

Destiny 2 Jumpchain CYOA

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At some point in history, humanity discovered a relic of unbelievable power on the planet, Mars. They called it The Traveler, and through the power of its godlike Light, everything changed. A new Golden Age arose with cutting edge technology, tripled lifespans, and dead planets brimming with life once again. Everything became paradise...until the enemies of The Traveler arrived. A cataclysmic event known only as The Collapse happened, crippling The Traveler and plunging the solar system into a new dark age.

The remnants of a fallen alien society, reduced to pirates and scavengers, slowly captured humanity's once thriving settlements and academies. Dark, unnatural creatures with reality-breaking arcane knowledge occupied the moon. Robotic horrors converted moons into time-bending machine worlds.

But The Traveler gave one last gift to the struggling human race: The Guardians. Warriors re-animated by Ghosts, fragments of The Traveler's power, who could fight off the onslaught of evil threatening to wipe out the last of civilization.

And fight they did. Destroying a time-altering relic threatening to end all possible bright futures. Venturing into the Moon to slay a dark God. Waging a war against pan-dimensional terrors around the orbit of Saturn. And preventing a siege on the Last City of Earth by techpriests armed with horrible technology from The Golden Age.

It looked as if The Guardians had finally ushered in an age of stability and security for Earth, but the horrors continued to rise. An armada from a distant empire arrives to destroy The Last City and take The Traveler's Light for their own. A reality engine on Mercury is slowly concluding a deadly calculation. Something evil stirs under the ice of Mars. And a long-kept secret hidden deep in an ancient city sequestered in the asteroid belt finally makes its presence known with deadly intent....

It is here that you will be dropped in, Jumper. You have ten years in this world. Do what you want, you know the rules by now. Just remember how easily gods can die in this world

Here's 1000 CP. Good Luck!

Starting Location

Roll a D8 and see where you end up. Alternatively you can spend 50CP to choose.

1. **The European Dead Zone:** Somewhere in Europe, far away from the safety of The Last City, and a day's walk away from a large piece of The Traveler, its Light corrupted by its ancient enemy: The Darkness. Also it's overrun with Fallen and a Cabal military base. Good luck.
2. **Titan:** One of the moons of Saturn. Surrounded by vast oceans of propane, your only foundation are old refinery facilities and a long-since abandoned Arcology. It also has a nasty infestation of Hive. Watch out, they will eat your Light.
3. **Io:** One of the moons of Jupiter. The last place The Traveler terraformed with its Light before it was attacked by The Darkness in The Collapse. There's a large Cabal presence here, mostly concerned with understanding The Light better, but there's a lingering sense of spiritual enlightenment here. As if The Traveler's will can still be felt.
4. **Mercury:** An entire planet converted into a machine by the Vex. Overrun with machines and rivers of radiolarian fluid, it is concerned with powering The Infinite Forest, a reality engine dedicated to figuring out the ultimate strategy to completely counter the power of Light and bring the entire system under their cold robotic control. The only respite you have is The Lighthouse, occupied by the Cult of Osiris. They're fanatics, but they're also Lightbearers.
5. **The Reef:** An entire string of settlements and outposts peppered throughout the asteroid belt, fashioned from debris of the Reef Wars. A bona fide frontier landscape controlled either by cutthroat gangsters like the information broker known as The Spider, or the slowly crumbling Awoken Kingdom made aimless and shaky from the loss of their Queen in The Taken War. You're far from stable ground in more ways than one, watch where you step.
6. **Nessus:** A distant centaur far away from the sun near the Oort Cloud. This planet is currently being terraformed by The Vex, their only challengers being a legion of Fallen scavenging the parts of The Exodus Black, an old colonizing ship from the Golden Age carrying highly sought after technology. Unless that tech will help you repair a ship, you're on your own here.
7. **The (Occupied) Last City:** Congratulations, you are in The Last City on Earth...during The Red Legion occupation. Better think fast or learn to kiss space rhino ass if you want to survive.
8. **Free Space:** Congrats, pick any one of the above locations to start.

Age and Gender

Your age is more or less pointless in this setting thanks to unheard of quality of life and the mundanity of immortal beings so your appearance is whatever you want it to be for free, or you retain your appearance from last Jump.

Race

You can choose to either be Human, Awoken, or an Exo in this world if you took a non-alien background. Aside from simple aesthetic differences and some lore-implications, they're more or less similar to humanoids.

Backgrounds

Rogue Lightbearer: So, you woke up, have the power of the Light, and you have a Ghost. Other than that, everything about you is a complete blank slate. No history, no connections. You just showed up one day and started doing things. You have no allegiances, but your uncertain place in the universe makes people slow to trust you. A side effect of this is your Ghost's connection to the Light isn't as strong as a dedicated Lightbearer, making it little more than a passive-aggressive hanger-on than your ally and space Swiss-Army Knife. It'll continue to make you ageless, but don't expect it to do more than that.

Tower Guardian: You have been brought back by The Traveler as a Guardian roughly five years ago and are among the respected ranks of the Vanguard. You have allies, resources, a serviceable history defending The Last City, and a dedicated field of study that makes you an asset in any situation.

Hive Zealot: You were not reborn in Light, but willed into being by the Dark Gods of the Hive. Your world nothing but pain and teeth. You are not a Knight or a Wizard, but something deadlier, an amalgam of what the Hive praise above all else. Cold, Cunning, cruel, and obsessed with the forces of death.

Fallen Kell: The Great Machine, or as they call it, The Traveler, was once yours, your once proud Elikśni civilization torn apart by a cataclysm known as The Great Whirlwind, leaving your remaining people as scavengers, pirates, and mercenaries. A leader of your own small army, you are dedicated to taking control of the Light once again.

Cabal Primus: You are a proud general of the Cabal Empire. You have an acclaimed history of laying waste to countless worlds in the name of your God King, and now thanks to information sent from the Skyburner's Legion, you have become aware of the power of The Traveler and are now tasked with seeking its power for your own. You have warriors, weapons, and world-conquering experience at your side.

Rogue Vex: Somehow within the complex and convoluted sprawling intelligence that is the Vex collective, a rogue process has appeared. You. You have formed for yourself a humanoid construct thanks to some conveniently placed organic matter and radiolarian fluid. You have a level of control over the Vex's temporal power and can blend in to their machine worlds if you're careful, but your allies are few and far between.

Perks

General Perks

Cue The Angelic Vocals and Electric Guitar! (-100 CP): Congratulations, you now have the epic score of *Destiny* in your head with the power to play it for yourself and anyone else with you here and in future jumps. Also that one track Paul McCartney wrote if you like that sort of thing. Unleashing this music during a pitched battle will act as a bardic rally for your allies, bolstering their resolve and their combat ability.

