ring it seven times. With each victory, a new carving was made into the bell. The ancient Cabal sought after these bells as, defeating the owner of a bell would grant the challenger all of the rights and privileges carved into the bell. This continued well into their interstellar ages, where entire families and hosts of wealth could be won or lost with a bell. Although the Cabal of the age of Calus' reign found themselves eschewing the Bells, associating them with his opulence, they are nevertheless still highly respected artifacts. By purchasing this item, you now have a bell, and in this setting or others, you can use it to challenge an individual of your choosing, and they will find themselves socially obligated to accept the challenge. Winning the challenge shall see you acquiring whatever it was you desired of your opponent, up to and including everything they have. However, the same is true in reverse - should it be discovered you have a bell, someone can request to ring yours and challenge you. Refusing to acknowledge this challenge can forfeit your right to use the bell for ten years, or until the next Jump - whichever comes first.

Eliksni Servitor (200/300): Part mobile supercomputer, part combat force-multiplier, and part necessity for survival, the Servitor is an all-purpose machine utilized by the Eliksni in the majority of their daily lives. Servitors are able to assist in combat by providing allies with unbreakable force fields, facilitate communication, and even fire powerful blasts of Void energy against their enemies. Their greatest purpose, however, is the processing of raw matter into Ether - the gaseous substance needed for Eliksni to survive and mature. This servitor is yours, and should it ever be destroyed by age, combat, or enterprising Guardians, it will return, fully repaired, in twenty four hours. For an extra 100 CP, your Servitor shall be upgraded to a *Prime* Servitor. Larger and more powerful than normal Servitors, Primes are objects of worship among the Eliksni, and are frequently seen as badges of office as they work directly alongside the leadership of the various Eliksni Houses.

Splicer Gauntlet (200): A holy device among the Eliksni, crafted and wielded only by their Sacred Splicers, the Splicer Gauntlet is a wrist-mounted machine capable of tapping into traces of ambient Light for purposes of interfacing with local machinery. Much like the universal compatibility seen in Ghosts, there does not seem to be a limit here in terms of crossing the technological barriers between alien cultures, as Splicers are just as capable of using these

gauntlets to access Golden Age computers as they are of breaking into the Vex Network. While Splicers need to charge this device using naturally occurring energy over time, Guardians using these gauntlets during the Endless Night were capable of charging them directly through the slaying of their enemies. This gauntlet is yours, adapted to fit your species, and able to charge through both methods regardless of your possession or lack of Paracausal abilities. Alongside it you shall acquire the tools and instruction necessary to use it, but as it is no Ghost, that is all the help you get - deciphering alien languages and alien computer systems will be your feat to accomplish.

The Nightmare Harvester (200): An artifact created by Eris Morn, the Nightmare Harvester is capable of providing those who possess it with moderate protection against the Nightmares that haunt Luna and the Leviathan, and the ability to interact with them. This does not render the holder immune to the influence of the Nightmares, nor does it offer any inherent control over them. In this and future settings, possessing the Harvester will provide similar protection against, and interactions with, spirits, ghosts, ghouls, and other such non-corporeal entities.

The Lantern of Osiris (300): An artifact presented to the Young Wolf by the Warlock Sage, the Lantern was the tool he used to explore the Infinite Forest and its Corridors of Time. With this Lantern, despite exploring infinite possible universes and infinite possible timelines, he was always able to find his way back to the true, prime reality. This lantern is now yours, and can perform a similar function: No matter what situation you may be in, if your perspective on reality is altered or interfered with in any way, this device can lead you back to truth. You could be stuck in an illusion crafted by the Witch Queen, lost inside layers of layers of simulations made by the Vex, blinded by the Darkness, or simply unsure of the truth of the reality in which you stand. This Lantern will lead you home.

Wayfinder's Compass (300): An Awoken artifact, the Wayfinder's Compass was primarily used to guide techeuns and Guardians through the Ascendant Plane. Although the means and methods are unknown, it is capable of guiding its holder to the places they need to be, in order to accomplish a goal they set for themselves, although it doesn't actually explain why one must be in a given place, or what the relevance is to their given goal.

The Skeleton Key (300): An Elixni artifact dating back to the days immediately before the Whirlwind, the Skeleton Key, much like Splicer Gauntlets, is capable of using residual traces of ambient Light to access local technologies, regardless of their origin. Its specialization, however, is in the opening of locks both electronic and analog, and there has not yet been seen a limit to this technology, as the Young Wolf used it to rampage across many Fallen Pirate fleets, and the Drifter used it to attempt to steal many artifacts from the Cryptarchy. In this and future Jumps, this item will be capable of opening any lock, mundane or magical, although the more complex the lock, the more time it will take.

The Relic (400): Discovered with the return of Mars during Savathun's attempt to steal away the Traveler into her Throne World, the Relic is a Darkness artifact capable of taking the

memories of objects and artifacts placed within it, and bringing them back into reality, just as they had once been. The Young Wolf used this to create the glaive Enigma from its ancient and damaged component parts, and from there, Guardians used it to create custom-made weapons from the patterns they introduced to it. For your purposes, you may place upon the Relic any weapon you possess, even if that possession is only temporary; the Relic will read that weapon's past, and from then on, you can create an exact, 1:1 replica of the original version of that weapon. This extends even to fragments of weapons or broken and destroyed ones, it matters not, for the Dark remembers what the Light forgets. Furthermore, as you use weapons crafted by the Relic, you can return them to it and leverage your newfound experience with and attachment to them to customize them as you see fit.

The Cage (400/600): Light suppression technology created by the Cabal, the original Cage was a gigantic armature that, when deployed upon the Traveler, was capable of severing its connection to all of its Ghosts, completely depowering all of the Guardians and initiating the Red War. The Håkke weapon foundry secretly acquired fragments of the original Cage, and began studying it for future use. The prototypes were eventually stolen by Psions, who perfected the design into smaller Cages that could be deployed against individual Ghosts, severing their link to the Traveler and rendering their Guardians mortal. For 400 CP, you can acquire a cache of 20 miniature Cages that refresh 24 hours after using the last one; for 600 total CP, you can also acquire the original, enormous Cage that was capable of covering the Traveler. In future settings, the function of your Cages are fiat-backed such that they can be used to lock away the powers of your target, regardless of what their source may be, rendering them as weak and as mortal as any average Human. The full-sized cage, in future settings, can, should one exist or be accessible, be attached to the source of these powers, and resultantly depower *anyone* that draws power from this source. For convenience's sake, the full-size Cage can be scaled up or down in size as needed, without sacrificing its higher power.

Synaptic Spear (600): A very situational, yet nevertheless useful weapon made by the Cabal through expanding their understanding of Light Suppression technology. The Synaptic Spear is capable of disrupting the Light, but the effect is weak in the material world, and the maximum effect is gained only through complex and narrow situations. For maximum effect, it must be used in a situation in which one Light Bearer is battling another, and is able to inflict such fear upon that Light Bearer that they truly fear they shall die, *and* must be used in an area already charged with psionic energy, *and* must be used in conjunction with the ability to psionically enter the mind of the target, should those conditions be met, the spear will manifest within the mind of the target, alongside the target's own manifestation of their Light. Doing battle with the target in their mind, and defeating them with the spear, will suppress their ability to use the Light in the material world. To wit: It can lobotomize Risen. Although the use case for this is narrow due to its requirements, purchasing this with CP will widen the use case a bit, allowing you to use it in reality and in wider contexts. It will only be effective against paracausal foes, but each strike against them shall weaken their ability to use their powers, and defeating them will suppress these abilities entirely, allowing you to capture or kill them. Like with the Cage Item, in future settings this can be expanded to anyone with powers beyond the ken of mortal men, but unlike the Cage, this is *permanent*, and cannot be undone. Furthermore, unlike the Cage, this

weapon requires defeating the opponent in battle, whereas the Cage could theoretically be used with surprise.

Black Armory Forge (600/800): You now possess a weapons forge of the Black Armory. Until Guardians began pouring their paracausal power into their weapons, and the Warmind Rasputin began releasing his personally crafted weapons, there simply never were stronger infantry weapons than those made by these forges. On its own, this Forge can create the highest quality weapons made of the highest quality materials, and more reliable than anything made before or after. Regardless of the weapon's origin, be it from this world or others, any weapon you place inside of the Forge is scanned, its schematics uploaded to an internal database, and from then on, it is capable of creating copies of that weapon enhanced to the standards of the Black Armory. The limit, however, is that it cannot enhance upon perfection - giving the Forge a weapon already brought up to the standards of the Black Armory will not enhance it further. However, if you spend an extra 200 CP, you can add an artificial intelligence hand-designed by the original Black Armorers before the Collapse. Equipped with all of their knowledge and skill, and dedicated solely to the creation of ever more lethal killing instruments, it can enhance any and all weapons you give it, including those it has already improved before.

