

Destiny: Fuck The Darkness Supplement

For Questionable Questing



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The Golden Age, the Traveler, the Darkness, blah blah blah... Haven't you heard all of this before, Jumper? Aren't you tired of it? Sure, sure, humanity is in danger. Horrible aliens of terrible power are clawing at the door. Super-powered, nearly deathless warriors empowered by a giant ball are humanity's best chance at survival...

But wouldn't it be better if things were a bit more, fun? Sure you *could* scamper about the galaxy doing the bidding of the stodgy Vanguard, the

commanding body of the Guardians (humanity's defenders) running and gunning, looting and shooting. Doing everything the old fashioned way. Or, maybe, just maybe, you wanted to assert humanity's supremacy in another way? What other way, you might ask? Easy. You're going to drive the enemies of humanity into submission with the power of the D!!! (Or the V, if you've that set of equipment.)

Now let's do this, Guardian. Time to smash some puss and "bring the Light." Take these 1000 CP to ready yourself for your campaign of *conquests*.

Origin

You are a Guardian. By itself that makes you incredibly powerful in this world and beyond. Nigh immortal and incredibly lethal. But what manner of Guardian ARE you, Jumper? In-universe Risen generally don't get to pick. Male or Female does not matter, neither does your age. Choose carefully, you'll be stuck with it for ten years.

-**Titan:** (Free)

Strength, power, directness, punching. A Titan is normally the stereotypical soldier. Which naturally means they're generally a boring bunch with a stick up their collective butts about "duty" and "responsibility." They do however, seem to have a particular imposing stature to them, the lot of them. And as long as everything is proportional... well, you know. Even lady-Titans are on average taller and more built than their peers.

-**Hunter:** (Free)

The cunning rouge to the Titan's fighter. Hunter's play fast and loose with the rules and nominally have the only popular Vanguard member. You are likely a fast talking scoundrel that isn't ashamed of running when the odds look bad, but just as likely to snap off a dashing quip and fling yourself into danger anyway. Chicks (and maybe dudes) dig bravado, after all. And you ninja all the good loot. Plus capes, and seriously swag outfits.

-**Warlock:** (Free)

You are a squishy wizard that reads too many books. Ha, no, not really. But you ARE quite possibly the most blatantly intelligent and insightful of the three Guardian classes. Whether you turn that intellect towards unraveling the mysteries of the universe, or diving into a paramour's pants after you've blown their mind, is completely up to you. Also, you have the massive balls (or ovaries) to go into battle wearing a bathrobe. Mad respect.

Perks

Discounts are 50% off to their respective Origin. 100 CP Perks are Free to their respective Origin.

General Perks

-I Seduce the Darkness: (Free/-100 CP)

Let's be blunt, Jumper. There are a lot of things out there that might not find you anywhere on their "would bang" list. And some things that lack that list altogether. As that would be a massive hamper on your fun, this complimentary Perk always allows you to make the proper persuasive moves to worm your way into something's good graces, at least in terms of lust. If it has sapience, you can seduce it, no matter how alien, eldritch, or incomprehensible it might otherwise be to you. This Perk is Free for the duration of your Jump, and 100 CP to keep.

-I Lewd the Darkness: (Free/-200/-400 CP)

A second blunt point. There is a lot of potentially ugly shit you could encounter in your ten years, Jumper. Space rhinos, evil darkness space bugs, space pirate crabs... All of that could get in the way of your playtime. So, as a second complimentary Perk, you will find that the enemies you encounter in-Jump have undergone a significant metamorphosis to adopt both the sex and sexual characteristics you desire, no matter how little sense it makes. I mean, a time-sliding, genocidal robot certainly doesn't *need* G-cup, silky soft, lactating breasts or a fully functional vagina, but they'll have them courtesy of this Perk. For your Free version, and the 200 CP permanent option, you will find that this shift applies only to "officers" and "named characters." If you should purchase the 400 CP

version, this metamorphosis will apply to ALL the enemies of Humanity, and all of your minion-grade, monstrous enemies post-Jump. You can toggle this Perk.

