

DESTINY 2: POST-LIGHTFALL JUMP

Version 1.0

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Greetings, and welcome to Destiny. In this world, humanity once conquered every planet in the solar system. They created a golden age of expansion, medicine, science, and culture; all facilitated by the discovery of The Traveler by a manned expedition to Mars in the 2030s. The Traveler is a city-sized white orb that grants those it sponsors access to an extremely powerful and physics-breaking energy known as Light, and it placed itself on Mars for humanity to find. However, the Traveler was not simply there to bestow gifts. It was running from something.

Something that claimed to be the incarnation of the Light's opposite: The Darkness. After almost a thousand years of progress, this foe of the Traveler's arrived, bringing with it a calamity that destroyed all of the civilizations across the solar system and crippled the Traveler.

After this foe (who calls themselves The Witness, not that anyone knows that yet) left the system, the Traveler released a final effort: Ghosts. Softball-sized seemingly robotic sentient entities, ghosts found dead people throughout the wreckage, and over the course of the next hundred years, created a couple million Risen. These people, brought back from the dead with no memories of who they used to be, could be killed over and over again, their ghosts bringing them back from even pure disintegration. Eventually, these people collected themselves into a single group, dedicated to protecting the remnants of humanity that had gathered into a Last City on Earth underneath the dormant and injured but still floating body of the Traveler. These guardians have relatively recently suffered a great defeat via the alien Hive that have taken up residence on Luna, Earth's moon, and have been waiting for an opportunity to recover some lost resources and morale.

You will be placed into this realm at the beginning of the plot of Destiny 1, in the remains of the outer Cosmodrome in old Russia. Whether you were just resurrected by your ghost from the ruins of a car, or simply had the fortune to be in the right place at the right time, is up to you.

You have been gifted 1000 CP.

PARACAUSALITY AND YOU

The TL;DR of this is that paracausality is the property of something and its effects to be without cause. This is what powers the abilities of guardians and Darkness entities, and what allows them to do so many things that break the laws of thermodynamics. It also makes them

immune to the Vex's time travel, among other things. See the notes for a more detailed breakdown.

RACES

Each race in Destiny has discounts for their own perks. 100 CP discounts are free, and all other values cost 50% of their base price.

Human Adjacent

The human race has spawned two sub-races in Destiny: The Awoken, who [lore] and the Exos, who were the experiments of a madman searching for immortality. As both of these kinds of people are roughly equivalent to normal humans in all ways besides visuals, Jumpers who choose this Race may become either of them or a standard human.

Stubborn Foolish Hopefuls [200]

Classically, humans have always been the most hopeful of the people in fiction—though ‘hopeful’ is not the same as ‘optimistic’. This perk allows you to, regardless of how you personally feel, instill a sense of hope in others. This hope is not world-saving in and of itself, but it is powerful enough to rally people to a righteous cause, or stop a mob fueled by desperation for a week or so.

A Gentle Kingdom Ringed In Spears [600]

As long as you are acting to protect people, you will always have the upper hand. Foes you face will recognize, just through fighting you or speaking to you, that you fight for a valid and just cause. For some opponents, this will be enough to get them to stop their actions, and maybe even join you. For the rest, they will be suitably intimidated by your conviction and support for others, which will slow them down enough for you to land a few crucial blows or make a valuable play against their machinations.



Eliksni / Fallen

The Traveler's Chosen before humanity, the Eliksni had their society collapsed in on them when the Witness' fleets came looking for their benefactor. In a desperate attempt to return to the Traveler's Light, they packed up everything they had left and followed it, slightly ahead of the Witness. After decades, perhaps a hundred years, of being constantly beaten by the forces of Humanity following the battle of Twilight Gap, most of the survivors have recently made peace with the people of the City and live there alongside the human civilian population. Unfortunately, anti-Eliksni sentiment is significant, as people do not forget decades of war so easily, and the swiftly dwindling House Of Salvation's Eliksni are currently allied with the Witness.

Answers For Riis [200]

The home planet of the Eliksni, Riis, was laid waste and scoured roughly two generations ago (Eliksni live for a long time). The thing that kept the survivors floating through space, following the Traveler, was more than just a desire to survive, or revenge. It was the need for an *answer*. The Traveler did leave without saying anything, after all.

This perk gives you knowledge equivalent to (or literal access to, your preference) all of the wiki pages for the Jump/setting you're currently in, allowing you to (hopefully) easily find all of the information and secrets that everyone calls "spoilers". If you chose to have literal access to the wiki, this manifests as a mental text file that you can read to yourself internally, but no matter your choice you can optionally project

this knowledge onto any mostly flat surface, like stone tablets or parchment. What you project is only temporary.

The Splicer's Craft [600]

Splicers, the experts and mad scientists of the Elikśni, are outstanding in their ability to quickly understand foreign technology, and even more amazing for their ability to (mostly) safely integrate it into themselves. It took the House Of Devils' splicers about a month to understand SIVA enough to be able to control and integrate it into themselves with some degree of safety. The House of Light's Kell, Mithrax, who is a splicer, can just *enter* the Vex network with a device he has on him. This ability to quickly interface with foreign technology and then modify it is amazing, and you can do it too.

If you find something that you don't understand--an item, a vehicle, a construct--you can spend time poking and prodding it to understand it. Even if it is powered by or made of something you've never seen before, it'll take you roughly two weeks (depending on the object's complexity) to understand at least half of everything you could possibly learn from that object, and in the same time you would learn how to replicate that object's effects or energy. If you were to study a Warforged from Eberron/DnD (hopefully with their permission), you would not only figure out how that Warforged was originally enchanted, but you could make new (flawed at first) Warforged yourself. They'd probably start out being closer to golems, but in time you could replicate the original spell that grants Warforged life, even if you had no prior experience with magic.



Cabal

The Cabal empire, consisting of the very hefty Cabal race themselves and at least one client race in the form of the Psions, is somehow one of the most mysterious forces in the galaxy. This is likely because they're rather straight-forward, as multiple of their leaders have claimed a simple desire for expansion and domination. Regardless, the Cabal are relentless and strangely honor-bound.