SIVA Replicator (600/800): Quite possibly the most versatile and advanced technology created during Humanity's Golden Age, SIVA was a type of artificially intelligent, self-replicating nanomachine capable of recombining subatomic particles into any given configuration. Intended for use in extra-solar colonies to raise entire cities in hours or create any of the many myriad tools and technology one may need for survival in an unknown universe, the possibilities with SIVA were literally limitless. It was a universal, all-purpose tool that could do anything asked of it, its only major weakness was that Clovis Bray saw it as so perfect that they added no safety measures, or even a kill-switch. Although rediscovered by the Iron Lords, the Warmind Rasputin used it against them, killing them and his wayward 'son', Lord Felwinter. The Fallen would later discover it again and use it to enhance themselves in ways reminiscent of what would be later seen in the Neomunan Cloudstriders, leading to the final destruction of all known active SIVA Replicators in Sol by the Young Wolf, save only Outbreak Perfected. It is noteworthy, however, that rumors persist that there could still be some buried in ancient colony ships. Purchasing this item grants you a SIVA Core, capable of creating new SIVA Nanites which will follow your instructions and create anything you desire. Finally, by purchasing this item with CP, it will be given safety measures, including the missing kill-switch, to ensure that only those you allow can make use of it.

Should you wish, however, an extra 200CP can be spent to upgrade this to **Quicksilver**. Quicksilver is the result of Neomuna's access to SIVA and continued advancements upon the technology. By the time Guardians made contact with Neomuna, Quicksilver nanites were far beyond anything SIVA was capable of. Among other things, they were able to create entire weapons systems that could self-transform to fit the combat needs of the wielder. Unlike the SIVA Pulse Rifle, Outbreak Perfected, these weapons were capable of firing more than simple nanite clusters - able to create anything from simple ballistic projectiles all the way up to explosive munitions and beyond. The entirety of the city of Neomuna is believed to have been created by Quicksilver, and all of the extensive augmentations of the

Cloudstriders that allow them to stand alongside *Guardians* were created from this new nanite. SIVA walked so Quicksilver could run, and much like the SIVA Item, purchasing this gives you access to a Quicksilver replicator that similarly is loaded with safety features to ensure that you and only you are capable of utilizing it.

Pyramid Ship (Free for Disciples of the Witness, 600 for others): Profane, paracausal vessels made in the shape of a tetrahedron, the Pyramids were the heralds of the Collapse, and are the flagships of the Disciples of the Witness. Capable of speeds so vastly in excess of Light that they went from intergalactic Dark Space to arriving in Sol within three years, the ships are protected by defensive measures that vanish incoming projectiles at the point of impact, and suppress electromagnetic radiation to a large degree, to the point where precise, fully-equipped relay systems are required to detect them with anything but the Mk 1 Eyeball. Even then, they have been shown to be capable of blocking out visible spectrums of light, and are even capable of siffling a Guardian's connection to the Light, to a small degree. These vessels are capable of manipulating gravity on truly massive scales, seen best with the gravity waves that annihilated the arcologies on Titan, and created the micro-singularity that would become the Distributary. Finally, they have been shown to be capable of emitting waves of Resonance energy, resulting in them being able to completely annihilating incoming ships, and even neutralizing the Traveler when used in sufficient numbers. By purchasing this item - or being gifted it through your station as a Disciple - you now possess your own Pyramid. You may very well never want for another vessel again, as little has ever been shown to be able to successfully damage one, and fewer still have been able to destroy one. Even Rasputin, and his endless network of Warsats, found himself wanting when confronted by these mighty vessels, and the combined fleet power of all of the allies of Humanity could do little but slow them down as they approached and attacked the Traveler.

Warsat Network (Free for Warminds, 300 CP for Exo with the 'Siddhartha Golem' perk, 600 for anyone else): The enigmatic network of countless millions of weapons of mass destruction spread throughout Sol, orbiting the star itself and all of its planets and major celestial objects. Equipped with a weapon that seems to be a massively scaled up version of the Sleeper Simulant Linear Fusion Rifle, the Warsats are as deadly as they are numerous. On its own, a Warsat is powerful, equally capable of precision strikes against small targets as it is obliterating vehicles and buildings. In groups, Warsats can annihilate entire armies. In total, the network was believed by all involved - from the Vanguard, to Rasputin and Ana Bray, all the way up to the the Traveler and the Witness itself - to be capable of killing *The Traveler*. This extremely deadly weapons system is now yours, able to be imported and deployed to future settings at will and to the scale desired - from the individual satellite to the countless millions that filled the entire Sol System. Warminds retain intrinsic control of these satellites due to their direct link to their cores, whereas all others shall be provided with a smartphone-sized device that allows them to control the network, select targets, and fire. Should a satellite be destroyed - or intentionally de-orbited on top of a given enemy - a new one will replace it in twenty four hours.

The Almighty (800): The mother of all weapons of mass destruction, the Almighty was the Red Legion's ace in the hole for particularly unruly planets. A space station capable of

completely and utterly destroying *stars*, by consuming their energy and triggering an early supernova, the Almighty is the pride of the Red Legion. It possesses intricate layers of defensive turrets on its hull, and inside of it rests a cache of all of the unique and advanced technology collected by Dominus Ghaul over his years of conquest, including that which led to the Light Cage he deployed on the Traveler. This superweapon is now yours to use as you please - annihilate your enemies, terrify them into submission, or, as a last resort, slam it into a planet and destroy the entire thing. Just be wary that if the station is destroyed while it is draining a star of its energy, it will cause an explosion that will destroy the star system anyway, possibly without giving you time to evacuate.

Companions

My Friend, the Ghost (100)t: Jumpers with an Origin that gives them access to the Ghost of the Traveler perk can choose to import a Companion to take the place of the personality that comes with the 'vanilla' Ghost the perk provides. Doing so provides a 600 CP stipend to be spent exclusively on Ghost Perks in addition to the stipend already provided.

The Raid Team (300/400): For 300 CP, you can import up to 6 of your companions. Each of them receive a stipend of 600 CP to be spent on perks, and 400 CP to spend on items. If you are willing to spend 400 CP to import your companions, you can grant them all access to the 'Ghost of the Traveler' Perk, and a further 600 CP stipend to spend on paracausal perks.

A Survivor (50): Your average, bog-standard Human. The two of you encountered each other in the wilds, and decided to pair up. They may be a little wary of you if you are not Human or Neo-Human, but they are nevertheless willing to see how things work. They come equipped with common-tier weaponry and armor, but are hearty and hardened from their days spent outside of the City, and are fully able to hold their own against mundane threats. Their age, gender, and appearance can be chosen by you, they receive discounts to Lightless perks, and they come with 600 CP to spend on perks, and 300 CP to spend on items.

Amanda Holliday (100): The Last City's Ace Pilot and one of its foremost shipwrights, Amanda Holiday has decided she's willing to follow you on your Chain as long as you allow her unlimited access to the ships and vehicles in your possession. She is far and above the most capable when she's in the cockpit of a fighter craft, but is no slouch on the ground either, able to infiltrate and fight her way through Shadow Legion strongholds on her own. She receives discounts to Human and Lightless perks, has 600 CP to spend on perks, 400 CP to spend on items, and comes with 'The Ace' perk and the 200 CP 'Jumpship' item for free.

The Legionnaire (100): A former Red Legionnaire, this Cabal's reasons for leaving the Legion are his own, as are his reasons for accompanying you, regardless of your race. He is fully trained in the art of war, and even claims to have fought Guardians more than once, though he gives no more details than that. He receives discounts to Cabal and Lightless perks, 600 CP to spend on perks, and 300 CP to spend on items.

Devrim Kay (100): A gentleman sniper, and recently minted Queensguard of the Awoken operating primarily in the European Deadzone, Devrim has decided he's willing to bring his skills as a scout and a sniper along with you for your chain. He comes with the 'The Better Part of Valor' and the 'Unforgotten Fear' perks for free, discounts on Human and Lightless perks, 600 CP, and 400 CP for Items.

The Lost Knight (100): This Hive Knight has no idea where he is, or how he got here. The circumstances that led him to being willing to work with you, regardless of your race, are

even more confusing, and yet here he is. He has only his sword, battle instincts ingrained from countless generations of slaughter, 600 CP, and 300 CP for Items.

The Witch Queen (400): Savathun, Hive Goddess of Cunning. The one and only. The leader of the Lucent Brood, and the only Hive to reject the Darkness and the Sword Logic in favor of the Light. One of the most intelligent people ever to live, and with plans so complex and so brilliant that she frequently runs circles around the greatest allies of the City, her own siblings, and even the Witness itself. Although she claims that she will be loyal to you should you choose to take her with you, she also outright questions whether or not you can truly trust someone like her. While extremely powerful, Savathun has had little time to truly get used to her powers with the Light. She receives discounts to the Risen, Hive, and Light perks, comes pre-loaded with the 600 CP Hive Magic Perk, and the Throne World Perk, in addition to 600 CP to spend on other perks, 400 to spend on Paracausal Perks, and 400 CP for Items.