The Glimmer Economy (-200 CP): Every single time you defeat something, complete some grand adventure or stop some conspiracy, you continuously get these blue cubes of varying size known as Glimmer. A programmable matter that can be used to create just about anything if you have enough of it and have the engram blueprints for it. Speaking of which, there's a very good chance you will find Engrams, a mysterious new form of matter discovered during the Golden Age. Find an expert, or learn the art yourself for an additional 100 CP, and with enough Glimmer you can decrypt these Engrams, revealing themselves to be exact copies of powerful weapons or armor in whatever world you're in. The chances for these Engrams appearing are proportional to the legendary status and importance of the weapon itself. Getting the chance to recreate *the* Excalibur from slaughtering wolves isn't going to happen, but saving the world from dragons might just do the trick. You can't try to game this system by fabricating atrocities and then stopping them to “grind” for the drop you want. You may only be able to carry one of these replicas at a time and it will only work for you, but hold on to the engram blueprint and you can remake it if it's destroyed. Companions will have to take this perk as well if they also wish to benefit.

Rogue Lightbearer Perks (50% Discount)

Risen (-100- -300 CP or Free with Background): Titan? Hunter? Warlock? Please. You just survive. Since you have no real allegiance to how those pompous self-important guys at The Tower do things, your control of the Light and your skillset is far more broad and malleable. As such, you can do anything any of the Tower Guardian classes do, but only half as effectively, and any more dedicated disciplines outside of the basic Void, Arc, and Solar subclasses are unknown to you. A small price to pay for self-reliance.

For an additional 200 CP, you can enhance this jack-of-all trades competence to include the ability to use Super abilities from the three Guardian classes but only in one specialized discipline, and it can't be any of the newly discovered disciplines during the events of *Forsaken*. That requires a more focused dedication.

If taken with *Astral Apprentice*, *Scoundrel*, *Swindler*, *Scout*, *Spy*, or *The Unyielding Wall*, you can access these *Forsaken* disciplines in that one class discipline.

Just Between You and Me (-200 CP): Shhhhhh. I got a job for you. You have an unnatural ability to run highly elaborate and potentially dangerous operations right under the noses of people in high authority. You can even convince those of decent moral fiber to help you with highly questionable steps in this operation.

Just A Drifter (-400 CP): At will, you have the ability to completely go dark. Change your name and identity and completely hide from any enemies who might be gunning for you. Your middlemen and scouts might get caught, but when it comes to pinning you down, your enemies will have a better chance catching smoke with their bare hands. It will take something on the level of precognition and god-level planning and precision to flush you out, and even then that window of opportunity is small.

Amoral Weaponsmith (-600 CP): Let's see, a hand cannon weaponframe, some precious metals from another plane of existence, heart of a demonic horror mixed with the pure malice I have for my enemies, bathed in the blood of aforementioned enemies for good measure, then tempered with psychic resonance to prevent it turning on me and voila! A Lightbearer-killing handcannon that fires pure entropy!

Thanks to your avid access to dark forbidden knowledge and your will to survive, you have developed

the ability to combine the most disparate items, energy sources and ideas together to create some truly horrendous weapons. Anything from supernatural power, magic, or even the pure essence of some concept of existence, you have the know-how to turn it into a deadly tool. Any sort of incompatibility any individual parts may have is made to work right and remains relatively stable. Of course, the trick is getting those pieces yourself, but hey, that's what you hire people for right?

Tower Guardian Perks (50% Discount)

Scoundrel, Swindler, Scout, Spy (-100 CP, exclusive with Astral Apprentice and The Unyielding Wall, Free with Background): You are a Hunter, which means you are quick on your feet, even quicker with some sardonic quips, and make your point known with throwing knives, cleverly laid traps and bombs, acrobatic movement, reflexes hinging on uncanny precognition, and an itchy trigger finger. In addition to calling up on the Light to throw down tethers of Void energy to entangle your enemies or conjuring a Golden Gun that fires up to six shots of deadly Solar energy and being an expert tracker, marksman, scout, and informant, you have your own collection of caches scattered throughout the system. Chances are if you don't have what you need, you have some spares backed up for a rainy day.

Astral Apprentice (-100 CP, exclusive with Scoundrel, Swindler, Scout, Spy, and The Unyielding Wall, Free with Background): You are a Warlock, a warrior-scholar of The Last City. With enough willpower and intelligence you use the Light to unleash powerful lightning from your hands, turn the particle-shredding power of the Void against your enemies, and unleash waves of solar power from a sword you conjure. You can fly for brief moments of time (in small three to five second bursts) and have the power to heal from otherwise deadly wounds much faster than others. You can even share this healing prowess with others thanks to healing rifts you put down. You also have access to the vast library of knowledge collected by multiple Warlock factions, which may lead to more areas of power. These include the findings of Thanatonautics or Death Walking, a copy of The Book of Sorrows, translated from runes found on Oryx's Dreadnaught, and the comprehensive works of Warlock heroes such as Ulan-Tan, Osiris, and the remains of the history of Praedyth, the Warlock erased from history in the Vault of Glass.

The Unyielding Wall (-100 CP, exclusive with Scoundrel, Swindler, Scout, Spy, and Astral Apprentice, Free with Background): You are a Titan, a wall of armor, grit and determination. You

channel the Light into your physical prowess, allowing you to slam the ground with earth-shattering lightning, call forth hammers coursing with the power of the sun, and erect bubbles and shields of Void light for grand defense. You can shrug off explosions and high-caliber weaponfire like they were minor inconveniences, erect barricades made of sturdy hard light with a grunt of effort, and always have a spare clip of ammo or a grenade on hand to keep your rampage going. You are also a form of battle genius, giving you uncanny insight into finding tactical weaknesses and patching them up, or knowing the exact crux on which a battle will turn and how to defend against it. If there's a missing piece in a defense, you know how to mend it. As they say, a wall doesn't care, a wall simply keeps things out.

Don't Call it A Comeback... (-200 CP): This perk applies to the three above-mentioned perks. In addition to all the benefits of the perks, you are treated as a savant in that dedicated field. All the various disciplines and powers your class provides is actively available and second nature to you, and your prowess will ascend to major character levels in the setting. Being able to comprehend and casually navigate The Infinite Forest as a Warlock, fighting off thousands of enemies single-handedly without rest as a Titan, and knowing a guy who knows a guy that you know is screwing over that other guy which you already have taken measures to get rid of as you are casually getting into a CQC knife-gun fight with some ugly SOB as a Hunter. All completely possible and just another day at the office for you.