You may choose to become a psion if you wish to, but your abilities will not exceed basic (dangerous but not inherently lethal) energy blasts and an ability to dramatically hover about a foot off of the ground as you move unless you have other sources of psionic power.

The Capacity For Good. And Evil. [200]

Though some of the other races have used both The Light and The Darkness for their own purposes, all of them choose or are forced to use one or the other. The Cabal are eventually forced to recognize that relying on neither isn't really an option. You now qualify for all sides of any kind of power system that exists, if you didn't already. If an energy can only be channeled by a single group of people, you're one of them. If it's limited

to only the 'good' side or the 'bad' side, you can wield both without extra conflict. Do keep in mind that this doesn't remove any inherent drawbacks or weaknesses of an energy type or power, nor does it give you access to powers which are unique and/or have no common or inverse variety.

Steel Rain [600]

The Cabal pride themselves on their ability to smash everything that tries to resist their expansion into the stars. One of the ways they love to smash things is by dropping entire squads of legionnaires onto their foes' heads in drop pods. When you are in combat, this perk allows you to designate a landing zone in a wide open spot you can see, which will then be filled with two Cabal drop pods that contain 5 legionnaires each. When the battle they've entered ends, they mysteriously disappear behind various objects after giving you their reports, and you cannot take any of their equipment from them. You can pre-equip these legionnaires with copies of any non-unique weapons and armor you own via a console in your Warehouse. Anything new you equip them with is subject to the same no-stealing clause above. If you wish, you may also designate Followers or some other source of manpower to be summoned via these drop pods.



Hive

Originally a short-lived species known as the Krill, the Hive are an insectoid species that were transformed into biological weaponry when three sisters made a pact with giant worms in the core of the Krill's oceanic world in exchange for power and salvation. Based around 'morphs' of people whose forms fulfill specific functions, the Hive have very little care for what one of their own looks like as long as they feed their symbiotic worms, follow the Sword Logic, and give tithes to those of higher rank. If you choose this race, you will not be given a worm, having skipped its implantation, unless you choose a specific drawback. Being forced to kill to live is not ideal, I would hope.

As there are many different kinds of Hive morphs, you may choose to be any of the non-unique kinds. Do keep in mind that becoming a Wizard or an Ogre doesn't instantly grant you the skills or abilities to perform those morphs' classic powers. You'll have to figure out how to do magic or shoot an eye laser manually.

The Knowledge Of The Boundless[200]

The Hive have a form of magic that is extremely effective. From throwing orbs of power and summoning others from distant areas to ripping holes between dimensions with metaphysical swords. Unfortunately, this magic is both too powerful and too vague for me to offer it to you with confidence. I can, however, make it easier.

The Knowledge Of The Boundless grants you a 3x multiplier to any and all learning or training you undergo that directly relates to elements of the world that don't make sense. Those elements--be they SCPs, Dune's Voice, or the Sword Logic itself--they can all be understood (or at least learned about) by you.

The Refinement Of The Deep [600]

In ages long past, Oryx fought his worm god Akka, and took from Akka the knowledge of communion with... someone? It is unclear, but it's very likely that Oryx found the magical equivalent of The Witness' phone

number, given that he returned with a variation on the ability on offer here. An ability that I will now detail.

In exchange for roughly 40% of your stamina, you may Take any single entity within 20 meters, as long as that entity is either willing or is defeated enough that you could finish them off instead of Taking them. Everything you Take will be sucked into a dimension of pure black nothingness for a maximum of one hour. During that time, you can grant an ability to that entity based on one of their main properties.

For example, you could convert an assassin's loneliness into an ability to generate clones, or a magician's sleight of hand into telekinesis. Though do be aware that these powers can't be particularly strong. The most powerful ability we've seen in a Taken is the ability to make a single ally completely invincible at the cost of making yourself frozen in place and unable to move or react for as long as the power is on. So no turning a villain's desire to destroy the world into the ability to summon nukes at long range.

There are two other effects that are applied to those you Take. Firstly, they will gain a large mark on their body (externally--not on their organs) which appears to be a hole into a parallax-heavy star-filled realm. These marks must be at least the size of a soccer/football, but they can cover the entire body, which results in the same aesthetics as Oryx's Taken. Unlike normal Taken, these marks are not actually portals to the eldritch Taking dimension, and you may change the accent color from a light teal to another color if you wish.

Second and finally, those you Take instantly lose all personal autonomy. They will do what you tell them to do with all of the skill that they had before, but they will never take the initiative or do things without your explicit permission. There is a single method of getting around this: Someone can use an Ahamkara's wish to keep their free will and autonomy when Taken. Your version of Taking only allows this bypass if you truly wouldn't want it to happen. In future Jumps, this extends to any pseudo-omnipotence or wish nonsense.



Vex [200 CP]

A loose hivemind of cellular organisms stored within human-sized machines (or in puddles). The Vex empire spans most of the galaxy and even more of time, making them a more insidious and longer-term threat than anyone else. By default, Jumpers who choose this Race will start as a crystalline container of Vex fluid within a Goblin or Hobgoblin chassis, in ambivalent standing to the rest of the Vex. See notes for more.

Improved Chassis [50/100/200] (Exclusive to Vex)

There are more forms of Vex chassis than Goblin and Hobgoblin, but they're all a bit better.

For 50 CP, you may inhabit a Harpy chassis, which is capable of more rapid movement and permanently hovers off of the ground.

For 100 CP, you may inhabit a Minotaur or Wyvern chassis, becoming larger than all humans and either faster or better equipped in either case.

For 200 CP, you may inhabit a Hydra chassis, which boosts your simulation power enough to let you simulate and refine Light and Darkness powers if you can get a good sample of either, gives you two heavy Void energy cannons, and either one shield that covers two-fifths of your horizontal space or three that cover half of the same space, all at the cost of being both very large and very slow.