Fallen Captain (100): This Captain has a past that haunts her, and yet depending on your race and decisions, she may either continue to pursue these actions or seek redemption in your service. She comes with a shock rifle, deeply honed battle instincts, a surprising knowledge of and connections to the pirates that run riot through Sol, 600 CP for perks, and 300 CP for Items.

Mithrax, Kell of Light (400): Former Fallen Captain, Mithrax in his early years was one of the most bloodthirsty Fallen in Sol. Although he learned the error of his ways and set himself on the path to redemption, he feels as though his work is far from done. He was primarily responsible for Humanity's alliance with the Elikzni by forming the House of Light, open to all Fallen who wish to leave behind the hate and sorrow of the Whirlwind. He has agreed to come with you on your journeys, receives discounts to Elikzni perks, has the 'Splicing' perk and 'Splicer Gauntlet' item for free, and receives 500 CP for perks and 300 CP for Items.

The Sunbreaker Titan (200): A Risen Mercenary, this Titan has a simple but strict code: They serve at the whim of their employer. Laconic bordering on taciturnity, this Sunbreaker has entered your employ, fully aware of your status as a Jumper and the fact that this could very well last for eternity. You hired them, so they are loyal to you, without question. Give them a task, they'll do it, simple as that. Their race, though limited to Humans and Neo-Humans, the appearance and personality of their Ghost, as well as their gender and appearance, are yours to determine. They come with centuries of experience in battle, decades of experience as a bodyguard, have some years of experience in what they call 'less legal' activities, are adept with the usage of their Light, and prefer shotguns, sidearms, and close range battle. The Sunbreaker comes with the 'Lightbearer Adrift', 'Defender', 'Soft Light', and 'Sunbreaker' perks for free, and has 600 CP to spend on other perks, 600 to spend on Paracausal and Guardian Class perks, receive a discount to Titan and Risen perks, and finally has 400 CP to spend on items.

Commander Zavala (400): The Titan Vanguard and Vanguard Commander, Zavala has served and led the city with ceaseless faith and duty for centuries following Saint-14's passing of the torch. Under his command, the Last City has seen every single alliance it has ever received,

and has weathered some of the worst storms it has ever known. Considered a General as good as the likes of Empress Caiatl and Lord Saladin, Zavala has chosen to bring his centuries of experience in battle and of leadership with you as you journey together. He receives discounts to Guardian, Paracausal, and Titan perks, has 600 CP to spend on perks, 600 CP to spend on Paracausal and Guardian perks, and 600 CP to spend on items. Finally, he comes pre-loaded with the 'Rallying Light' and 'Strive for Honor' perks, and the 'Defender' perk.

The Wandering Hunter (200): This Hunter, within five minutes of meeting you, introduced themselves as 'a cloak with legs', implied they knew about your Benefactor even before you spoke to them, never elaborated even when you asked directly, and may have flirted with you, you're not sure. Whatever the case, they 'have a nose for adventure', and it led them right to you. They want to tag along to see the most wild of wilds: The vast and infinite multiverse. If that means being known as your Companion and having to deal with endless sidekick jokes, they're perfectly fine with that. They come with their favored hand cannon, a rather exasperated but nevertheless eager Ghost, are pre-loaded with the 'Wild Spirit' and 'Gunslinger' perks, 600 CP to spend on perks, 600 to spend on Guardian Class perks, receive a discount to Hunter and Guardian perks, and have squirreled away 600 CP to spend on Items. Their race is limited to Humans and neo-Humans, but it, their appearance, gender, and personality are yours to determine.

Cayde-6 (400): The legendary and beloved Hunter Vanguard, Cayde-6's history is just as complex as the man himself. Always willing to crack wise and cut the tension, but never afraid to drop the pretenses and treat a situation with the necessary weight, Cayde was the 'wild child' of the Vanguard, often choosing to outright ignore his fellows and undertake missions personally. Cayde has decided to grace the rest of your chain with his presence, no thanks necessary, just don't ask him if this is to try and skip out on his astonishingly long list of debts. He receives a discount to Guardian and Hunter perks, comes pre-loaded with the 'Wild Spirit', 'It's All About Where You Belong', and 'Gunslinger' perks, has 600 CP for perks, 600 CP for Paracausal and Guardian Class perks, and 800 CP for items.

The Studious Warlock (200): The one time this Warlock dabbled in Thanatonautics, they received a vision of your arrival. The knowledge granted to them through this vision was only a fraction of what you truly are, but they still managed to understand one thing above all: Through you, they can see and learn infinitely more than they could here. They offered their companionship to you for one price: To allow them access to the endless libraries and knowledge you've carried with you from your previous Jumps, and that which you will no doubt acquire in the future. Their race is limited to Humans and Neo-Humans, and like their gender, personality, and appearance, is up to your discretion. In addition to a discount on Guardian, Warlock, and 'The Light' perks, they come with 800 CP for perks, 800 for Paracausal Perks, and 200 for items, as they lead a frugal life; they are preloaded with the 'Discovering Truth', 'The Unknown', and 'Sunsinger' perks.

Ikora Rey (400): Warlock Vanguard, student of Osiris, leader of the Hidden, and quite possibly the only Guardian remotely as strong as the Young Wolf. Ikora Rey's understandings of

the intricate workings of the universe - both mundane and arcane - are second to few, and she is capable of leading the City and her fellow Warlocks just as adeptly as she can lead the secret sect of Guardian investigators known as the Hidden. She has chosen to follow you into the great unknown, and brings with her the endless wisdom of her station. She receives discounts to Guardian, Warlock, and Light perks, and comes pre-loaded with the 'Discovering Truth', 'The Unknown', and the 'Voidwalker' perks. She receives 600 CP for perks, 600 CP for Paracausal and Guardian perks, and 300 CP for Items.

The Lucent Hive (200): Owing to the general lack of trust shown to them by the universe at large, this Hive Risen is slow to trust and slower to open up. They haven't even told you why they are willing to leave the Lucent Brood to adventure with you, although you sense they will with time. This Lucent Hive's age, gender, appearance, and personality, as well as the appearance and personality of their Ghost, are yours to determine. They receive discounts to Hive and Risen perks, are pre-loaded with the Trial By Fire perk, the first tier of the Hive Magic perk, and the 100 CP Paracausal 'Defense' perk. They furthermore receive 600 CP to spend on perks, 600 to spend on Paracausal perks, and 400 CP to spend on items.

Eris Morn (400): Former Hunter, Eris Morn lost her Light in the depths of the Hellmouth, and had to survive for centuries on her own until she could escape. Although she was left scarred by the ordeal, both physically and mentally, she came out of it the Last City's foremost expert on Hive Lore and Arcana, as well as its leading expert on the Darkness. Such is her expertise that she was able to take on the mantle of Hive Goddess of Vengeance, and through tithes given to her by the Guardians and her slaying of Savathun, she disconnected Xivu Arath from her throneworld, rendering her immortal, before casting off the title and power of the Goddess. She receives discounts to Lightless and Darkness perks, and comes pre-loaded with the 600 CP Hive Magic perk, and the 100 CP Stasis Perk. She furthermore receives 600 CP to spend on perks, and 400 CP to spend on Items.

Mara Sov (400): The first Awoken, Queen of the Reef, one of the strongest non-Risen in the universe, and one of the few to ever build a Throne World in the Light as opposed to the Darkness. Mara Sov is as politically intelligent as she is a genius manipulator and planner, able to predict the repercussions of her actions centuries in advance, strike up a true alliance with an Ahamkara, and even stand desperately close to Savathun's level of cunning and deception. She has chosen to follow you, and brings with her all of the secrets of the Awoken people and some of the greatest paracausal power outside of the Last City. She receives discounts to Awoken perks, comes preloaded with the 400 CP Awoken Magic Perk, and the Marasenna Perk, as well as 800 CP for perks, and 400CP for Items

The Drifter (400): One of the oldest known Risen, perhaps even among the first to be Risen, with a history as deep and as complex as every one of those years suggests. The Drifter is a man known by many names, is fully willing to dip his hands into the Light and the Darkness, the legal and the illegal, the good and the bad. He refuses to trust the Traveler, yet fights the Witness and the Darkness all the same. He and his Ghost hate each other, he invented Gambit and unintentionally caused many Guardians to die their final deaths, and frequently clashes

against the Vanguard. Despite this, he is the kind of man who understands the terrors of the wider universe, and seeks to help where and how he can, even if he's not the kind of person to admit it. Ever seeking a way to survive, the Drifter chose to throw in his lot with you and follow you through the multiverse. He receives discount to the Light and Darkness perks, and comes pre-loaded with the 'Man of Many Names' Perk, the 'Knowing People Who Know People' Perk, and the 'Heart of a Scoundrel' Perk, as well as 600 CP for perks, 600 CP for Paracausal and Guardian Class Perks, and 500 CP for Items.