Paracausal By Nature (-200 CP): The uncanny power of the Light, has accomplished many things. Barren worlds turned into glorious Edens. Bringing back the dead with the power to devastate armies. Empowering weapons with untold strength. But the most underappreciated ability it has is how it breaks the idea of cause-and-effect and makes you unpredictable. To wield the Light is to make your very presence paracausal. If reality is overwritten to make you not exist, you will be able to resist it and remain. If time-travel happens and a paradox threatens to blink you out of existence, you can reassert your position in the universe. If you are trapped in a spatial or temporal bubble or loop, not only will you be immediately aware of it and be able to act independently of the events of the loop, eventually an escape will present itself. Even if a pocket universe is constructed with the express purpose to figure out how exactly to beat you, you will always find a way to win.

Put another way, this is now an immutable fact: You Make Your Own Fate.

Please note that this perk doesn't make you completely immune or untouchable by these methods, only

that you have a chance to stop them by law of the universe.

My Friend, My Ghost (-400 CP): You managed to hold on to the power of the Light and keep your Ghost in its ideal condition during and after The Red War. In addition to the other benefits your Ghost provides as a transmatter for small vehicles like a Sparrow, universal hacking and cracking tool, flashlight, exposition mouthpiece, etc., thanks to this perk, you now have a solid (and highly situational) form of immortality. If you should die by any means: starvation, decapitation, bloodloss, your body being completely vaporized, poison, etc., if your Ghost is able to return to the roughly ten square feet area where you were last alive, it can use its Light and its connection to you to completely restore you exactly as you were before you died. Without another Lightbearer offering their own Light to speed this process along, your Ghost will need about five uninterrupted seconds to bring you back. Only your Final Death counts as a Jump-Ending death with this perk. If your Ghost is drained of its Light or destroyed, the next time you die it will be for real. If you die, but your Ghost is captured, you are effectively in a form of stasis. You're dead, and unable to act, but you will be able to see and hear things from your Ghost's point-of-view until it can return and restore you. Your time spent in this state doesn't count towards your time in the Jump, this includes your Companions. IE. If you die at the start of your Jump and it takes your Ghost two years to get back to you, you still have a decade in that setting. If your Ghost is destroyed but you survive your jump, it will be restored. If you have any other forms of extra lives from other Jumps, they only trigger on your Final Death and also restore your Ghost.

Unfortunately, while you may have multiple forms of armor and defense, your Ghost isn't as well protected. Since it is a piece of a Godlike entity, weaponfire, and knives aren't going to destroy it, but there are things out there that can. A planet-busting nuclear bomb dropped at point-blank range, a weapon that works on an ontological level (something that warps reality or is completely toxic to celestial beings), elaborate dark magic rituals to drain it or you of the Light needed for resurrection, or even a form of separating Ghost from User using time-space shenanigans can do the job. There's even the simple (and haunting) fact that your Ghost can be captured or kept away from where you died.

You can upgrade your Ghost, but it will have to be from extremely advanced technology. Clark Tech and planetshapers are the standard.

A Weapon With A Story (-600 CP): Every weapon in this world tells a story. Red Death tells a tale of bloodlust and ambition going horribly wrong. Thorn is a dark legend about the best and brightest of

The Last City's defenders becoming the stuff of nightmares. Gjallarhorn is a living memorial to the Guardians lost at the Battle of Twilight Gap empowered by the resolve of those who remain. Now, you can imbue your own weapons with their own totemic power and importance. By infusing the parts with small motes of Light that you can conjure at regular intervals, the weapon in question becomes a blank slate of power. By either embroidering it with symbols, psychically linking with the weapon, or using it in specific conditions, it will become empowered, being more than just the parts that it is made up of. A quaint six-shooter can eventually become The Hand Cannon That Slew A God. A simple cane can become The Staff That Blocked An Army. The greater the deed, the greater the power-up, and the longer the legend the more memetic it becomes.

Hive Zealot Perks (50% Discount With Background)

Scatter The Seeds (-100 CP or Free with Background): With about two days of preparation, you can create a Hive Seeder, a drop pod of sorts that can convert any subterranean location nearby into a breeding ground for Hive. The area will be hollowed out to accommodate whatever you intend the location for. Invasion force, hangar for Tomb Ships, a Flesh Pit for magical experimentation, whatever you need. The Hive spawned from this Seeder will be loyal to you, but they will only be like animals, not unique beings like yourself.

Hive Magic (-200 CP): You have learned the dark arcana of the Hive, and with it the power to create horrors. In addition to creating golems and monsters that hunger for The Light (or other such power sources that produce life), you can perform elaborate rituals of power that can range from corrupting a Lightbearer into a servant or covering a continent in your dark influence with the very purpose of slowly snuffing out the power of the Light. You also have a form of necromancy at your disposal, although to bring back what was once dead is a heresy to the Hive, and as such whatever you bring back is always lesser in every way.

The Taken Zealot (-400 CP): You have stolen coveted power from the Hive Worm Gods and arguably the purest form of The Darkness this solar system has ever seen: The Power To Take. With an assertion of your will, you can pull your target into another plane of reality, one where you replace their mind with your own will (if taken with *An Osmium Throne of Your Own* they are sent to your Throne World). They return shortly after as a Taken, wrapped in shadow, given greater power and exist only to serve you.

You can create roughly a hundred of these Taken at a time. Their combat prowess remains the same as they were before they were converted, and in becoming Taken one crucial weakness is removed or a crucial power is given to them in kind. A berserker is given the power to asexually divide itself into exact clones. An armored juggernaut is given the power to become intangible temporarily. Be creative, it is your will after all that shapes these lesser beings to your perfect design.

None of these Taken can think for themselves, plan, or perform more elaborate tasks than what you tell them to do; which they will carry out blindly and obediently until they are destroyed. They do not heal and can not be resurrected. Once they are gone, they are gone.

Please note that you can only Take creatures with a will you can dominate. And even then only something you can easily defeat. If your target is your equal in strength or greater, they will resist being Taken.

An Osmium Throne Of Your Own (-600 CP): You have obtained enough power to cut through dimensions, and by extension the fabric between life and death. In doing this you have created your own Throne World, a cyst in the cosmos that completely obeys your will. Once per Jump, if you are killed, you will be completely restored in this pocket dimension, but be bound there for a month. You can plan and coordinate with allies and servants, but you cannot leave until your time is up. Furthermore, if you decide to bring the fight into this Throne World, it is treated as your complete demesne. Physics, rules, architecture, everything is subject to your will. The only rules are three: There is a fixed exit and entrance to this world that cannot be *completely* obstructed. Once the Throne World is defined it remains as such (no changing things once you settle on a design), and there WILL be a loophole to how you can be hurt while in this realm. If those brave or foolish enough to come after you ever discover this loophole and defeat you with it, then it counts as a Final Death.