The Ripples Of Time [200]

Masters of time, the Vex have attempted to throw themselves into the far far future and the distant past to ensure their survival and domination over all things. Normally, they require significant resources and processing power to be able to travel through time, but you have no such limitations. At will, you can emit a dark blue haze that transports you to another point in time at roughly the same location. If the past or future version of your location would be actively harmful, it will instead deposit you at the closest safe position to where you started. This whole process takes about five seconds from your perspective. During this Jump, due to the extremely high amount of para/causal entities and objects, this time travel may not function as you intend. Do be careful.

The Warehouse Of Glass [600]

Inside the Vault Of Glass on Venus, the Vex have ultimate control over reality. Their Gorgons and Templar specifically can simply remove

anything they dislike from the entirety of time, as long as that thing was in the Vault. Your Warehouse (and associated properties) now function under the same rules. By concentrating on an object or person who is inside of your Warehouse's boundaries, you can remove or contain them in any manner you wish. While this does allow you to delete something from all of your Warehouse's timeline, please keep in mind that your Warehouse *is* separate from the Jump you're currently in, so while deleting a Risen would permanently kill them, there would still be records of where they went up until their disappearance that exist in the real world.



ORIGIN

There are only two Origins on offer here. Both may function as a Drop-In.

Non-Risen [+200]

You are a normal example of your species. If you know how, you can access the powers of the Darkness, but The Light is forever out of your reach. This means that any Light-based powers you purchase here will be inaccessible to you until you somehow become a Risen or the Jump ends.

Risen [Free]

Either because you exhibited desirable traits in a previous life, or due to Jumpchan's influence, a Ghost chose you as their chosen individual, and brought you back into this world. In the process they imbued you with the power of The Light, giving you access to its myriad powers. You may optionally (and probably should) replace the faceless main character if you choose this.

POWER

In Destiny, all of the types or elements of The Light are available to all Risen, universally. The Darkness similarly proffers itself to any living entity powerful enough to wield it. Because of this, the core elements and powers themselves are not on sale here. Instead, this section offers supplemental perks that enhance the elements you have chosen to wield via your actions in-Jump.

As a bonus, if you organically acquire Darkness powers of any kind during your adventures here, they will count as being Fiat-backed as though you had purchased them. The same is true of powers channeled through The Light via the Risen origin.

But before we begin, I have a special item to offer you.

The Gardener's Love [1000]

The Light is the center of this universe, and possibly more. Everything anyone does in this world can be traced back to the actions (or inactions) of the Traveler. While the Risen can pull a tiny fraction of this Light into themselves by their link with their ghost and therefore the ghost's link to the Traveler, they can't *produce* the quantities of Light they use themselves.

You, however, are one of the Gardener's wards. At base, you generate your own, infinite Light at at least the same level as the highest guardian can channel their own, and you can increase this output with time and/or skill. You *do* have an endless amount; it's just your throughput that is limited. More importantly, you can gift this Light to anyone else you desire (though you can't take it back), making them like a guardian.

You also cannot have this power or its Light stolen, siphoned, or copied from you or the people you give your power to.

You cannot use this power to resurrect yourself or others (with some exceptions). Please see the notes for more interactions.

Arc

The power of motion and flow. Arc is mostly electricity, but with some side effects resulting from being a Light ability. Those who use Arc tend to have to 'go with the flow' as it were, since resisting lightning too much tends to result in improper outcomes.

The Cathode's Attraction [200]

Chain lightning is fun. Aiat. You know what would probably be more fun? MORE chain lightning! All of your powers, items, or abilities that have any kind of chaining effect, or which are lightning based, have the amount of chain connections they make doubled. If they didn't chain in the first place, they now chain three times at minimum. (This perk only works for items the perk holder is wielding.)

The Sky Darkens [400]

The power of the storm is far greater than the power of a person. Normally. This power is based upon your sight. At will, you may channel The Light onto a spot you can see, summoning an electrical current that arcs between that spot and a suitably dramatic area above it (fanwank responsibly). This current continues to arc for as long as you maintain your flow of power, and you may move it around freely (as long as you can still see the endpoint). The danger of this arc begins at the level of natural lightning (roughly 10 gigawatts) but it can grow in strength as you do. As a point of reference, a normal guardian with this power could maintain the arc for roughly 15 seconds before becoming significantly exhausted. Yes, this power does work indoors.

The Charges Rearrange [600]

The majority of old Golden Age technology relies on harnessed Arc Light for power, and a surprising amount of technology made by the non-human races use it as well. With this power, you can reach out to machinery and steal its motive force. At a maximum of 45 meters away from you, all technology you want to steal energy from will begin to fail and become inconsistent in its function while you visibly draw Arc energy into yourself. This does not require that the tech actually run on electricity, just that it requires some kind of energy. For most machines with a reasonable energy capacity, you'll completely drain them within 15 seconds. The Arc you gain from this power restores your own stamina.

Larger machines like huge mecha or spaceships will take longer in proportion to their size and energy consumption. It might take over 15 minutes to completely drain a Pacific Rim mech of power, for instance.

Solar

Solar energy is the aspect of fusion, healing warmth, and destructive heat. Using Solar energy requires balance in one's emotions, so as to not be consumed by their power or snuff it out accidentally.

Equal And Opposite Flamethrower [200]

Solar Light is used as fuel in many contraptions, but for some reason it's almost never used as propulsion. To that end, this perk allows you to channel your Solar Light through your hands and feet (and optionally your back) to fly freely. This will be about as draining as if you were running, and your actual flying speed scales to be as fast as your proper running speed.

Sanctuary [400]

For some strange reason, the fire of Lightbearers, along with their various other strange abilities, never seem to harm them. In fact, they take comfort in the power that flows over them. You can now extend this strange immunity to others. If you concentrate on the people and objects you wish to protect, they will become immune to all of the effects of any of your powers for as long as you keep them at the forefront of your mind.

This has no limit on the amount of people you protect, but you have an absolute maximum volume of non-living material that you can protect that is equal to one million cubic meters.