The Young Wolf (600): This one's going to be a little unique, Guardian. The Young Wolf is first and foremost, a player-character, so everything about them is customizable by the player themselves. They are also a canonical character in the story, the strongest Guardian in the setting, and responsible for most major events since the game's initial release. Furthermore, you likely have some familiarity with the world and have likely even played the games it was based off of. As such, for this companion, you can take your own, 'main' Guardian, the very Young Wolf you have on your account, and import them as a Companion. All of the customizations, the weapons, armor, and abilities they have are imported alongside them. They further come with their Ghost, named 'Ghost', whichever Guardian Class they are as free, two free perks from that class, access to every Light and Darkness element, as well as 600 CP for perks, 800 CP for Paracausal Perks, and 600 CP for items.

Should you not be a player of the original game, you can instead treat this as a blank slate Guardian to build off of. They shall still be the canonical Young Wolf, but everything about them is customizable for your purposes. Their name, gender, race, Guardian class, personality, everything is up to you to decide, with the same pre-loaded abilities, perks, and CP balances.

Scenarios

Minor Scenarios

These scenarios can be taken in bulk, are designed not to majorly interrupt or hijack the Jump, and unless otherly specified, are not exclusive to any individual origin or race, and do not carry major consequences for failure.

Dares of Eternity: The Great Celestial Steed welcomes you, Guardian! My name is Xur, and you stand now in Eternity. This less of a scenario and more a means of entertaining the great Star Horse, and as a result, failure is not a chain end, merely a lost opportunity to acquire rare and legendary prizes. While in this Jump, you can, at will, leave and return to this place and compete in various combat-oriented challenges, fighting the foes of this world for great prizes. These prizes are guaranteed to be of great desire to you, taken from across this world, and the greater you please the wondrous Steed, the greater your rewards. A single word of warning, Guardian - the Celestial Steed wishes to be entertained. As a result, no matter your strength, your power, or your skill, no matter the weapons or equipment you possess, the Dares shall *always* be challenging to you. Finally, should you so wish, before leaving this Jump you can compete in one final Dare - the **Legendary Dare**. This one is guaranteed to be more difficult than any previous, but the reward will be a weapon of myth amongst the Guardians.

Rewards: Legendary artifacts, armor, weapons, or items from this Jump. Better performance equals better and higher quality loot. Following the completion of this Jump, Eternity shall attach itself to your warehouse, and you can from there visit it at will, where the cast of challengers and possible loot shall expand to include every Jump previously visited, and every Jump you visit from then on, with an ever-expanding and evolving list of potential challenges to conduct. All loot acquired through Dares of Eternity and kept afterwards is fiat-backed as though it were purchased through CP. In extremely rare cases, for absolutely stellar performances, rewards can even be drawn from the Items sections of previously visited Jump Docs. Finally, should you have chosen to take the Legendary Dare and successfully conquered it, the Celestial Steed will grant you the **Gjallarhorn**. This isn't simply the Rocket Launcher so beloved by the Guardians of the City, this is the original run of this legendary weapon. The original exotic Rocket Launcher acquired by the Young Wolf, whose awe-inspiring, mythical power is remembered by all who witnessed it, and dreamed of by those who didn't. By completing the Legendary Dare, this exotic weapon of myth is now yours.

Crucible Champion: The Crucible is the setting in which all of the City's Guardians fight against each other, for sport, for training, or sometimes just to work some things out. Your goal is simple: To become the greatest Crucible contestant in the City, and to keep that title until you leave this Jump. You are not allowed to simply acquire the title and then never compete again -

you must continue to throw down against your opponents, and answer any challenge given to you. Failure simply means a forfeiture of the reward.

Rewards: For impressing Lord Shaxx so much, you receive a complete set of Crucible-themed armor, and can, if you choose, bring the Crucible with you as a warehouse attachment, complete with Lord Shaxx as your boisterous announcer. Any time you decide you want to compete, should you not compete against your Companions or Followers, the match will be populated by Gaurdians hand-picked by Lord Shaxx himself to try and give you a challenge.

Dungeon Master: Sol is littered by a great deal of especially deadly areas known colloquially to Guardians as 'Dungeons'. These Dungeons are often raided by teams of Guardians the moment they are discovered for the unique loot and secrets they may hide. Your mission is, over the course of your time here, to personally plunder and complete every single one of these Dungeons, by yourself or with a fireteam. Dying in a dungeon without 1-ups is considered a chain-failure. Missing a Dungeon doesn't fail the scenario, but it does deprive you of the loot contained therein.

Rewards: For each Dungeon you complete, you receive every piece of loot available in that dungeon, including anything particularly exotic. No RNG. Furthermore, you receive a copy of that dungeon attached to your warehouse, and can at will repopulate it with enemies and run it again, should you so choose.

Sherpa: Over the course of the Young Wolf's life, they had to defeat a great many god-like enemies in their homes and fortresses. To do this, they had to assemble mighty six-man fireteams of Guardians and overcome each challenge and puzzle presented to them, as well as solve and determine the puzzles and weaknesses of each boss, all the very first time they had ever encountered these enemies or these challenges. You are assigned the same challenge - over the course of your time in this world, you must begin and complete every single Raid and Raid Lair available from the release of Destiny all the way up to Lightfall on your very first attempt. Much like with the Dungeon Master challenge, dying is a chain failure, but missing a raid is merely missing out on the loot.

Rewards: For each Raid you complete, you receive every piece of loot available within it, up to and including the exotic weapons and armor they have available. Furthermore, you receive complete copies of the areas these raids take place in, attached to your warehouse. In the case of raids like King's Fall, which take place entirely on a ship, or Deep Stone Crypt, which take place in a purpose-built facility, you not only receive copies of these areas, but functional ones at that. For the given examples, Oryx's Dreadnought and its mighty main weapon would be yours to use as you please, the Deep Stone Crypt and the Morningstar Space Station would also be yours, with limitless resources with which to create more Exo as you so desire.

The Curse of the Dreaming City: After the death of Riven, the last Ahamkara, the Awoken Dreaming City was Taken, and cast into a three week time loop. All of the allies of the Awoken have made some attempt or another to solve this, and all have failed. This has even led to Mara Sov declaring that it can't be done, that the Dreaming City and her Throne World are lost, forever damned to the endless curse cycle. You are the latest to challenge this assertion,

and you will join the very small list of people who prove the Queen of the Reef wrong. Your goal is now to break the curse and free the Dreaming City from Riven's Last Wish. Failure to complete this challenge is a simple forfeiture of the reward, and also requires you to personally tell Mara Sov that she was right before moving on to your next Jump.

Rewards: Successfully breaking the Dreaming City of its curse grants you a full copy of it, attached to your warehouse, and populated by Awoken guards to patrol and maintain it for you. Contained in the Dreaming City are all of the Awoken people's deepest secrets, their ancient lore, the methods behind their magic, archives of their science and technology, and a petrified Ahamkara egg. Furthermore, for proving her wrong and saving her sacred land, Mara Sov will fully admit that she had been wrong in this, and about you, and shall make you an offer. Should you wish, alongside the copy of the Dreaming City, you can take Mara Sov with you as a Companion. Jumpers who are Awoken in race can also take the 600 CP 'Queen's Wrath' perk for free. Should you have already purchased this perk or her in the Companion section, that CP shall be refunded to you to spend elsewhere before your next Jump.

The Time Loop: At some point during your Jump, you're going to get caught in a much smaller version of the same time loop that Elsie Bray has been trapped in. This loop will only cycle for five days, but it will last *forever*; none of the time spent inside of it will count towards your time in-Jump. Your goal is to discover the origin and mechanics of this Loop, and escape it. Whether that means fulfilling some unknown goal or breaking the loop entirely, that is up to you. The only protection against an endless eternity spent trapped in this Jump is the guarantee that it *is* possible to escape this loop, regardless of your race, origin, items, or perks.

Rewards: For escaping the Loop, you receive the **Terminal** Perk. Should you ever find yourself caught in similar situations in the future, you will instinctively know the situation you're in, and be guaranteed the ability to study, analyze, and eventually break free of it.

The Hunters (Can be taken individually or together):

Malphur: The Man with the Golden Gun, the slayer of Dredgen Yor, and hunter of Dark Guardians, Shin Malphur has placed you in his sights. Whether or not he is right or correct in doing so, he is coming for you, and by the end of the Jump he *will* encounter you and attempt to take your life. Your only salvation will either be avoiding him entirely, which will allow you to survive but forfeit the reward, or killing him before he can kill you.