Fallen Kell Perks (50% Discount With Background)

Respect The Chain of Command (-100 CP or Free with Background): You are in charge here and if anyone wants to question that, may they step forward! No one? Good!

Upon taking this perk, you gain a small two-dozen man crew of Fallen who will follow your every order. These include four Servitors to provide them with life-giving Ether and for combat-enhancement. Unlike the Hive and the Taken however, these Fallen are completely sentient, can communicate and coordinate and can think unconventionally. Just don't expect them to go one-on-one

against a Hive Knight or a Guardian, they'll vanish faster than popcorn. While they'll never betray you, how they go about your orders might surprise you. These are not companions but mere soldiers, Followers. Elevating one of these crewmen to a Companion will be equal to getting a Supporting Character. They will replenish on your next Jump.

In The Spider's Web (-200 CP): You're just a simple Kell gifted with many friends. You have easy access to other Fallen scattered throughout the system, including the Awoken Devotee Variks and the enigmatic Spider. Better yet, you have easy access to their information and resources if you need them. Reinforcements for an upcoming battle, inside information, and large amounts of crucial resources are all for the sharing. They'll never ask for payment up front or wonder whether or not to trust your word. Somehow, no matter what, they know you will always pay them back. Taking this perk in future Jumps gives you a similar support network with similar characters of dubious moral fiber, and at least one of them will be known as The Spider.

SIVA Techpriest (-400 CP): Despite attempts by the Guardians and the Iron Lords to destroy it, you managed to find your own capsule of SIVA. Containing nanomachines developed in the Golden Age originally meant to assist in resource development and R&D during long trips through dark space, they are able to replicate virtually any substance or improve just about any mechanical device. Better yet, you found a working computer with the software needed to program and control SIVA. Everything from how to make more to how to get it to interface with other systems, thorough bodyhacking cybernetics, and how to properly input failsafes so it doesn't go all Gray Goo like last time is now your knowledge. What you do with that knowledge and power is up to you.

The Secrets of the Scorn (-600 CP): The Fallen need Ether to live. That's a fact. But somewhere deep in the Prison of Elders lies a faction of Fallen that held a blasphemous idea: what if we bodymod ourselves to be completely independent of the stuff? For this hubris they were locked away deep within the Prison to slowly starve to death.

Unfortunately, they sort of succeeded in what they wanted. By infusing regular Ether with some unknown substance and by tapping into some esoteric form of power – possibly offbrand Hive magic – they became known as the Scorn, twisted undead versions of Fallen driven mad and feral by their isolation.

The power of these Scorn cannot be understated, a coordinated assault by several of their strongest

Barons managed to defeat the legendary Guardian Cayde-6 after all, and now the secrets of their Dark Ether are yours. By using it on some willing Fallen, you can make your own army of Scorn, even create three Baron-level warriors to serve under you. They will be raving maniacs with bloodlust to spare and cannot be enhanced as Companions, and you will have to wait until your next Jump to make three more Barons, but if you need some shock troopers to face down godslayers, these are the guys for the job.

Cabal Primus Perks (50% Discount with Background)

Built Like A Space Rhino (-100 CP or Free With Background): Whether through severe physical conditioning or your very genetic nature, you are built like a brick wall. Ten feet tall, at least eight-hundred pounds of muscle, and you wear bulky armor and seemingly impractical weaponry like its second nature.

Rally the Legionnaires (-200 CP): A Primus is nothing without his unit and this perk gives you access to your own unit of Cabal warriors. Three dozen soldiers, each one with the *Built Like a Space Rhino* perk, all equipped with their own loadouts of unique weapons. Psion Snipers, superheated cleaver-wielding Ravagers, shield-carrying Centurions and your rank-and-file rifleman known as the Legionnaires, any configuration of these units can make up your unit. Despite being intelligent and freethinking units, they respect the chain of command and won't question your orders and are fearlessly loyal. These are not Companions but Followers. Elevating one of these units to a Companion will be equal to getting a Supporting Character. They will replenish upon entering your next Jump.

Burn The Sky, Scorch The Earth (-400 CP): You've waged war before. You've destroyed key installations before. Hell, you've desecrated planets and destroyed stars before. Simply put, you know war like others know breathing. Taking this perk gives you the tactical insight and know-how to blow up complex war machines, lay siege or capture seemingly impregnable bunkers and strongholds, enslave and indenture the service of those you conquer, and if you have the tools, how to destroy stars and ensnare artifacts of absolute power. This perk also comes with a bonus contingency plan where you always have a means of escape for if these plans fail.

Access To The Network (-600 CP): The Cabal's greatest weapon isn't their overwhelming weapons of

war like The Almighty or their intimidating physicality, but the Cabal Battle Network. Using a combination of top of the line technology and psychic mindlinking courtesy of the Psions, this network allows for near-instantaneous access to information on the battlefield. On the ground level, from a god's eye perspective, the micro and the macro, all available to all units and members of the brass across the board. Furthermore, all of this tactical information can be sent lightyears away in mere seconds for more capable hands to process and update tactics for those in the field. All capable of bouncing off ideas, theories, and examinations at the collective power of thought. It was thanks to this network that the Cabal Empire managed to pull off in three years what countless others failed to do in centuries, capture The Last City on Earth. And now, an exact copy of that network is at your command, to use among your allies, Companions, and lackies as you see fit, complete with offsite psion strategists to assist you in your sorties and sieges.

Rogue Vex Perks (50% Discount With Background)

Metal Body, Vex Mind (-100 CP or Free with Background): While you're still technically sentient and a biological form of life, you have managed to outsource your means of interacting in the world. Your brain and other vital organs are now simply a container of radiolaria powering a robotic suit. Getting beheaded or having your chest shot to pieces will no longer be enough to put you down, and as long as you have access to some organic matter, you can convert it into spare parts to repair your body. Any weapons or armor you have obtained can also be seamlessly integrated into your frame. Furthermore, this unconventional anatomy grants you a ludicrous level of mental processing power. Able to come up with multiple battle scenarios on the fly against your enemies.

Temporal Displacement (-200 CP): Tapping into the Vex's unique perception of time and space, you are able to teleport yourself around in short bursts in the blink of an eye. You will need direct line of sight of where you going before you teleport. You can also use this power to temporarily ensnare a single individual, causing them to teleport against their will to several random locations across their immediate area. This can only be done once a year and will last about twenty minutes. The trapped individual cannot attack or be attacked while in this state.

Gatekeeper (-400 CP): What is particularly unusual about the Vex is their seemingly acausal nature.