They Shall All Freeze [600]

Solar is the aspect of heat, and literal light. You have gained the ability to gift that heat to others at the expense of your own, or the heat of your foes. By linking yourself and your targets to each-other with thin needles of Solar plasma, you can transfer the temperature (and Solar Light) between them all. This would allow a normal guardian to fully heal ten other people from life-threatening injuries in exchange for becoming hypothermic, or to cause five of those people to become dangerously cold and out of energy in exchange for the health of the other five. This ability's speed and range begin slow and small, at about half of Wolverine's regeneration and a 15-meter range from you. You can train this to become far more powerful over time. About six months should double it.

Please note that the cold generated from this is NOT Stasis, just a lack of heat. Also, the Solar plasma needles will go through obstacles to maintain their connection. They don't melt or cut anything as they are mostly visual, but they can be broken by attacks or manipulated by abilities, and are pleasantly warm.

Void

The element of negation, gravity, and space. Void was considered the "evil" variant of Light by early Risen due to the intensity of its effects. Users of this element need to understand the scale of their actions and existence to properly utilize this power.

Do You Believe In Gravity? [200]

Void wielders are some of the most obvious manipulators of gravity, so it's strange that they don't use it very creatively. This perk allows you to control your personal gravity. More specifically, at will, you can change the direction of any gravitational effects that are impacting you. For

example, if you're standing on Earth, you could force yourself to "fall" upward at 9.8m/s^2 to escape the planet, instead of downward like normal. This also applies to powers used on you, as long as they are established as being a form of gravity manipulation.

The Subjugation Of A God [400]

The Void is one of the most mysterious elements of this universe, right behind Strand. Similarly mysterious in our time is how magnets work. (Ok, not really, but you get what I mean.) By purchasing this, you gain the ability to repel or attract anything away from or towards either yourself or a point within 30 meters. The strength of this repulsion/attraction isn't quite as powerful as its title suggests. At least, not at first. By default, you will be able to push/pull up to the mass of a car (2,000 kg) once every five seconds, which you could do roughly 50 times before becoming severely mentally taxed, requiring you to rest. At base, you could instantly exhaust yourself by using this power to blow over a five-story building (3,000 metric tons). However, you can train this power to become stronger at a starting rate of double the mass for roughly every six months of training. There is no upper limit to how much you can push besides the amount of strain your mind and body can handle at any given time. Do keep in mind that people can tie themselves to heavier objects or each-other to resist this effect.

The Doom Of Matter (600)

By pooling a significant portion of your energy into your hand, you can form an extremely dense swirling orb of pure Void energy. Anything you bring this orb into contact with will simply cease to exist, having been removed from reality by the inverted un-reality of the Void. Doing this costs additional energy and stamina, so maintaining this orb can quickly exhaust you. Alternatively, you can choose to throw the orb as a kind of enhanced and smaller Nova Bomb, which, when it contacts something, will expand into a 3-meter sphere of un-reality before dissipating into the ether.

Stasis

Stasis is the first and least refined element of the Darkness. Stasis is a lack of energy. Stasis is control. Stasis is cruelty, and Stasis is not your friend. In order to wield Stasis, you need to exert a great deal of control over your emotions, your actions, and the power itself. If you don't, it will consume your mind, and you will freeze everything you hold dear into fragile crystals.

The Harshness Of Winter [200]

Stasis is dangerous. Most people in the Last City believe it is outright malevolent. And they're not entirely wrong. Stasis desires for you to use it, and will whisper in cold winds that you should solve your problems through its power. This perk makes it much easier to control any kind of corruptive effects and/or intrusive thoughts, whether they are your own or created by someone else. It won't be enough to let you ignore these thoughts completely, but it will be as though you had the support of a good friend by your side, helping you make the decisions you want to make.

You Must Take To Survive [400]

Stasis is directly linked to the Witness' pyramid ships. Why is not currently known, unfortunately. But the Witness is a devout follower of their own twisted philosophy, which says that they must be the last thing to live in all of existence. I do hope that you disagree. This perk allows you to enhance your abilities by taking power from others. Every time you use Stasis (or another cold power) to remove the energy from something, the energy you remove will add itself to the next Stasis power you cast. This is proportional to the amount of energy you remove, so freezing a stationary brick would barely be noticeable, but freezing a Risen who is actively using the Light would result in your next power cast being ten times as large, potent, and dangerous. If you don't use this excess stored power for more than a minute, it will dissipate back into the environment as it would have normally. But if you keep stealing energy, your power will only grow.

The Cessation Of Hostilities [600]

Stasis is the element of control, over both yourself and your surroundings. This perk exemplifies the impact this control has over your environment. Everything near to you (within 7 meters) that moves in a direction you do not want it to will be covered in Stasis crystals and stop. The time it takes for this to happen is dependent on your willpower, with an upper limit of instant. With this, you can stop projectiles, fleeing opponents, incoming opponents, anything. The things you stop with this will start slowing when your power begins affecting them, and stop completely when it's complete, all of their kinetic energy having been stolen and negated. Note that gravity does still affect these things unless you specifically wish for it to not do so.

Strand

Strand is the newly discovered second Darkness element. Specifically, it is the literal fabric of, well, the mind. Not your mind, or mine, but the general psychic weave that all minds walk through all the time. For some reason, this manifests much more similarly to how the fabric of general reality would be manifested. Strand usually takes the form of woven strings, waves, or ribbons. Practitioners of Strand must recognize that they are bound into the great weave just like their enemies, and flow with it instead of trying to dominate it. As an aside, non-Strand users cannot see Strand threads/waves unless they can somehow see the fabric of reality.

The Freedom To Soar [200]

Advanced movement is one of the most difficult and rewarding ways for a combatant to increase their deadliness. Unfortunately, running on walls and grappling off of rafters only works when there are nearby walls and rafters. Luckily, with this perk, Strand solves this problem. Whenever you would want to make use of freerunning/parkour or advanced movement of any kind, you may weave elements of geometry into existence nearby for you to interact with. These ribbon-walls or

wave-rafters are not especially durable, so you can't use them to block bullets or punches. They can only hold exactly as much weight as they need to to keep you running and swinging.