Yor: One of the most enduring horror stories of the City Age is the story of Dredgen Yor, the Dark Guardian who terrorized Humanity by hunting Guardians and killing them with his Light-draining Weapon of Sorrow. Although he was defeated by Shin Malphur, in this scenario either he himself or a figure similar to him has chosen to hunt *you*. Unless you specifically avoid and flee him, Yor *will* find and encounter you between now and the end of this Jump. Success entails killing him before he can kill you, failure results from either dying or avoiding his pursuit. Be wary, the weapon this Dark Guardian wields can drain the Light from its targets, meaning he can kill even *you* permanently, your only salvation being 1-Ups from outside this Jump.

Rewards:

Malphur: For slaying the Man with the Golden Gun, you receive his gun. **The Last Word** was a hand cannon passed down from the Guardian Jaren Ward to his protege, the Guardian Shin Malphur, after the former's final death at the hands of Dredgen Yor. Infused with Malphur's Light, this exotic hand cannon has seen to the final death of countless dark Guardians throughout the years, and even ended Yor himself in one final, climactic duel. Unlike the Replica bought by the Items section and used by other Guardians, the true, original version of this mythical gun is now yours, and carries with it Malphur's Light - using it against evil, or against those who have fallen to it, you will find your aim truer, your draw faster, and the damage it deals all the greater.

Yor: For killing your nemesis, you receive **Thorn**. Unlike the replica bought by the Items section and used by other Guardians and Shadows of Yor, this is the genuine article, the original, Light-draining, Guardian slaying Weapon of Sorrow. In this world, it can drain the Light from its targets, allowing you to kill Risen without ever having to target their Ghost; in future worlds, it can kill immortal opponents. Finally, as a bonus, you will not suffer from its attempts to influence you towards corruption.

Major Scenarios

These scenarios are almost all mutually exclusive, majorly hijack and change the Jump, have consequences for failure, and all have some sort of origin or race condition.

The Expected Scenario (Exclusive to Guardian Jumpers): There's been a slight mixup, Guardian. You're not just a Guardian, you're **The** Guardian. The Young Wolf, Crota's Bane, Slayer of Oryx, Hero of the Red War, VIP-2014, this is *you* now. Instead of whatever origin or location you rolled, you now wake up in the Cosmodrome in Old Russia. All of your memories before this Jump are locked away, all of your perks from outside this document are suspended. The first thing you see and the first thing you know is the Ghost that revives you - and if you imported a Companion as your Ghost, their own memories will be wiped as well. Complete blank slate, just like every Risen. You know nothing, you have nothing but what you purchased from this document. There are Fallen coming, you need to run. Your goal is still to survive, but you are no longer going to leave this world in ten years - you are going to experience the entire canonical story of the Young Wolf, from your awakening in Old Russia all the way up to your climactic battle with the Witness. Failure is a Chain End, and success only comes with the survival of the Young Wolf's ordeals and the final defeat of the Witness. The one and only concession you shall receive is that your memories are *locked away*, not *gone*, like your perks. There exist ways in this world to return memories to someone blinded by the Light, but can you trust yourself to find these methods and even think to use them on yourself?

Rewards: For achieving the nearly endless list of legendary feats accomplished by the Young Wolf, in addition to immediate and free access to each Light and Darkness element the Young Wolf has, you receive the **Young Wolf** Perk. The Young Wolf is, canonically, the strongest Guardian to ever live, and is responsible for the deaths of the strongest enemies Sol has ever faced. They are to Guardians what Guardians are to mortal Humans, and they are barely a decade old. Your powers now scale to that - every single perk and ability you possess and acquire receives a paracausal boost to the same scale. Finally, like the Young Wolf, because you are so young, your unimaginable power is raw and unrefined - but as you age and gather experience, your power shall be honed by it and grow by exponents. (Should you have already spent CP on access to the Light and Dark elements that are granted to you by completing this scenario, then you receive that CP back to spend on other perks before leaving this Jump.)

ABHORRENT IMPERATIVE (Exclusive to Guardian Jumpers): Guardian, something terrible has happened. In the timeline you know, when the Witness came and the Collapse began, Rasputin initially mistook the Traveler's fleeing for Earth as it fleeing the Solar System and Humanity. In response to this, he prepared to fire on the Traveler and injure it, forcing it to stay and protect Humanity out of self interest. The original, Human Ana Bray convinced him to hold his fire before she died. In this scenario, her success was temporary. Although Rasputin shut down most of his servers and locked himself inside his bunkers on Earth, he kept an eye on the Traveler, and when he saw the Traveler release the Ghosts, he interpreted this as an attack from the Traveler on Humanity, and opened fire. The Warsat assault on the Traveler didn't kill it, but it did wound it grievously - and perhaps even worse is that this attack destroyed

each and every single Ghost released by the Traveler, except one. I am the last Ghost, and you are the only Risen. You shall be resurrected beneath the Traveler, the first thing you shall see is a wounded god bleeding Light, and a shower of broken, destroyed Ghosts raining down around you. You are now Humanity's last hope, its only Guardian. You will not leave here in ten years, you will remain here until your job is done, no matter how long that takes. You must protect your people, wage war against the Darkness, and defeat the Witness, as the sole ember of Light in the universe. Failure means the extinction of Humanity, and the end of your Chain. Eyes Up, Guardian.

Rewards: For completing the impossible, as Humanity's sole paracausal warrior, you receive directly from the Traveler a **Seed of Light**. On its own, this seed is 'merely' a source of Light as infinite and as overflowing as the Traveler itself. Merely possessing it increases your paracausal strength as high as the Traveler itself is above any standard Human, regardless of if it is actively on your person. However, should you plant this seed in your warehouse, you can nurture and watch it grow, until you find in the flower it creates a small white sphere, about the size of your Ghost. This sphere is a Traveler, albeit much, much younger than the one you know. This Young Traveler recognizes you as the champion of the first Traveler, and shall link its power to yours - while it ages and grows, so shall you, without limit. From this new Traveler comes further Seeds of Light, which you can plant in future Jumps to grow new Travelers and bring the Light to these worlds. As with the first Seed, any Travelers planted and grown in future Jumps shall link their powers to yours, but only the very first Seed you ever planted shall remain by your side, or in your Warehouse.

The Iron Crusade (Exclusive to Human and Neo-Human Jumpers): Following the Collapse, all across Earth the survivors were huddled together in small fiefdoms overseen by Risen Warlords. Deciding this needed to change, Humanity needed to be reunited, and the Risen needed to be held to a higher standard, an alliance of Risen known as the Iron Lords formed. They proceeded to crusade across the entire planet, warring against and permanently killing Warlords who would not be brought to heel, and laying the foundations for what would become the Last City. Regardless of your possession of the Light, you are going to join and support this war, and see it through to its conclusion. Be you a Lightless support and infrastructure personnel, or a Risen Iron Lord fighting on the frontlines, you will not leave until the war is won.

Rewards: By uniting the Earth for the first time since the Golden Age, in addition to receiving a complete copy of Felwinter Peak attached to your warehouse, you receive the **Iron Lord Perk**. You are a member of a different generation, having seen Risen on Risen combat, and possibly brought a number of them to their final deaths yourself. This has honed you into a warrior without peer. Your skills and power allow you to stand above your fellow Risen even after centuries of New Lights, with few but the pinnacle best capable of resisting you. In addition, if you are of Light-bearing origin, you shall receive access to the 100 and 200 CP versions of each Light element for free. If you are Lightless, you shall receive a 400 CP Stipend to spend on other perks.

The Red War (Exclusive to Cabal Jumpers): When Dominus Ghaul learned of the Traveler, he became obsessed with it, determined to find it and claim the Light for himself, and

for the glory of the Cabal Empire. In doing this, he made war with the Humans and their Guardians, and briefly managed to cage the Traveler and forcibly steal its Light. In the end, he was defeated, both by the Guardians, and the Traveler rejecting him. You will not allow that to happen.

Scenario A: Complete Victory. In this scenario, you are fighting the Red War proper as one of Ghaul's Legionnaires. You must ensure that the war is won, that the Guardians are defeated, and your Dominus can claim the Light and spread it to the Cabal.

Scenario B: Fate defied. In this scenario, the war has been lost, but you have learned it must not remain this way. You have rallied the Red Legion, becoming its new de-facto leader, and you shall launch an assault on Osiris' Sundial, located deep within the Vex Infinite Forest. Alongside your Legion, you must infiltrate the Forest, fight the Guardians and the Vex, and use the Sundial to alter time itself, preventing your defeat and ensuring your overall victory.

Rewards: Regardless of your chosen scenario, you receive 'The Impossible' Perk, and both versions of 'The Cage' item for free. Furthermore, you can take the entirety of the Red Legion, all of its soldiers, ships, weapons, and technology, with you as an import to any future setting, should you so choose.