-I Fuck the Darkness: (Free/-400 CP)

A final point, and one of significant importance. The ‘enemies’ of humanity that you might encounter are almost, to an individual, completely filled with malice and are otherwise completely evil, with a capital E. Now, you’re here to fix that, so, your last complimentary Perk. You can outright fuck the Evil out of (or into) someone/something. “Inject” your own morality into them, with every thrust. An enemy peon like a Thrall or Dreg could be flipped and redeemed in a single row. But, of course, the more thoroughly entrenched their morality is, the longer, and more often, you’ll have to plow to rewrite their morality. Someone like Savathun could be the work of an entire decade, for instance.

Titan Perks

-Alpha: (-100 CP)

Large and in charge is nature’s way of telling you at a glance who’s the boss, and why should that be any different when we have equalizers like guns floating around as common as air? This Perk mildly boosts your charisma and dominance over anyone you A, are taller than, and B, are more muscular than. Naturally, this also gives you a few extra inches where it counts.

-My Arms Are A Castle: (-200 CP)

You know what strength means? Security, Safety, and Peace. A simple embrace from your mighty arms is enough to quell feelings of distress, doubt, fear, anxiety, etc. Considering that any alien lovers you might take here would rightly feel all of the above for one reason or another, it may behoove you to acquire this one. Also, wholesome as hell.

-Chaddiccus: (-400 CP)

You are ripped as *fuck*, Jumper. Like, Mr. Universe champion times twenty. Abs hard as diamond and biceps the size of cannonballs. Not only does this make you strong enough to casually toss tanks around, as we’ve established, strength is sexy. A normal human woman could be turned into pliant mush from one mighty flex,

and your natural musk makes all those weaker than you passively dream about having you over them in the literal sense.

-TITAN SMASH: (-600 CP)

I'm sure you've encountered Perks that offer guarantees that, no matter how strong you are, you won't turn a lover of yours into red paste by accident if you can bench press a mountain. This, is not quite one of those Perks. Sure, this comes with an assurance that you won't cause any *lasting* damage, but all that muscle of yours? *USE IT*. The more sheer strength you put behind every thrust the better it will feel for both yourself and your lover. So go ahead, pound Mara Sov so hard she can't walk for a month. She'll still be enthusiastically thanking you.

Hunter Perks

-Lovable Scoundrel: (-100 CP)

Quick wits, quick jokes. That's the kind of charming personality you have. Even if people find you mildly annoying, they're never going to actually get angry with you. "Come on, how could you hate this face?" And boom, all is forgiven. Naturally, this won't count if you kill someone's brother or something. Fanwank responsibly.

-Cheesy Love Expert: (-200 CP)

You know all of those groan-worthy stunts that get pulled in romantic comedies? You know, showing up outside a girl's house and holding up a stereo... sappy stuff like that. You are now an expert at all of *that*. And as long as your intentions are upright, they will never be taken as creepy or offensive.

-Dirty Fighter: (-400 CP)

Hunters have a certain reputation, one of being right bastards and not "fighting fair." Who are you to disappoint? You've got legendary dexterity, the kind that could easily get away with pantsing multiple other Guardians and stealing their underwear before they realized what was going on, or expertly cutting the straps holding that Fallen Captain's breastplate on. Guaranteed to get your "victims" hot and bothered.

-Hunter of the Heart: (-600 CP)

Hunters are nomads, here today and off across the system the next. Now, while normally this kind of distance would make relationships and seduction harder, for you it's the opposite. Lay them once and vanish. Instead of moving on to the next willing lay, you're target will just get hotter and more bothered the longer you abstain, wanting *you* specifically. Coming back together after an extended absence will only make the release more intense. Do this a couple times and even the coldest of hearts would be begging to be yours forever.