Wireframe Wildlife [400]

Strand was only just discovered and utilized for the first time this past summer, and already Risen have found ways to create rudimentary facsimiles of life from its strings. Threadlings are small krill-like constructs that seek out one's foes and explode. Yours are better, by far. You can manipulate the Weave to create far more complicated and powerful constructs, which can perform more complicated tasks. Do keep in mind that Threadlings simply run at someone and then jump at them, so "more complicated" is probably closer to "open this door and then bite that guy" than it is "do my math homework". Still, a Strand lynx stalking your prey is a threat to be heavily considered.

Tension Singularity [600]

One of the most annoying powers any person has ever had to deal with is free teleportation. Whether through portals, dimensional shifts, or just instant transmission, trying to actually strike someone who can be anywhere else at any time is aggravating beyond belief. This power allows you to set wide-area 3D traps in the space around you, which will set themselves off when the person you want to capture wanders into them. That person will then have their hands, arms, and other limbs restrained for as long as you need them to be (at most 24 hours). This bypasses all of the methods of traversal mentioned above, as well as moving via time travel. Reality has decided that they are where you say they are, and they cannot say otherwise. Unless they can break reality, I suppose...

Logic

In this world, there are systems of logic that have real, physical power. This subsection is for those of you who wish to bring these metaphysics along with you in future Jumps.

Sword Logic [1000]

The logic of the Hive. Sword Logic is thus: You must prove that you are stronger than anyone else around you. If you do, you gain power. The primary way the Hive choose to prove their truth is via murder. By killing others, you prove that you are physically stronger than them. If the people you killed were themselves very strong, the amount of power you gain increases dramatically. For a point of reference, Oryx, who was the leader and credit-taker of the genocide of at least one spacefaring civilization, was able to use the power he gained from the Sword Logic to channel an explosion through his throne ship that blew a hole in Saturn's rings that was about half of the rings' width in its diameter.



However, exceptionally powerful people can choose to embody a concept instead of using murder. Most famously, Savathun is the Goddess of Cunning And Lies. When she successfully plans a grand scheme, she is empowered. And when people are confused by her actions or the consequences thereof, she also gains power. You may choose an unclaimed concept for an additional [200] CP. Concepts which are already claimed are Discovery, Exploration, Cunning, Lies, Deception, War, Violence, and Vengeance. If you want one of these claimed concepts, you may not gain power from it until its current or future canon owner is killed permanently, or this Jump ends.

Further, the Sword Logic is not infallible. Someone who is weaker than you physically can still defeat you, even if you've been gathering strength for a very long time. Someone who is less informed than Savathun can still do something she didn't expect (even if that's unlikely). Long story short, being empowered by the Sword Logic does NOT mean that the Sword Logic protects you. The Sword Logic also demands that you continue to prove yourself. Not as much as the worms that are bound to the Hive, but you cannot grow complacent. At minimum, you must do something once a year that proves that you are still the most powerful person within your local section of the current Jump if you wish to keep the power you've gained. If you do not, then the person who defeats you will be informed of this power and given the choice to take all of the progress you have made from you. If they do not, you keep 75% of what you had before the loss. If they do, you only keep 20% of the power the Sword Logic gave you. If you instead do not attempt to prove yourself at all, you instantly lose 90% of the power you have hoarded when the year ends (from your perspective).

Bomb Logic [300/800]

Created by Mara Sov, the Bomb Logic is a focused counter to the Sword Logic. Where the Sword Logic grants you power piecemeal via your individual achievements, the Bomb Logic grants you power in large, concentrated blocks. Via the Bomb Logic, you must coordinate with your allies and the other resources available to you to set up a single event that proves that you are superior to those who are not benefited by your grand plan. A single successful 'bomb' would give you enough power to punch a hole between dimensions.

In essence, the Bomb Logic relies on the collaboration of many weak parts that individually cannot possibly succeed in your goal, but which become greater than the sum of the bomb's parts when everything falls into place. Or, even simpler, it is the Power Of Friendship combined with "all according to keikaku" resulting in an extreme power boost. For 300 CP, this works according to how it seems to work normally in-universe: The Bomb Logic only empowers the direct effects and outcomes of the

plan that makes up the bomb. Essentially, your plan can achieve normally impossible things because the Logic you're using makes it possible. For 800 CP instead, every successful bomb you set off *also* makes you permanently more powerful, in a similar manner to the Sword Logic's power boosts.

ITEMS

Basic Equipment [Free]

A small backpack. It contains 20 meters of rope, a flashlight, a week's worth of food and water, a small pot and gas burner for cooking, a survival knife, and a thematically appropriate sidearm with ammo.

Eliksni get a Shock Pistol, Cabal get a small slug thrower, Hive get an Acolyte's Shredder, Vex get their chassis' most common weapon, and Human-adjacents get a non-Exotic Sidearm of their choice.

Shader Catalogue & Remodels [Free]

A lot of the weapons and armor in Destiny can be altered visually at the expense of your wallet. I don't need your CP that badly, so you can have this for free. This is a surprisingly large collection of multicolored and multi-textured cubes, which can be touched to any armor or weapon to have that object take on the colors and visual textures of the cube. If you'd like, this can also include the various reskins/ornaments for various things, in the form of clear cubes with a miniature model of the ornament within. All of these will be clearly labeled and placed in large cases in your warehouse, sorted in a manner you would prefer the most.



Glimmer [First Free / 50 Each]

The primary currency used by the Eiksni and humans of the Last City, glimmer is a programmable matter that defaults to the appearance of glowing blue 4-centimeter cubes. With the proper programming knowledge, glimmer can turn into any non-magical material you can think of. Most vendors in The City will demand thousands of these cubes in exchange for their goods and services, though small items, simpler items, and food are less expensive. Glimmer compresses into slightly larger cubes for storage purposes. This item can be purchased multiple times, and gives you 250,000 units of Glimmer each time.

Purchasing the first free instance of this item also gives you a small perk: Every time you open something that would be considered a “loot container” or you defeat someone in battle, a small (100-300 units) pile of glimmer cubes will spray out of the container/person or just appear nearby. This is toggleable at any time.