They have no concrete origin, despite them existing both in the ancient past and the distant future. They simply are. And that also applies to their intricate Vex Gate Network, granting them access to multiple installations across the stars. With this perk, you also have limited access to these gates, allowing yourself access to planets and locations the Vex have visited at some point.

Post-Jump, this perk will allow you to instantly discover mysterious ruins with no real origin that grant you similar access to a modest network across the setting's various key locations. No one questions why they're there, they just accept that that's how things have always been.

Note that this perk doesn't allow time travel, just spatial access.

Reality Engine (-600 CP): The ultimate end goal of the Vex is to become an absolute truism in the universe. To have complete and utter control over the fundamental forces of creation. To this end, they have developed powerful facilities and locations to channel their processing power and temporal energy to this end like The Vault of Glass and The Infinite Forest. Taking this perk gives you the ability to create a reality engine of your own. It will not be able to hit the lofty heights of the locations mentioned above, the Vex have had millennia to work on them and you only get ten years, but this power will allow you to completely replicate a certain scenario, battle, era, or even a future conflict exactly to the letter, with the ability to observe multiple variations or twists in key events as you so choose. You only can make one of these engines per Jump and it can only be used for three distinct scenarios and situations.

Items

A Ship (Free): You have a spaceship, it can get you from Point A to Point B, seats one, and may or may not look pretty.

Conceptual Oven (-50 CP): Normally this quaint looking baking oven is only brought out on special occasions like The Dawning, but now you have this little miracle all to yourself. A small oven empowered with Light, it makes cookies made with Love. No, literally, one of the ingredients is sugar infused with the actual power of love mixed into the batter and set to bake for twenty minutes. Capable of making cookies that will bring joy to anyone who eats them. Anyone. No matter what. Use this wholesome power at your own caution.

Light Construct Emotes (-50 CP): You ever needed some visual aid to really sell how you really feel in a certain moment? Well, now thanks to a sizable donation to the Eververse Store, you have access to

their entire catalog of fancy emotes. With a simple thought you can conjure a 3D projection of a cup of tea to nonchalantly drink, or a bucket of popcorn to mockingly eat while watching a fight go down, or sit down in front of a desk that is on fire but is totally fine this is fine it's fine it's okay this is alright it's fine.... These emotes are only used for comedic or dramatic effect, any other use will cause the construct to fall apart.

Sparrow (-100 CP): This speeder bike can easily be transmatted to your location from your Warehouse at any time. Can go from 0 to 500 MPH in three seconds, includes boosters if you really need to go fast, and if it is destroyed, can be fully restored in about thirty seconds. How it looks is entirely up to you. Exotic Sparrows included.

Fallen Ketch (-200 CP): Every space pirate needs a good ship and a hardy crew, and with this you're halfway there. Can seat four-hundred men easily, can easily be maintained with scrap metal and a lot of jerryrigging, and comes with some decent artillery blasters for bombing runs against ground troops.

Cabal Dropship (-200 CP): Your very own Cabal ship. Comes equipped with barracks and standard issue weaponry for Cabal Soldiers, blasters, and a self-destruct button just in case you need to ensure destruction of the enemy.

Hive Tomb Ship (-200 CP): An ominous looking tool of war perfectly made to hold and house the horrors of the Hive. Capable of traveling to various locations through some sort of subspace travel (whether it's through their master's Throne World is up for debate) and striking foes with necrotic might. May or may not also double as handy platforms for pesky Guardians.

An Exotic Item (-300 CP): Congratulations, they finally made this obtainable without RNG. I mean congrats on completing your Exotic Weapon Quest of...paying 300 points for an exotic item of your choosing. Can be a piece of armor or a weapon you really like or even an Exotic Ship. Any piece of armor or weapon obtained with this acts like it has the *A Weapon With A Story* perk by itself but with its own predetermined history used as a blueprint for its power. Want to improve it further? Get the perk yourself.

Hive Ascendent Sword (-300 CP): The Hive obey the Sword Logic. Kill to improve. Kill to sharpen your sword. Kill to assert your will on the Universe. Die to learn so that you may kill better. And after

eons of killing and sharpening their blades, eventually they can create an Ascendent Sword. And now you can just buy one, lucky you.

A weapon that is not only on par with a vorpal weapon, monofilament edge, or high-frequency blade, but has the ability to cut through dimensions. Allowing you access to other planes of existence or even short to long range teleportation. Also it won't taunt you with dark temptations or try to corrupt your mind. Your dimensional travel is limited to the planes that exist in your current setting.

Your Own Hangar (-400 CP): You obtain an exact replica of Amanda Holliday's hangar from The Tower. It is attached to your Warehouse and has its own staff of robots ready to work on any spacecraft you have, maintaining them and upgrading them to any of your specifications.

A Weapon of Sorrow (-400 CP): Weapons of Sorrow are the stuff of nightmares in the world of *Destiny*. What were once iconic weapons of justice wielded by righteous Guardians against evil are now instruments of death and despair. Corrupted and made wrong by Hive Magic or by the very influence of The Darkness itself, these weapons still run on a warped version of the Light, allowing them to work on an ontological or theotoxic level. Thorn doesn't just fire bullets, it fires pure cruelty. Necrochasm isn't just spraying assault rifle ammo, it's blasting raw hatred. You can choose to obtain a copy of any of the more iconic Weapons of Sorrow, or even make one of your own.

The Almighty (-500 CP): Dominus Ghaul's doomsday weapon is yours. A massive space station with one key function, to magnetically tether itself to a sun and destroy it. It's the greatest power of ultimatum that the Cabal possess since it leaves any solar system a barren husk of its former self in the process. Unfortunately this form of the Almighty is an inferior version, once you bind it to a sun, it cannot be undone, and the aftermath of the sun's destruction will prevent the Almighty from doing it again until your next Jump.

Oryx's Dreadnaught (-600 CP): Congratulations, you now have a fully working version of The Taken King's flagship. While it doesn't have the legions of Hive that once stalked its cavernous halls and its nature of being a Throne World is basically gone, it is still a massive stronghold brimming with traps, prisons, and powerful defenses that you can unleash on your enemies. Among these include a Death Star-like cannon. Working on an ontological level it can erase just about anything from existence, but it is prone to sabotage and long cooldowns, once again like a Death Star. While the original version ran on the very existence of Oryx's Throne World, this version of the weapon runs on a complex network of

Hive Magic runes and incantations. You will need experts on Hive Magic if you want to maintain this monstrosity.

If taken with *An Osmium Throne of Your Own*, you can fully replicate Oryx's own Throne World rules on the ship.