Scenario A: For winning the war the first time, the Dominus has granted you the Light. Next, on top of the 1000 CP Stipend already granted to those able to make purchases from the Paracausal Perks tree, you receive another 1000 CP Stipend to spend on Paracausal Perks, all of which are scaled up to account for your vastly superior strength when compared to Humans. Furthermore, you receive an upgrade to the '*The Impossible*' perk. ***Make the Impossible Possible*** Now grants you a savant-like ability to understand and comprehend the unknowable through scientific means, vastly increasing the ease through which you can steal and replicate Paracausal abilities, as well as allowing you to make the devices and technologies you create with these stolen abilities far safer. The only thing separating these devices from danger and complete fail-safety is time.

Scenario B: By defying time itself to save your Dominus and win the war, Ghaul grants you the Light, and 2000 CP to spend on Paracausal Perks. Furthermore, he allows you to take the ***Ghost of the Young Wolf*** as a trophy. With your connection to the Light, you are able to sense the residual Light from this dead Ghost, and together, your powers are made stronger by exponents. Furthermore, Ghaul has declared the Planet Mercury to be your domain, granting you sole ownership of the Sundial and the Infinite Forest, allowing you, once per ten years or once per Jump, to completely defy time itself and alter reality to suit your goals. Furthermore, this serves as a 1-up that refreshes each decade or each Jump, as in the event of your death, your allies in the Legion will defy space and time to bring you back.

The Blood Red War (Exclusive to Human and Neo-Human Jumpers): The Guardians have lost. The Vanguard's last attempt to defeat Dominus Ghaul and free the Traveler failed. Ghaul has killed the Young Wolf, the Traveler remains caged, and what surviving Guardians there are have been forced to flee. It is a new Dark Age, as the Red Legion, with their stolen Light, begins to rally, and systematically seeks to exterminate the Human Race, before turning their eyes to the stars, and the infinite expanse they can now claim. Be you a Guardian or a Lightless Human, you must survive this new, hellish world.

Scenario A: Survival. Whatever your origins, you have chosen to abandon everything and seek only your own survival. You will not fight this hopeless war, you seek only to ensure your continued existence. Survive ten years in this world, and you shall succeed, and claim this reward.

Scenario B: Guardian Guerillas. Be you a Guardian, or a Lightless survivor, you have chosen to stand against the universe and fight the Red Legion, regardless of their power. In this new Dark Age, this war will be one of hits and runs, not clashing armies. As the secret to the Young Wolf's returned Light died with them, Guardians that previously relied on their immortality will find themselves having to learn mortality from the very people they protected. Survive ten years fighting against the Red Legion, and their stolen Light.

Scenario C: The Last Light. The Guardian, the Young Wolf, reacquired their Light from a shard of the Traveler lost deep within the European Dead Zone. While this shard does not seem willing or able to give the Light back to the other Guardians making pilgrimage to it in these dark times, you have chosen not to take that as an answer. You have chosen to study this shard, and learn its secrets just as the Cabal did. You will remain in this world until you can learn to reconnect the Guardians to their Light, take back the Last City, and free the Traveler.

Rewards:

Scenario A: For surviving ten years against an army of self-made alien gods bent on your destruction, you receive the **Rat King** Perk. From now on, should you ever find yourself faced against opponents who outclass you in any number of ways to any possible degree, you have the innate ability to hide and flee from them beyond even their ability to track. This isn't a perk that guarantees escape, because that implies they would ever find you to begin with. You are so good at hiding yourself and masking your presence that you could stand right next to your mortal enemy and they wouldn't realize it was you unless you revealed yourself. Survival is your goal, and this perk is your means.

Scenario B: You fought for ten years against *gods*, and survived every single one of those years. For this you receive the **Immovable Object** Perk. It does not matter what foes you face, how strong they are compared to you or what numbers they have. You will stare them down and make *them* blink first. You are unflappable, nothing can strike fear into you. You are unshakeable, your will can never be broken. You are immovable, the only thing that can ever stop you from fighting is the enemy that finally claims your life. You are a fire-forged master of unconventional warfare, knowing how to create improvised weapons and explosives, find food and shelter, and how to run like hell when you finally launch your strike. Even on your own you can wage entire guerilla campaigns against Intergalactic Paracausal Military *Superpowers*, but with a small group, or an entire resistance movement, your capabilities skyrocket.

Scenario C: You did it. You've done something the Vanguard had once fervently believed impossible: You've accessed the Light without the Traveler. For this you receive the **Light Sharer** Perk. Although the process is difficult and taxing, you can draw from the Light tiny motes of pure, radiant Light. On its own, this is worth little, but it is how you use this mote that makes it special. Much like how the Traveler extended its connection to the Light to Humans through Ghosts, you can now not only repair and revive dead Ghosts, but you can create *your own* Ghosts, independent of the Traveler. These Ghosts, when implanted with a Mote of Light at their core, become alive, are connected to the Light, and can seek out their own Risen. Furthermore, you can teach others how to create these Motes of Light, and thus how to create

new Ghosts, to ensure that even if all seems lost, so long as there is just one person left carrying the torch, the Light can shine once again. Finally, any Ghost created by you can be directed by you in how they choose their Risen. You can set guidelines, limits, or allow them to have none at all. Risen created from your Ghosts can, at the end of each Jump, be imported into your Warehouse as Followers.

From the Beginning (Exclusive to Guardian or Risen Jumpers): It is not known for certain who was the very first Human to be Risen under the Traveler's Light, or if they're still alive today. Now, that is no longer the case - you are the very first Risen, period. You are no longer leaving this world in ten years, you are going to stay from the moment the Ghosts were released by the Traveler to the moment the Last City defeats the Witness. What you do in that time is up to you, but you *must* survive - a final death results in chain failure. While your out-of-Jump memories will remain, any perks you haven't purchased from this document will not.

Rewards: For surviving from the moment of the Collapse all the way through to the final defeat of the Witness, you receive the ***Ancient Wisdom*** Perk. As the first and oldest Risen, you understand the Light and even the Darkness greater than anyone else. You receive instant access to the 100 and 200 CP versions of every Light and Darkness element in this document, with CP refunded to you should you have already purchased them. Furthermore, because you have lived a paracausal life for so long, in future Jumps you will find you have an equally intimate and familiar understanding with any local magic systems, and can leverage your deeply paracausal nature to learn from, access, and use them as adeptly as any local savant could. Finally, owing to the centuries upon centuries of experience in peace and in war, you shall find your wisdom grows geometrically alongside your age, your empathy towards others shall never wither, and your power shall only grow higher as you live longer with it.

LOKI CROWN (Exclusive to Warmind Jumpers): The Traveler is dead. Killed by you and your endless network of Warsats, following the Collapse. Clovis Bray envisioned Warmins as a Machine God to shepherd and defend Humanity, and now you must put that idea to the test. With the complete resources of Sol and the unlimited access granted to a Warmind, you have one hundred years before the Black Fleet returns, and the Witness exacts vengeance upon Humanity. Do whatever you can, but you must defeat them, for failure means extinction, and the end of your Chain.

Rewards: By doing what even the Traveler could not, and defeating the Black Fleet, you receive the ***Machine God*** Perk. You are now to Warmins what Warmins are to a calculator, your intelligence so unimaginably vast that you could ignite technological singularities with your dreams. In any Jump you visit from now on, firewalls, network security, and other such measures designed to keep computers and technology safe from prying eyes may as well not exist - any technology you don't already have access to is kept from you only by the time it takes for you to discover and connect to it. Furthermore, you receive the *Quicksilver* item for free, as well as a free Exo body capable of housing your vast intelligence, such that you can directly interact with the world around you.

The Dark Future: Elsie Bray, the Exo Stranger, originally comes from a future in which the Guardians fell to Darkness, Eris Morn became a corrupted Hive God, the City fell, what few loyal Guardians remained died, lost their Light, or both, and the Traveler abandoned Humanity. Her last ditch effort was an attempt to relocate and capture the Traveler with the help of survivors all across the Solar System, under the leadership of Mara Sov and Commander Zavala, and with the help of Rasputin. In the end, she was betrayed by her sister, and they failed, after which, for reasons she still doesn't understand, she was plunged into an endless time loop, forced to relive those centuries again and again. You are now in this dark, Lightless future. Nowhere is safe, for even the Leviathan fell in the last attack on the Moon. Guardians are either corrupted, or depowered. Hive are everywhere, the Awoken are endangered, the Fallen are close to extinction, and the Cabal are scattered. You must survive ten years in this dark future, for failure is death, and the end of your chain.

Rewards: For surviving the Dark Future, you acquire the **Loop** Perk. Much like Elsie Bray, if all else fails and the end of everything is inevitable, you can throw your consciousness back in time and initiate a time loop. Unlike Elsie's loop, yours is more controllable. You can initiate it at will, and can ensure that the only thing that breaks it is the complete avoidance of the events that caused it in the first place. Until you get your Spark, this can only be done once per Jump, and will send you back to the very beginning of your time in any given world. After acquiring your Spark, it can instead be done once per decade, and can send you centuries back in time.