Spinfoil Hats & Spooky Plants [First Free / 50 Each]

There are a lot of miscellaneous materials in the Destiny universe that are moderately helpful but not immensely so. This item is a shipping container that is filled with crates of every kind of these materials. Spinmetal, relic iron, helium filaments, spirit blooms, the various refined alloys needed for crafting weapons, and other such things. The shipping container refills once per month. This item can be purchased multiple times.

Sweet Sparrow [50]

Most guardians use a standardized hoverbike called a Sparrow to get from place to place, especially in large enclosed areas. They come in wildly different styles, but almost all of them are sweet as hell. The one on offer here can look any way you would like it to (it can't shapeshift, you can just choose any design you'd like), and travels at roughly 160 km/h when in full-throttle, which is roughly 20 km/h faster than all normal Sparrows. Your Sparrow appears in your Warehouse or other convenient nearby location when you start your journey.



Legendary Shards [100]

This currency is very vaguely defined, even though it's considered valuable. Legendary Shards is a group name for various valuable but damaged components of rare items that have been dismantled. This item gives you a small golden chest that will contain between 7-14 Shards, which refills once per week if you remove any of the loot.

While useful for trade in this Jump, they're not particularly useful outside of it, so the CP-backed version you can get here has an additional benefit: Smiths, artificers, and other makers will almost always accept Legendary Shards as currency instead of whatever they normally ask for. In real life, a professional might value each Shard at about \$100(US).

Strange Coins [100/200]

Normally found only in the deepest treasuries of the most difficult to access place, Strange Coins are warm discs of gold and emerald that are only valuable to similarly strange people. The CP-backed versions on offer here have an appropriately strange effect. By arranging 255 Strange

Coins in an enclosed pattern large enough for a human to stand in (asymmetrical lines inside a circle seems preferable) you can summon Xür! This hunched tentacle-faced fellow will sell you weapons, armor, and decorations that are very difficult for most people to acquire, in exchange for more strange coins and nothing else. He will never sell you one-of-a-kind items, but things that were of a limited run, or which are all claimed by a single person/company but numerous in number, are fair game. In real life, he could never sell you the spear that cut Jesus, but he could sell you a somehow pristine copy of an early model gun from WWII, which would be worth a ton of money to a gun collector or history nut. This item is a small bluish-white box, which contains these coins in amounts of 0-4. The box will refill once per week, and the circle of coins you use to summon Xür will be collected by him when he leaves. Xür cannot be controlled, killed, moved from his circle, mind controlled, affected by illusions, or coerced, as he is a direct disciple of Bungie Incorporated and will never bow to anyone less powerful than Jumpchan. If you do try to remove him from his circle, he and it will both vanish.

For an extra 100 CP, every fourth summoning will have Xür arrive with an inventory full of copies of items that are truly unique, and that he by all rights really should not have. They will be expensive, so be sure to save up.



Jumpship [100]

Almost all guardians have their own personal Jumpship that is capable of transporting them between planets in short periods of time. Generally, these ships' engines can take you from Earth to Saturn in about five to ten minutes, but yours will always be 25% faster than it should be. Despite this strangely standardized engine speed, there are dozens of

different designs for Jumpships, so you may choose any of them for yours. Your Jumpship appears in your Warehouse or other convenient nearby location when you start your journey.



Armor [100]

Operating under the same rules as the Weaponry below, you may purchase any five pieces of armor that exists in Destiny, including Exotics if you'd like them.

Deep Stone Crypt [600]

No, not the entire facility. This item is a very large collection of machinery that is dedicated to creating, programming, and giving life to exo bodies. Due to its size, it is a Warehouse extension. You may use a terminal at the front of the assembly to program in the general appearance and body you wish the machines to make. If you supply the machines with a scan of a sentient non-human, they will be able to produce exo bodies that resemble that species as well. When the body is complete (which will always take no longer than a day) it will be deposited in one side of a double-sided chair. The person who wishes to become an exo sits in the empty side, where either they or someone at the terminal can begin the next step.

In canon, Clovis Bray only managed to perfect this system's mind copying technique at the very end of his life, and it is unclear if he just managed to make the system copy the mind perfectly or if he somehow managed to create a true mind transfer. This CP-backed version of the machinery is explicitly labeled as a transfer device, and if you have the ability to see souls, you will be able to witness the person's soul swapping

host bodies as their mind does so. Speaking of their mind, exos made with this machinery will not suffer from the mental degeneration or negative side effects that come with the canon process. Though they can still be subject to mental resets (see notes).

By default, exos are not much stronger than their original body was, but you may freely alter the machinery's process to have it install better components.

SIVA [800]

SIVA is a kind of nanomachine, invented during the Golden Age as a way to give colony ships all of the resources they needed without having to worry about setting up manufacturing or construction on the new worlds. It generally looks like red clouds of dust that float between gunmetal black pyramid-like growths along the ground, walls, and ceiling that are connected by red cable bundles. Since SIVA can be remotely contacted, it is both incredibly powerful and incredibly dangerous, as not only can it be controlled from a distance, but that control can be usurped from a distance as well.

SIVA has been shown to be able to upgrade Eliknsi to the point that they no longer need ether to survive, and is powerful enough to completely (non-lethally) consume several Risen who were actively trying to destroy it in a way that prevented them from being able to resurrect. The latter event gave that particular SIVA swarm a host of cyborg zombies for it to control.

SIVA (or a version of it) was also used to construct the entirety of Neomuna, a hidden city on Neptune. This version of SIVA was eventually 'improved' to become silver and more fluid looking, but nothing is currently known about this silver stuff's capabilities that actually make it better than SIVA. All of its shown uses (as of the time of writing) could easily be done with SIVA instead, so you may choose to have your SIVA look like the Neomunan stuff if you would like it to.

Your SIVA sample will appear as a large black octahedron with red inset lines along its edges, anchored to a convenient surface in your Warehouse by many black-and-red tentacle-cables. You can make more

of it by feeding it mass, and it will interpret your code/commands as you intend them, not as you write them. Unless you write *~consume enhance replicate~* in which case the red goo destroying the world is your fault. (That was a joke.)