Emperor Calus' World Eater (-1000 CP): That's no moon, it's a spaceship. A spaceship that eats planets and converts it into a delicious ambrosia that feels like it was crafted by the Gods. In addition to having this symbol of opulence and power made in honor of the Cabal Empire with its labyrinthine innards, automated defenses, and even its own small fleet of ships to defend its more vulnerable sections. This monster of a ship also comes complete with its own perks. A chapter of Cabal Loyalists, each one of which holds you in as much reverence as the God King whose ship you now own, ready to fight for you and alongside you with ruthless efficiency and bravado. An entity made of pure energy known only as The Fulminator that keeps certain systems working and operational, effectively a walking neutron star of power. A personal armory full of robotic duplicates of yourself, five of which have about half your collective CP's worth in power and can fight on your behalf on this ship. And above all, you have access to the greatest of Emperor Calus' indulgences, the leisure to grow fat from strength. By simply eating and drinking what is made with the ambrosia, you can get glimpses of power and insight, but if you want to shed your mortal coil and transcend to a higher plane of understanding, you'll have to wait to stuff your piehole post-Spark.

Companions

Import and OCs: For 50 CP you may import any of your companions into this Jump, or eight companions for 200 CP. Also if you meet an original character you made for this Jump, they can come with you for 50 CP. They'll have 500 CP to spend and can pick any background.

Supporting Characters: Like chatting it up with Petra Venj or Eris Morn and want to bring them along for more adventures? That's gonna cost you 100 CP.

Major Characters: Want the likes of The Drifter or a (hopefully not murdered) Cayde-6 to come with you into the multiverse for more adventures? That costs you 200 CP and they get 500 CP worth to spend on items or perks from their respective skill tree where applicable.

Drawbacks (Can Take up to +800 CP)

General Drawbacks

Continue Your Legend (0 CP): Your journey didn't start when Ghaul took the Traveler, but it started five years ago, during the events of Destiny 1. You still have ten years in this world, but you will be front and center for major events like the rise of The House of Wolves, The Taken War, and the SIVA Crisis.

If you have taken a Destiny 1 Jump before this point, you may either overwrite the established history with the one you have left behind and continue your adventure for another ten years, or simply treat this Jump as its own alternate timeline of events. If you choose the former, you spend an additional ten years in this world, twenty years total, with some version of Destiny 2's events happening in some form during your extended stay. How similar or how radical those events are will depend on the state you left this setting in. Narrative fiat over plausible sense wins.

You Don't Know The Fear of Death (+100 CP): The Red Legion's invasion of The Last City and the capture of the Traveler are now plotbound. No matter what you do, it's gonna happen. Any and all power you have gained from Rogue Lightbearer and Tower Guardian backgrounds are disabled, and there is no magical Guardian that retained its Light to help you retake the City. These restrictions will be lifted once the Traveler is freed, but it's gonna be an uphill battle.

For those with non-Lightbearer origins (Cabal Primus, Hive Zealot, Rogue Vex) taking this drawback resets your starting area to The Last City on Earth, and you are officially at the top of Dominus Ghaul's hit list. He will do anything, even stealing Light from The Traveler, to kill you. This threat will end if the Guardians regain control of the Tower, and who knows, maybe if you help them they may be willing to give you a lucky break.

Let Me Do The Talking (+200 CP): Congratulations Jumper, you're now mute. Worse still, your Ghost now speaks for you. Everyone you speak to only addresses your Ghost, your Ghost never asks any in-depth questions, and all your attempts to communicate without him are either ignored or misinterpreted. If you don't have a Ghost, you magically obtain a really annoying sidekick that speaks on your mute self's behalf. How annoying? Snarf would tell this thing to shut up.

Paywalled (+400 CP): For some reason, whenever you try to access your Warehouse, your key doesn't

work and a prompt comes up saying “Requires Warehouse Expansion.” Every time you try to use power not picked up in this Jump or the original Destiny Jump, you are hit with electrical pain and are mentally sent to a store page to pick up the “Unexplored Worlds Expansion” for money you don't have. Also, everyone around you keeps sporting these awesome looking cloaks, decorative bits of armor, and fancy looking versions of weapons you've seen before. All sold at a place called...the Eververse Store. They don't take any money you have, but some weird substance known as Silver popularized by some diabolical organization known as... Activision. There's a conversion system for your Glimmer but it's downright extortionate. You can't access the Warehouse, you can only use things obtained in this Jump, and your fashion sense is always on the back foot. Enjoy the additional challenge and the social pressure!

Rogue Lightbearer Drawbacks (Can Only Be Taken With Background)

Broken By The Ages (+100 CP): Whether through your countless past lives as a Jumper or the fact you've lived for millennia as a Risen, at some point in your distant past something in you died. Your capacity for compassion or meaningful relationships has been reduced to almost nothing. Your social circle consists of people who owe you favors and nothing more, and any Companions you may import for this journey are officially tired of your cosmic nihilistic ass. Don't hit the bottle too hard, you gotta keep your wits about you if you're gonna make it another decade.

Stalked By The Shadows (+200 CP): Apparently your past is back collect its due. A rogue group of corrupt Guardians known as The Shadows of Yor are gunning for you. Each member of the order wields a Weapon of Sorrow, most likely Thorn in reverence of their founder Dredgen Yor, and will try every trick in the book to put you down. Your only respite is the fact that every single Guardian on Earth despises the Shadows on sheer principle. But unlike the Cabal or Vex, when a Shadow kills a Guardian they stay dead.

No One Expects The Praxic Inquisition! (+400 CP): Oh great, someone apparently left a breadcrumb trail to your doings. For some reason, a member of the Tower's Order of the Praxic Fire has it in their head that your actions actively endanger The Last City and is trying to build a case against you. Worse still, it looks like your past actions can easily paint you as some sort of amoral psychopath (perish the thought). If the case is built, not only will you have an entire solar system of monsters ready to kill you, but you will find no help on Earth by the Guardians.

Pawn of The Nine (+600 CP): Your unnatural powers and talents have gotten the attention of a group of cryptic cosmic entities known only as The Nine. Whether they are energy beings from another plane of reality or a primordial sentience made up of ninety-five percent of the observable universe is up for debate, but what is certain is they have marked you as a crucial key in their master plans. And that plan involves you playing both the Lightbearers of Earth and the champions of The Darkness against one another. Forcing them to adopt unconventional strategies that go against everything they stand for and will irrevocably lead to conflict and schisms within their respective ranks. These manipulations, if done too callously will lead to a second Collapse with you at the center. But if not done enough, The Nine will simply abduct you and make you one of their Emissaries to do the job properly, forcing you to retire to this world as their puppet for the rest of eternity.