A Vexing Problem (Exclusive to Vex Jumpers): The overarching goal of the entire Vex species is to transform everything in the universe into more Vex, to establish their existence as a universal fact and ensure their extinction is an impossibility. Left to their own devices, they might even be capable of such a feat, given the sheer advancement of their technology, and their ability to transform raw matter into more Radioloria. However, the sheer size of the universe, as well as resistance from its paracausal elements, has delayed their progress. However, they know such a thing is possible - more than once they have reached this exact outcome in their Infinite Forest, only to have it be denied to them by the Guardians. They have decided to solve this problem, and have created a Vex Mind dedicated to it: You.

Scenario A: All Is Vex. You have chosen, perhaps appropriately, to take the most direct solution: And simply take over the universe, starting with Sol and working outwards. You will have access to all the resources of the Vex. You will convert everything you see into more Vex, defeat every foe that could possibly fight you, including the Traveler and the Witness. You will not leave until you accomplish this goal, and failure results in the deletion of your mind, and the end of your Chain.

Scenario B: The Unthinkable. To accomplish your goal, you have chosen to tackle the greatest unknown variable the Vex have ever known. You have chosen to do what the Vex have been unable to do in their entire history, across several universes and multiple iterations of the Flower Game: You will quantify Paracausality. To succeed, you must understand and master it as thoroughly as the Vex understand and master the material universe and its sciences. Failure means your deconstruction, the deletion of your mind, and a chain failure.

Rewards:

Scenario A: By finally, once and for all, taking the entire universe and everything in it, you receive the only possible gift available to give you: **The Vexverse**. A copy of your mechanoformed universe, all of its radioloria, all of its Vex planets, all of their unbelievable technology shall be attached to your warehouse, alongside an archive of all Vex technology. The Vex inside this universe are formed from your own Radioloria Cells, and are thus completely loyal to you, without question, regardless of which form you choose to take in the future. Your will is theirs, and any tasks you set them will be accomplished to your exacting standards. In future Jumps, you can, at will, command them to tunnel through their universe and into the one you are currently in, to assist you as you see fit, or to begin the process again and mechanoform another universe. Pursuantly, any territory you Mechanoform from here on out shall be attached to your warehouse as an extension of the Vexverse. Finally, as the Vex of this universe are all formed by you, you can at will decide the nature of your connection to them, ranging from a fully constant hive mind, to having access to their infinite intelligence, to even shutting them out and using them as simple workers.

Scenario B: You have done something even more impossible than the Cabal's greatest feat. You haven't simply stolen the Light and replicated the effects you can observe, you **Understand Paracausality**. This new perk allows you to apply the unlimited potential of paracausal effects in similarly unlimited ways. You can violate the laws of physics, creating something from nothing. You can make real the timelines you simulate through nothing but your will. You can create life that is intrinsically paracausal, granting them abilities beyond what they should be biologically and physically capable of. You can imprint paracausal enhancements upon technology, allowing computers the size of an atom to process data faster than the Infinite Forest, or data drives that can store more data than exists in the universe. You are the master of the causal and the paracausal. The only thing that separates you from anything that you set your mind to is simple time.

Drawbacks

Extended Stay (+100, can be purchased to a maximum of +2000 CP): Do you just like it here, do you have business to attend to, or are you as perk-hungry as Guardians are loot-hungry? Whatever the case, each time you purchase this drawback, your stay in this world is extended ten years. This drawback can be purchased as much as you want, but will only provide CP bonuses up to +2000 CP.

Stuck In A Loop (+200, can be purchased up to a maximum of +1000 CP; +500 CP): The previous Drawback kept you here for an additional ten years per purchase. This one puts you in a timeloop similar to that of Elsie Bray's. Unlike the Time Loop Minor Scenario, however, this will throw you all the way back to the beginning of the Jump. If this drawback is taken alongside the *Extended Stay* drawback, then every loop will last as long as the extra time you purchased. Dying without a 1-up starts your next loop. Should you so desire, then for a one time extra stipend of +500 CP, then much like Elsie Bray's loop, things will be a bit different each time you go through your loop. Namely: You can tackle a different Major Scenario to the first one you ran, but failing that scenario on this loop locks you out from trying it again on the next one. Like the *Extended Stay* drawback, this can be purchased as many times as desired for as many loops as desired, but will only provide CP up to an additional 1000, and the extra 500 to reroll scenarios is a one-time deal. Finally, aside from Scenario Rewards and items bought with CP, anything acquired during these loops is gone when you loop back, and you must reacquire them should you desire to keep them past the final loop.

Hope for the Future (+100): How many perks or items do you have that play music for you at appropriate moments? Well, for the entirety of this Jump, every single one of those are disabled, and replaced with Paul McCartney's 'epic'. Should you not have any perks or items like that, then congratulations! This is one. For one song. And it's not all that good. And you will hear it **whenever** music would otherwise play.

Boogie Fever (+100): While Bungie decided to make the playerbase's propensity for dancing in random spots all over the Solar System canonical, for you now it's a compulsion. Win a battle? Dance on the corpses. Get an assignment? Dance of joy. Die and resurrect? Dance. Get an Exotic? You better believe that's a dance. Bored? You'll never guess what will help with that. You cannot resist this compulsion. Whenever something significant happens, *you will dance*. Silver lining: if you can't dance, this will give you the skills. Let's be all night.

Dinklebot/Nolandroid (+100): Should you have a Light-bearing origin and acquired a Ghost, its personality is normally either up to you, or you can pay to import a Companion into it. By taking this drawback, instead you can discard both of those opportunities for CP, and instead you will receive the mystical, airy voice and detached personality of the original Ghost from the days of Vanilla Destiny, prior to the Taken King. You can also, should you choose, instead replace your Ghost's personality for that of the Nolandroid, the same voice and personality that has followed the Young Wolf since the days of the Taken King.

Seen, Not Heard (+200): Should you have a Light-bearing origin and acquired a Ghost, this drawback purges its personality *entirely*. Everything that made your Ghost unique is now gone, it is nothing but a floating paracausal drone that follows your orders. After this Jump, this can be toggled and its personality restored, but it will never forget what you did for CP.

Silent Protagonist (+200): The exact opposite of the above drawback, now *you* don't talk. Unlike the Young Wolf, who saves their words for dramatic moments, you're completely mute. If you have a Ghost, they'll talk for you, but otherwise you will have to find other means of communication until you leave this Jump.

Blueberries (+200): Kinderguardians. New Lights. Blueberries. Noobs. The folks that are brand new and don't know what they're doing. Until the end of this Jump, should you ever need to assemble forces to work alongside you, you are now prevented from working with anyone but the newest fighters available.

Adversarial Ghost (+300): Should you have a Light-bearing origin and acquired a Ghost, then you might have heard this one before: Your Ghost hates you. Maybe it's something you did, maybe your Ghost just isn't a good person, or maybe it knows you sold it out for 300 CP. Whatever the case, for the duration of this Jump, your relationship with your Ghost is like that of the Drifter and his Ghost: All it does for you is resurrect you and provide you with access to the Light. Everything else, the healing, the daily needs, it's letting you figure that out.

Damaged Ghost (+300/400): If you're of Light-bearing origin and have a Ghost, then you may very well be the most unlucky Guardian in the Sol System. The moment your Ghost resurrected you, it got shot. How did the shooter hit it? I dunno, paracausal something or another. How did a bullet damage something that Cabal orbital strikes can't reliably kill? Don't know! But your Ghost has been shot and damaged, and for the duration of this Jump, where others can heal, resurrect, all that fancy stuff, yours can only resurrect you once a day, and your connection to the Light is severely weakened, with all of your abilities regenerating much slower. If you want an extra 100 CP, then in addition to being damaged, it's now on the bleeding edge of breaking entirely. Take care of it, because it's so fragile that a nasty look might finally do it in. Nothing can fix your Ghost until the Jump is finished.

Nemesis (+100/200/300): Did you take the 'The Hunters' scenario? Well, regardless of if you did, now you have a Risen Nemesis similar to those in that scenario hunting you through your entire Jump. Unlike in those scenarios, this Nemesis cannot be killed in a permanent way. Killing them will at best buy you twenty four hours head start to start running again, but they will inevitably return and begin hunting you again. This Nemesis is guaranteed to be a challenging threat to you regardless of how powerful you are. Should you so choose, for an extra 100 CP, you can have *both* of the Hunter nemeses hunting you. For another 100 CP, for a total gain of +300 CP, these nemeses will not only both be hunting you, but they will be working together against you.

The Light Blinds (+300): Did you take a Guardian Origin? Well, it doesn't matter if you did or not, the result is the same: The moment you arrive in this world, all of your memories are gone. All of your perks, from this Jump and others, are still present, but not only do you not remember how to use them, you don't even remember they're there.