Weaponry

You receive a 600 CP stipend for this section. All of the weapons you purchase are not given to you at the start. Instead, you are guaranteed to find or be able to purchase one of these weapons during your time in this Jump. Keep in mind that purchasing these weapons usually also gives them an extra benefit.

Vex Mythoclast [200]

This weapon is mythical. It's the oldest Raid-only Exotic weapon in Destiny, and in the early days of the game was absolutely disgustingly good in PvP. It's never quite relived those heady days of mastery over the sandbox, until now. The Mythoclast is a golden Vex weapon that is mysteriously fit for humanoid hands, and which fires extremely powerful laser bolts. These bolts are actual lasers, which move at the speed of light

and disintegrate softball-sized sections of whatever it hits. Said lasers are pulling energy from alternate versions of this weapon, making the 'reload' a simple reset of the mechanism. The Mythoclast will generate additional power when its user successfully kills a target, until it generates enough (6 kills) to fire a beam that is powerful enough to punch through a Vex Hydra's entire chassis in one go. The CP-backed version also charges this power over time, over the course of every five minutes.



Touch Of Malice [400]

The Touch Of Malice is a clothbound rifle that contains a strange black mist-like blob within concentric rings. This blob is part of Oryx's soul, and every time the TOM is used to kill, it empowers him slightly. Don't worry, this will never have consequences, and this weapon doesn't count as a living creature for Warehouse purposes. Normally, firing the TOM works like a slow and steady auto rifle; a few shots paced well, doing high damage. However, when you reach the last round, the weapon will not empty. Instead, it will drain part of your vitality to create another bullet which does double the normal damage.

This version does two extra things: Firstly, its last round will always hurt you. It will always drain 2% of your current physical vitality with every 'final' shot, no matter how durable you are. In return for this pain, the Touch Of Malice's final round will bypass any immunities that *you* have. If you are immune to piercing damage, your final shots will always

pierce your foes. If you are immune to magic, the life force within the round will always burn with the force of the Sword Logic. Mental/spiritual immunities don't affect this.



Hard Light [100]

Hard Light is very fun to look at, but not particularly effective. I don't know how to improve it, so have this fun extra instead. This version of Hard Light *will* be given to you at the beginning of the Jump, and its rounds bounce 20 times instead of 5. Also, said rounds alternate between the three Light elements instead of requiring you to swap between them manually. This weapon will never bounce back into you or your allies unless you're deliberately trying for that.



Red Death [300]

The Red Death is a 3-round burst rifle that normally forces your body to begin healing from your wounds when you kill someone with it. This is akin to gaining Wolverine's regeneration, but it only lasts for three seconds before dissipating. This version instead instantly heals you for triple the amount of damage you do with it. If you hit with all three rounds in a burst, you'd heal for the equivalent amount of trauma as nine bullet wounds.

Also, Red Death has weapon-weapon duality, and can be transformed into the hand cannon known as Crimson at the will of its holder.



Ticuu's Divination [400]

A brass and bronze compound bow created by a Cabal psion, this bow behaves wildly differently in the lore and the game of Destiny. In the game, hip-firing this bow launches tracking arrows that do small amounts of damage and detonate when the person they've hit dies or gets hit by

the explosion from another arrow. While aiming, the bow instead fires an arrow that instantly detonates the tracking arrows that are lodged in your target. In the lore? In the lore, you just aim and fire. You didn't miss. The arrow always hit that person in the eye. That's what was meant to happen. In essence, the lore version of Ticuu's Divination causes time shenanigans to happen that retroactively place arrows in the vital spots of anyone you were about to try to shoot, negating the need to aim and the ability to dodge. The CP-backed version of this item can perform both sets of effects as you wish it to. Keep in mind that Risen and others with high amounts of paracausal energy are incredibly resistant (if not immune) to time shenanigans that work like Ticuu's does.



The Last Word [800]

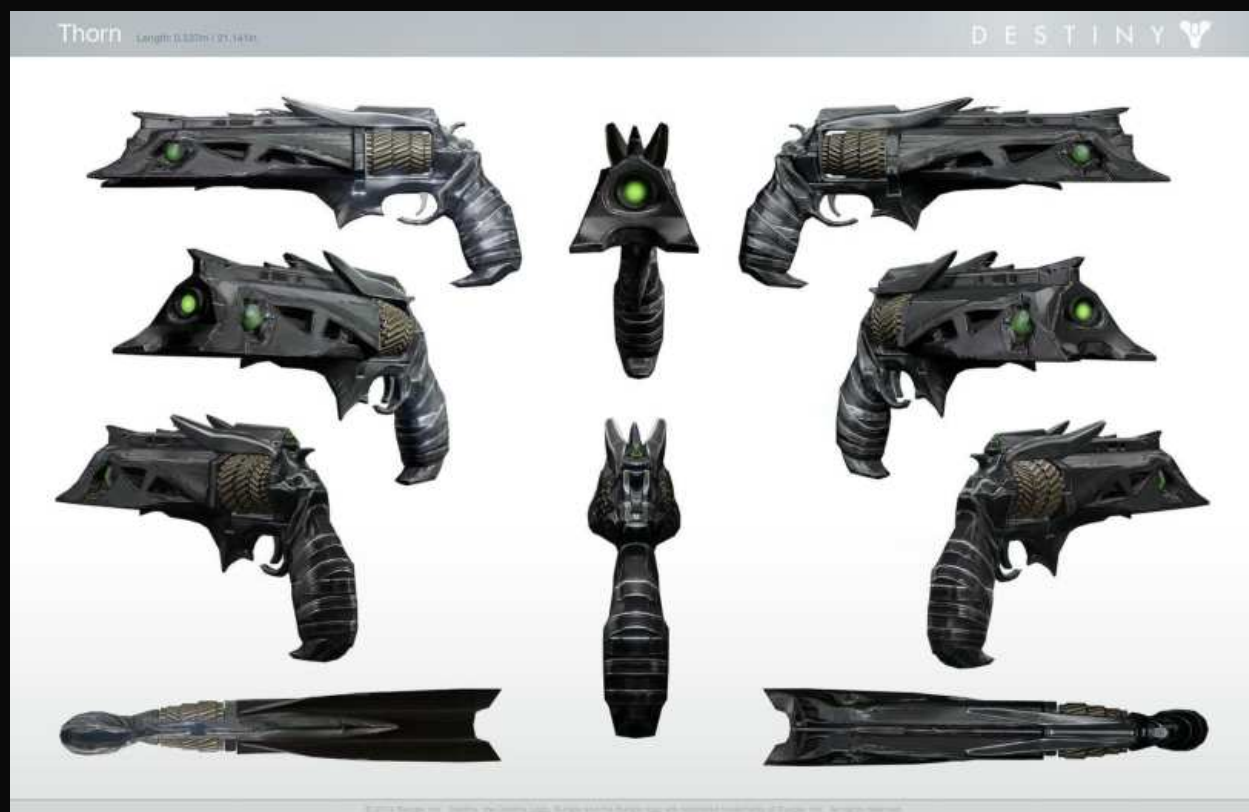
The weapon that defeated Thorn. In reality, The Last Word has no special properties besides a larger hammer spur, which allows you to fan-fire the revolver like in old western movies. The Last Word is special not because of what it can do, but because of what it represents: Justice. As such, the CP-backed version is empowered by just actions. As long as you believe that the person you are going to shoot truly deserves the pain and death that you are about to deliver (and you hit them), The Last Word