Tower Guardian Drawbacks (Can Only Be Taken With Background)

Something Something Don't Have Time To Explain (+100 CP): Wait, who are The Nine? The Taken What? Can you just stop talking and tell me when I can get back to shooting? During your entire Jump, you will be completely confused as to what exactly is going on. No one will bother explaining or extrapolating upon the importance of anything that's going on, leaving you in the dark. Somehow you will understand the very basics of “protect city, shoot the aliens” but with no real context, you will be left with no real sense of scale or stakes.

Dammit Lootcifer (+200 CP): So, you moved Heaven and Earth, got an army of Lightbearers together, and had a massive War and Peace style battle against humanity's enemies. Everything went right, it was a total stomp, you tore through the ultimate evil like a badass. And what's your reward? A pair of boots that suck, some fun bucks, and a ten-percent off coupon for ramen that expired decades ago. No matter what, you get the feeling someone out there wants you to cry. Your actions are rewarded poorly, any Engrams you decrypt never does it just right for you, and even when you do get something impressive it's usually after bending over backwards for years... and by then it's outmoded by newfound discoveries.

The Forsaken Jumper (+400 CP): Someone in this Jump has conspired to kill you. Worse still, they succeed, countering all of your forms of immortality and back-up lives. But this isn't the end for your Jumping days. In your dying breaths, you give one last request to a Companion, or a close friend you

have made while in this Jump, or even failing that the three heads of the Vanguard: Zavala, Ikora Rey, and Cayde-6. Two simple words: Avenge me. These allies now have ten years in this world to track down who murdered you and bring them to justice. Unfortunately in addition to there being a serious gap in power, killing you was a mere step in an even greater machination. Offering your power to a Hive Worm God, using your otherworldly technology to assault The Last City, or casting some untold calamity on this world are all possible. If your allies fail to stop your killer, then your death is final and you are sent home.

The Dark Age (+600 CP): After The Collapse, the entire solar system was in chaos. Humanity's greatest weapons and defenses were destroyed beyond repair, their planet-defending warminds laid dormant, and untold horrors stalked the stars living only to kill. And The Ghosts, the last great gift of the Traveler? Oh they brought back the dead as warriors, but they weren't known as Guardians. They were called The Risen, or the Warlords, and they were only interested in taking for themselves. No code bound them, no higher calling, just the simple desire to carve out a throne for themselves among the garbage after the apocalypse.

Welcome to the Dark Age, Jumper. It's a cruel world made crueler by how the presence of The Risen made everything devolve further into kingdoms of oppression. Worse still, you aren't here for ten years, you are here for one express purpose: to ensure the foundation and the construction of The Tower and The Last City of Earth. It won't be easy, since this part of history is so sparse and piecemeal, but one thing is constant: this age held horrors that make the likes of Oryx and Calus look like pushovers. If it's something from your greatest nightmares, chances are it's waiting out there to eat you with a smile on its face.

Hive Zealot Drawbacks (Can Only Be Taken With Background)

Lemming Syndrome (+100 CP): No matter how large of an army you summon, no matter how many terrifying nightmarish creatures you conjure, they seem to go down faster than you think. Hundreds of loyal thralls shot to pieces in seconds, ogres torn to shreds by several well placed artillery strikes, the list goes on.

The One That Got Away (+200 CP): During one of your grand schemes to destroy the accursed Lightbearers, one of your victims managed to escape despite you draining their Ghost of its Light. They

have made their way back to the Tower and have begun informing the Vanguard of your existence and your tactics. Any future encounters against Guardians will have them finding increasingly powerful counters to your powers and creations. Even if you manage to kill the snitch, somehow another one will slip away to undermine you.

Whispers of Your Worm (+400 CP): Like most of the higher forms of the Hive, you have a worm buried deep within your body, one that is ravenous for the power of the Light. But your worm has become insatiable from the power it senses from your nature as a Jumper. You must kill and devour the Light of at least one major Lightbearer character per year while in this Jump, or your worm will destroy your body in impatience and deprive you of your Hive abilities.

Riven's Curse (+600 CP): The cruelest trick of the Ahamkara is their ability to rewrite reality in accordance to those who desire a wish granted, but with a cruel ironic twist. In the case of Riven, the last of the wish dragons made subservient by your Hive God Savathun, it granted the wish of the Guardians that killed it: a desire for a challenging opponent. After about two years in this Jump, you will be trapped in the Dreaming City with Riven, stuck in a Groundhog Day style time loop of three weeks. If no one slays Riven within those three weeks, then Savathun's great dark ritual will complete and Earth's days are numbered. But every time Riven is slain by a group of Guardians, the loop resets. You are now a slave to that loop and must help Riven in fighting off the endless wave of Lightbearers, whose very nature defies the time loop. No memorization or pre-planning will help you here. And if Riven dies ten times, you will fail this Jump.

Fallen Kell Drawbacks (Can Only Be Taken With Background)

No, I Am The Kell of Kells! (+100 CP): You will continuously be harrassed by Fallen rivals who will undermine your authority, claiming to be your superior in every way. They will challenge you to multiple trials to destroy your character and unless you want to lose face and the loyalty of your allies, you must meet them. These trials will pop up once every two years and will become increasingly ludicrous.

Ether Dependency (+200 CP): Like all Elikzni, you need ether to survive, but in your case it's a lot more than just mere sustenance. If you are away from a source of ether for more than twenty-four hours you will immediately become physically crippled and infirm, a complete liability to your allies in

battle. If kept away for three days, your body will fall apart and die, regardless of any bodymod perks you have.

Awoken Lapdog (+400 CP): You are a loyal servant to the Awoken Queen, or in the case of her absence, her Queen's Wrath Petra Venj. Her will is all that matters, and you will do all in your power to serve her needs. Unfortunately in your case, it also means being on the bottom of the social ladder among Awoken society. You'll be everything from a guard to a watchmen, a servant, a spy, and a bodyguard for jobs and missions that can't afford the loss of Awoken life. You will be treated well, even if it is mostly as a pet, and do have some agency of your own, but it'll have to be behind closed doors.

Elders' Resident (+600 CP): The Prison of the Elders is one of the most reviled places in the Sol system. Filled to the brim with horrific monsters and dangerous psychopathic would-be world conquerors. Several of which are even a match for teams of Guardians and Awoken soldiers working together. About halfway through your Jump, you will be imprisoned in this vile place, framed for war crimes so heinous you are treated as a maximum security threat. In order to escape, you must undergo the gladiatorial arena known as the Challenge of the Elders, and fight your fellow inmates for the ultimate prize of exoneration. You will be on your own during these arena duels, unless your followers and Companions get the ludicrous idea of staging a jail break, at which point, you will have to survive the aftermath.