Warlock Perks

-Dapper Gent/Dame: (-100 CP)

You know what is severely under-rated in this day and age? *Class*. Every Guardian is too busy running hither and yon, chasing that next hottest piece of loot to just take a moment and, *breathe*. You are not that kind of person, and believe me, it shows in this world. You've got the presence of a royal, always poised and dignified under pressure of any kind.

-Wine and Dine: (-200 CP)

Dating is an art, I'll have you know. Making sure everything is positioned just right, that the fixings are just the right temperature. You are a master of this art, capable of making anyone feel like the brightest star in the sky. The simple ask, on your part, is also made easier and more appealing to those in a position to listen.

-Learned Lewd: (-400 CP)

Sex is simple, sure. Dick in hole. But there is SO much more you can do with intimacy than just rut like animals. Tweak the cervix just right... Taking this Perk endows you with the intimate details of anything present in the Sol system of the Destiny universe. Every little tick, every sensitive spot... even if they aren't supposed to have them (like the Vex). Post-Jump, you get the same knowledge dump whenever you encounter any alien species you might be interested in banging.

-Warlock Magic: (-600 CP)

Not strictly magic, of course, but have you ever made someone climax without even touching them? Any power you possess can be tuned towards erotic purposes, like dialing arc lightning to a point where you're stimulating sensitive bits instead of frying flesh, or using solar flames to literally stoke the heat of a partner's passions. In fact you will find that using powers 'not' intended for erotica for erotica magnified in effectiveness three times over at least. Hey, all that study had to pay off eventually, right?

Items

-Soft-Light Bullets: (Free)

Because it would kind of defeat the purpose of lewding the enemies of humanity if you were using live rounds, and killing them. Therefore you will receive this stockpile of infinitely resupplying bullets that only damage the stamina/endurance of whatever you shoot with them. Post-Jump, these bullets will trans-mod themselves to whatever firearms you may need them for if you wish.

Titan Items

-The "Bath towel": (-100 CP)

Titans wear these 'marks' around their waists to show allegiance to one order or another. This one? It is a miracle piece of cloth that can always keep your naughty bits, below the belt, concealed even if you are stark naked otherwise, inconceivably from multiple angles if need be.

-Miracle Lube: (-200 CP)

Is that Hive Knight too tight because she's never done it? Never fear, this small jar of white goop, which only *looks* like radiolaria, will get the job done. Seriously, you could fit a Cadillac into a dog house with this stuff... And of course that's what you're working with, right Jumper? Refills itself every week.

-Stud's Armor: (-400 CP)

Because a body like yours deserves to be admired wherever you go, Jumper. This high-fantasy looking suit bares the lion's share of your musculature, and emphasizes it, for all to see, while still providing the protection you would expect

from a “normal” set of armor. The exact visual style is up to you, but at least 60% of your flesh is going to be on display in the end. Oh yes, and considering you’re going to be flying through space, it is also pressure sealed, because reasons. And it scales, so you can always wear it.

Hunter Items

-Hunter of the Heart: (-100 CP)

No, not the Perk, the book. This little red novel of infinite pages will catalogue your sexual exploits in exquisite melodrama, with chapter after chapter dedicated to even a single lover. Great for reminiscing, or for inspiration.

-The Colonel: (-200 CP)

It’s a dildo. A dildo sturdy enough to be used as a shank in an emergency. More importantly, its functions, everything you could ever want from a sex toy, respond to your mental commands. Great for occupying the front hole, while you plunder the booty.

-Snazzy Duds: (-400 CP)

Because if you’re going to cruise the solar system for booty, you just got to do it in style. This flattering duster will forever function as a quality, scalable, set of light armor while also cleaning and mending itself should it be damaged. It also has a habit of majestically flapping in the breeze whenever it would make you look good, even if there is no breeze.

Warlock Items

-Holo-Lounge: (-100 CP)

A chaise lounge that you can summon literally everywhere. It’s transparent, immensely comfortable, instantly cleans itself when you put it away, and is weight-rated for an entire orgy.