I Could Tell You... But I Won't. (+200): The early days of Destiny 1 were rough for people who enjoyed stories and lore. The campaign provided little in the way of context and lore, and characters outright referenced knowledge and stories they held and then refused to provide it. That is your life for as long as you're in this Jump - anything you want to learn will need to be learned by yourself. Any and all people who would provide you with information, context, or lore, will instead choose to spare you the knowledge.

RNGesus (+200): The math says that playing the odds will *eventually* give you your desired outcome. The sheer number of times we've all run a Raid or a Dungeon for an exotic should tell you that the math is a damn liar. This drawback makes it even worse - if there is a 1 in 1000 chance of a weapon dropping from a dungeon, you are doing to have to run that dungeon *one thousand times* in order to get that weapon. The universe is never going to take a break on you. You will find that the key item you're looking for is always on the last enemy you kill, that the resource you're gathering for a patrol will only drop in bundles of *one per group* of enemies. Think of this drawback as reverse bad luck protection: It is bad luck *enforcement*.

Fashion Souls (+200/300): Guardians take a tremendous amount of pride and put a tremendous amount of effort into their outfits. Cheers were from the Tower heard all over the City when they acquired technology that would allow them to wear anything and ensure that they didn't have to sacrifice their look to do it. Maybe you're just a bad dresser, or maybe you pissed off Ada-1, but no matter *what* you wear, everybody thinks you look ridiculous. Someone that looks exactly like you could wear the exact same outfit that you are, and people would love it, but on you, they laugh. If you want an extra 100 CP, then not only do they think you look ridiculous, but they won't take you seriously either.

Xur's Temp Guy (+300): Xur, Emissary of the Nine, somehow manages to host endless rounds of Dares of Eternity while also selling exotic goods every Friday through Sunday. How does he do that? Simple! You're his replacement. At the strike of Midnight, every Friday through Sunday, you will be plucked away from anything you're doing and made to host the Dares while Xur hocks his wares to Guardians. Like Xur, during this time you will be at the complete will and mercy of the Star Horse. You will be unable to say or do anything that the Horse does not allow. Finally, the time spent hosting the Dares does not count towards your time in-Jump.

Rasputin's Message (+300): There was once a Titan that decided they would try punching open the K1 Artifact on the Moon to see what was inside of it. What they didn't know was that the K1 Artifact was among the most dangerous things in the Solar System, and while they failed in opening it, that didn't stop Rasputin from dropping a Warsat on her twenty four hours later *to the second*. You've done something similarly stupid, enough that Rasputin has decided one Warsat won't cut it. You better keep your eyes on the sky - because Rasputin's got

a hell of a message he wants to send you, and he will drop a warsat on you every single day until you leave.

Universal Nerf (+400): You're a Jumper, chances are you're the strongest person in the universe. Well you just annihilated your first Crucible match, but someone recorded it, and the clip went so viral that Bungie got wind of it. They decided you're too OP, and you need to be nerfed. Immediately. Across the board. Even in PVE. While you still have all of your perks and items from previous Jumps, their power has been dropped to the point where everything in this Jump is now a proper and lethal challenge.

Sunsetting (+600/800): Congratulations, Jumper, due to file size bloat, poor interaction, and a possible lack of funding, we're going to have to sunset your Jump. While you're still here. At the start of every year, all of the memories of your involvement in any major or minor events will be completely wiped from the minds of everyone you interacted with. They'll remember that it happened, just not that you were responsible for them, and nothing can convince them otherwise. For an extra 200 CP, this extends further - once three years have passed, you're outright prevented from returning to places you've been more than three years ago. That village you saved? Can't go back. Oryx's Dreadnought? Still there, but you're not allowed to visit.

Warmind's Wrath (+600/800): Well Guardian, you've done it now. Whether it's because you've done something, or because you're just here, Rasputin wants you *dead*. From now until the time you leave the Jump, he will be putting forth just as much effort to kill you as he did to kill Felwinter after he was resurrected as a Guardian. For an extra 400 CP, for a total gain of 1000, then not only does Rasputin want you dead, but he knows you're a Jumper, is aware of your every perk, ability, item, and companion, and is working on ways to counter them.

They kill gods for fun and turn them into guns for a meme (+1000): Guardian, you should probably run. *Now*. The Young Wolf is looking for you, and they're strong enough to fight you even considering everything you've acquired over your Chain. They seem to be under the assumption that if they kill you, they either get a new gun, or can turn you into one. Absolutely no one will help you against them, because they all know how strong the Young Wolf is and they do *not* want to tempt that wrath. They will pursue you with the same unstoppable zeal as they pursue everything. They just left the tower, you have one hour before they reach your location. *Go!*

The Besto (+1000//2000/3000): Telesto. The gun of a thousand glitches. No matter what they do, it just keeps finding new ways to break things. Well, its most recent glitch hasn't just broken the game, it's broken your *Jump*. Enemies, details, and disasters from every single Jump you've been to up until now are spilling into this universe, and they're causing so much chaos that over your stay here, things will just break further and further. Should this be your first Jump, or should you have not been to many Jumps beforehand, Telesto's determined to break things anyways - and instead of your previous Jumps, then every single Major Scenario from *this* Jump will begin spilling into your world. If you're in desperate need of extra CP, or maybe you just want to watch the world burn, then Telesto has broken into Bungie's servers, and now

everything from their previous games is also spilling into the world. The Flood are fighting the Vex, the Covenant are at war with the Cabal, Rasputin has been made rampant, the UNSC trying to bomb the Traveler, cats and dogs, living together - mass hysteria! For a final gain of 1000 CP, not only has it broken the Jump, not only has it broken into Bungie's servers, but it's broken the *Jumpdoc* as well. Over time, elements of every single drawback in this document will begin to enter the world, and by the time you leave, *every* drawback will be represented in *some* way. Your benefactor will have to step in when all is said and done just to fix this.

The End

Congratulations, Guardian. You've made it to the end of your time in this world. Choose one of the following options. Eyes up, and I'll see you starside.

Head Home - You've seen enough. You've decided it's time to take all you've gained and go back to the world you knew before your Benefactor. It was nice knowing you, Guardian, I hope you enjoyed your Chain.

Stay Here - You've found you just enjoy this world too much. Maybe you feel an attachment to it, or maybe you feel a duty to it. Either way, you're ending your chain, and you're staying here.

Move On - Are you sure you don't have just a *little* bit of Hunter in you? Either way, you've decided to move on to farther shores, and leave this world behind for a new one.

Notes

Paracausality and Future Jumps: At multiple points in this doc, I make reference to 'paracausal' effects in future worlds. In Destiny, the word 'paracausal' and its derived terms are largely used as a blanket replacement for the word 'magic'. So, should an ability make reference to interacting with paracausality in future Jumps, it's referring to local magic systems. To wit: Take the 'Suppressing Light' perk, and temporarily cut off a Jedi from the Force, deprive Doctor Strange of his powers, or render the Master Sword into a really old hunk of metal.

Paracausality Applied to Jumpers: I tried my best to remain as 'in-character' as I could throughout the Doc... Well, except for the drawbacks, but I digress. Paracausality is *weird*, it's a fascinating magic system but it's just *weird*. While I made many attempts throughout the Doc to try and describe how it can break the rules, I still want to take this moment to try and explain how Destiny-based Paracausality applies to Jumpers.

Consider a smartphone - maybe the one you're reading this doc with right now. It has set limits, its battery can only be charged so high, it can only hold so much data, it can only process things so fast, and its connection is only so strong. It is causal.

Making that exact phone paracausal could allow it to store and process all of the data generated from the big bang to the big rip without any delay. You could put it inside ten layers of Faraday Cages, and still have a perfect connection. It could talk to you in real time even if it were dropped into the event horizon of a black hole. Nothing has physically changed inside of the phone, by all rights it shouldn't be allowed to do that - but it can, because it is paracausal, it is - as mentioned in the previous note - *magic*. A paracausal gun hits harder than a cannon, paracausal fuel holds more energy than its mass should allow. They break the rules.

Paracausality allows otherwise ordinary Humans to gang up on and kill *Gods* so often that it is a meme amongst the playerbase. Other Guardians clone themselves, create ammunition by killing their enemies, defy certainty on a daily basis, alter through a simulated multiverse, and so much more. A Jumper that acquires Paracausality from this document applies that same scaling to every single power and perk they already possess, as well as those they will come to possess. If you prefer, it's not buying a fiat-backed power boost to everything, it's fiat-backing your ability to achieve effect without cause. Every single power you had before this Jump has to follow a set of rules, is possessed of a certain logic - but paracausality allows you to break those rules and buck that logic.

The only rule you're *not* allowed to break are things that would circumvent your Spark, because as entertaining as that would be, I'm not willing to go that far, and your Benefactor wouldn't allow it either.

To wit: Take paracausality, apply them to your perks (and items, if you can), and scale accordingly.

Changelog

1.0: Released