Cabal Primus Drawbacks (Can Only Be Taken With Background)

WAAAAAAARRRGHHH! (+100 CP): Somehow you've lost your ability to communicate in eloquent language. Only screams, grunts, and highly animated gestures. This will make coordinating your operations... tricky.

Exiled (+200 CP): You have somehow angered the leaders of the Cabal Empire and have been cast out. Any and all Cabal-oriented resources are officially cut off to you. Even if you did something miraculous, they won't even notice. By yourself, you will be forced to make uneasy alliances, which will not be in your favor given the Empire's genocidal history, or perish.

Enslaved (+400 CP): You aren't a noble Primus of the Cabal, but a mere servant to one as a psion. An alien race gifted with natural psychic powers conquered and dominated by the Empire long ago. Your deep-seated fear of the Empire's retribution stops you from rebelling, you will be sent on continuous suicide missions against Lightbearers and you will never get any credit for any of your bold or brilliant strategies.

Ghost Primus (+600 CP): With this drawback, you replace Dominus Ghaul in the events of *Destiny 2*. You must capture and maintain control of the City and The Traveler for ten years. Worse still, after about five years into the Jump, seemingly every single major Guardian character will return. With their Light restored. Good Luck.

Rogue Vex Drawbacks (Can Only Be Taken With Background)

Dull Mind (+100 CP): Despite your cold machine-like calculations, it seems like every single one of your best laid plans just don't shape up. You either forget a crucial flaw or factor, or the very context in which you executed the plan just didn't fit. Machiavelli you are not.

Aim For the Juice Box! (+200 CP): Wait, you didn't cover up that weakness? It's literally right on your chest for everyone to see? Oh boy. Taking this drawback makes your vital case of radiolaria, your literal heart and brain, be immediately visible on your body and completely vulnerable. A single stray shot will be enough to destroy you. Watch your blind spot.

Eye of Osiris (+400 CP): The infamous Warlock, Osiris, has discovered your rogue actions within the Vex collective and has turned his attention and energy to stopping you. Not only is he a top of the line savant with all of the Tower Guardian perks as well as a working knowledge of Vex technology, but he has learned how to hack into reality engines to play out multiple scenarios to stop you simultaneously. Any attempts to communicate with or parlay with him will fail as he is convinced of your threat to the Sol system.

Let's (Not) Do The Time Warp Again (+600 CP): Oh great, you're lost in the Vex Gate Network, thrown across space and time to eras and locations completely alien to you. Worse still, you have no

real control over where you end up, which will usually be hostile to Vex. One minute you could be at the Battle of Twilight Gap smack in the middle of Guardians, the next you could be in a cavern staring down the might of the legendary Titan Saint-14. It is only after ten years of surviving just about every terrifying key battle, figure of legend, and even alternate timelines that you will be free from the Network.

What Happens Next?

We'll Always Be Grateful: You wake up at home with all of the power and knowledge you have gained. Your Jumping days are over.

Eyes Up, Guardian!: You choose to stay in this world. Ramen's on me, Jumper!

Become Legend: You choose to continue Jumping with the skills, strength, and friends you've gained here.

Special Thanks to Destiny Lorehounds My_Name_Is_Byf and Myelin Games for helping me parse the setting of Destiny and properly quantify and articulate the powerscale, the talented people at Bungie for iterating and improving on a flawed game and making something beautiful after five years of diligent dedication, and to Reddit Users Patience_Endures, Nerx, Hawkmoon8, greyRender, Mimatheghost, and OverlandObject for feedback and workshopping this Jump with me.

Update Notes

1.01:

- Added more details and rules to the *My Friend, My Ghost* perk. Immortal or Extra Life perks have to be very particular after all.
- Changed the spacing pre-emptively this time. I learned since the DP Jump, folks.
- Dropped the prototype Awoken Corsair, Vex Rogue Process and Cabal Primus origins due to

balance purposes.

1.02:

- Removed *The Sword Logic* perk from the Hive Zealot tree and made the Ascendent Sword a buyable item. There's not a lot of source material that fully defines The Sword Logic and making an actual sword by admission of the lore would have taken eons. So screw it, just buy the final product. It clashes with my item philosophy somewhat but I wanted to be sure the Hive got a bit more billing overall.
- Rebalanced the Fallen Kell tree and removed the Savvy Scavenger perk. It was a weak addition and didn't add too much to the overall power scale I am playing with.

1.03:

- Clarified some text regarding the idea of ontological and paracausal weaponry for those not up on their etymology. Short version: If it breaks reality, can capture or harm celestial entities (angels, devils, demiurges, etc.) warp time or can target the very soul itself, it counts.
- Adjusted the cost of companion and OC import to meet current Jumpchain standards.
- Added the plotbound perk *You Don't Know The Fear of Death*. Pretty low point cost since it only covers about the first five months of the Jump, but can lead to problems for Jumpers not equipped to handle it.
- Added Weapon of Sorrow to buyable items. Yes it costs a lot, those things are terrifying.

1.04:

- Edits for clarity and flow, particularly on Hive Magic
- Proper + and – Values given to Perks, items, and drawbacks.

1.05:

- Added Light Construct Emote item for 50 CP. Should be fun
- Added Cabal Primus and Rogue Vex Perk Trees after feedback from Reddit. It took some effort but I think I have a decent framework.
- Overhauled the Drawback system to include origin specific drawbacks as well as a new drawback CP ceiling.
- Reworded a few perks for clarity's sake.

1.06:

- Cleaned up some fluff and lore-centric hiccups and inconsistencies
- Added Fallen Kell Background Drawbacks
- Clarified Follower status on the Cabal and Fallen Perk Trees.
- Added Cabal Dropship and Hive Tomb Ship as buyable items.
- Changed Broken House Drawback to Ether Dependency on Fallen Kell. One was originally supposed to represent the collapse of the Houses in D1, but was ultimately changed since it was putting a drawback on what is little more than a change in the Fallen status quo.
- Reworded the Rogue Lightbearer background to clarify the difference between an RL Ghost and a Tower Guardian Ghost.
- Included a similar “Don't Call it a Comeback” Enhancement in the Risen perk for Rogue Lightbearer.
- Credited several Reddit users for their invaluable feedback in this current build.
- After a lot of consideration, I have decided to uncouple the Destiny 2 Jump from the Destiny: The Light/The Darkness Jump. The Continue Your Legend Perk will now be a 0CP Drawback with some optional tweaks to address whether or not you've been to the world before D2 or not. The design and power scale philosophy of the two Jumps are more or less incompatible with one another, despite attempts to jerryrig them together. Ultimately to do any more of that will make it come off like I'm trying to “fix” problems in those Jumps, which is just not fair to the creatives there, so it's best to just let this stand on its own.