-Ahamkara Bone Tea Set: (-200 CP)

What says class and culture? Serving tea in fucking dragon bones! This silver-plated tea set will induce awe in all those you deign to share it with, as they will

immediately assume you killed the thing to make the tea set. Claims that your guests can hear whispers around you should be ignored, O Jumper Mine.

-Bathrobe: (-400 CP)

Not literally, of course, unless you want it to be. This robe/dress/other equivalent garment oozes style and sex appeal without the need to bare anything. And as it is made for a “space wizard” it can look as utterly extravagant as you like and not hinder you in any way. Go ahead ladies, lay low all before you in a fairy-tale ball gown. Or dudes, I won’t judge.

Companions

-Fellow Deviants: (-100 to -200 CP)

What’s better than seducing hoards? Seducing hoards with true friends by your side. For 100 CP you may Import any Companion you already own, or pay 200 for up to 4. Each Companion receives 600 CP to spend on Perks and Items, and cannot take Drawbacks.

-Conqueror’s Spoils: (Free)

Because you’re putting the work in, feel free to take whatever and whoever you seduce along with you as a group Companion. Take as many as you can grab and/or can muster the imagination to characterize.

Drawbacks

-Flighty: +100 CP

Seems you’ve poor luck, Jumper. When weak, your potential targets will always try and flee rather than stand and fight to the “end.” And you will have to chase them down to seal the deal. They’re going to be tired, so it shouldn’t be too difficult, but it will be annoying.

-Sparse: +100 CP

Ha, normal Guardians would probably see this as a boon, Jumper. But for you, with this? Hardly. Your time wandering, hunting for tail, will be plagued by long dry spells where you don't encounter anything except rabbits and birds. And this is not the Jump for fucking rabbits and birds.

-Gang-Bang: +200 CP

Seems word's gotten around, Jumper. Your potential targets have taken to traveling in large groups for safety from you. You're going to have to fight harder for that puss, but you potentially could be getting more of it. Worth it?

-Sacrificial Lamb: +200 CP

It should be expected that you'd be chasing "higher-tier" booty during your stay. How unfortunate that when you have anything ranked above a peon on the ropes, those peons will appear in droves to cover the escape of the one you were trying to bag. Not insurmountable, but aggravating.

-Fan Dis-service: +400 CP

It would seem that 'Lewd The Darkness' isn't working properly, Jumper, with either version you might have purchased. Cabal girls you subdue might just be fat. Vex might be lacking the parts you wanted... It's a dice roll, but it's still going to be a problem for you.

-Rape-bait: +400 CP

Swing's in roundabouts, doesn't it? Now the enemies of humanity are after you for the same reason you're after them. And they'll coordinate to better attack and subdue you. And remember, as a Guardian they can actually kill you, and just camp where you died till you come back.

-Fuck the Light: +600 CP

Pendulum's swung full circle, Jumper. The enemies of humanity have been endowed with their own version of "Fuck the Darkness" and will abuse it to hunt you down and break you towards their side of things. And not just you, they'll hunt down other Guardians and flip them to better their odds. Needless to say, being broken to the Darkness is a Failure condition, and you'll be stuck here.

Notes:

- Feel free to tack this Jump-doc onto any Destiny Jump featuring Guardians, or take it by itself if you like. I'm just here to facilitate. Naturally, CP is exclusive between jump docs.
- All perks and items work equally well for both men and women. Ex, 'TITAN SMASH' would translate to the ability to give out goddess-level snu-snu, if you're into that.
- Yes, you can seduce and flip individual Vex.
- Taken are an option best left to fanwank. As some have expressed intelligence, but the majority seem to be little more than animals.
- Yes, you could possibly seduce the Traveler. In fact, please do. I can only imagine the horror on the faces of the majority of the Warlocks.
- Lewd the Darkness: Assume monster-girls, unless you had another particular vision in mind.
- Guardians are sterile, post-resurrection. No "oops" moments in your future.