will deal a fatal blow. It doesn't matter how durable or resistant to harm the person is, as long as you mean it. Do keep in mind that this doesn't prevent the person from coming back after you kill them. Additionally, wielding this revolver instantly makes you an expert at quickdraw techniques, with accuracy to match.



Thorn [800]

Thorn is a Weapon Of Sorrow. Once, it was a fairly lame revolver, but after its user was corrupted and filled with Hive magic and evil, Thorn was as well. Now, Thorn fires massive black kunai that drain the Light from those they hit before killing them permanently. Many Risen were kept from being revived by this weapon. The CP-backed version's projectiles will always drain 5% of their victim's vitality every second, no matter what, for seven seconds. On top of that, those who succumb to this poisonous effect will *stay* dead. Only Fiat-backed 1-Ups can bring them back to life. Lesser gods and powers cannot bring their champions back, and neither can immense willpower. Your death means you were not fit to survive. To return would be heresy.



Lumina [300]

The purified form of Thorn. It really sucks. If you get a kill with Lumina, an orb spawns on the corpse of the person you killed. If you pick it up, Lumina regains a couple rounds in its cylinder, and the next hip-fire round you fire will be a just-slow-enough-to-be-annoying orb that heals one of your allies and gives both of you a pitiful damage boost. The CP-backed version is much better. Its healing orbs are as fast as its normal bullets, they are always available via a mental toggle, they will always grant the person you hit with Wolverine-style regeneration for 7 seconds AND a quarter-second of invincibility (these two effects do not stack, so you can't shoot someone twice to grant them double-regen and whatever double-invincibility is), AAAND Lumina's normal rounds scale with the power of your Light (not your Dark) and become up to twice as deadly if you are actively defending someone who is nearby.



Forerunner [600]

The Halo Magnum?! Yes, actually. This weapon is a rebuild of the M6D Magnum from Halo: Combat Evolved. As such, it has an integrated HUD-compatible 2x scope, fires semi-armor piercing high-explosive 12.7x40mm rounds, has a 15-round magazine, and is technically fully automatic, despite its very low fire rate. The CP-backed version will stop any form of regeneration that could heal or revert the damage they've caused. If they only caused a bruise, that bruise will have to heal at human-standard speeds. If they blew a hole in someone's arm, that hole will stay there and that arm is ruined. In the case of people who can be revived from death (like Risen, say) the wounds this weapon causes will not carry over between lives.



Osteo Striga [300/1000]

This submachine gun hungers for bones! The bones of your loved ones, the bones of that fellow eating ramen over there, maybe your bones too? This gun is another Weapon Of Sorrow, and it normally drives its wielder completely insane as they try to 'feed' it the bones of passersby. In exchange, it fires a stream of green needles at 600 RPM that will track onto the person you're shooting at, and then explode into a green mist of necrotic poison. Wait a minute... is this just the Halo Needler? Ah well. The version you purchase here is guaranteed to not drive anyone insane, only be comically evil in a non-corruptive way. It also has the same level of tracking as the Truth's (the normal one, not the CP version) rockets applied to each of its needles, and all of its damage scales with the power of your Darkness. For an additional 700 CP, the poison effect of this weapon also has the same effects (though not the same potency--0.5% vitality per needle) as the CP-backed Thorn's poison instead of being similarly-colored normal poison.



Duality [150]

Duality is a cylinder-fed break-action shotgun. It can fire in either a normal spread of buckshot or in a tight packet, similar to a slug. This version's rounds are also highly explosive in either mode, and these explosions' size and potency scales with the power of your Light and/or Dark powers, whichever set is stronger.



(Credit to raarvehs on cgtrader for this render and model.)

Tractor Cannon [150]

Originally designed by the Ishtar Collective to allow workers to lift heavy objects, guardians tend to use this tractor beam thingie to launch

their friends off of cliffs or into walls at high speeds. This version can also be used to actually lift things in an anti-gravity field like it was supposed to do, and its strange damage vulnerability effect is fiat-backed as well. Anyone you impact with the Tractor Cannon's wave will take 30% more damage from all sources for 10 seconds. Keep in mind that this does not bypass invulnerabilities--1.3 times zero is still zero.



Icebreaker [50]

This version of Icebreaker has three simple benefits: It recharges its ammo twice as fast as the normal version, it will appear with you at the beginning of the Jump, and it will never mysteriously disappear after Bungie Starhorse decides that it's too valuable.



Telesto [100]

Ah, Schrodinger's Gun. After a charge time, Telesto fires a spread of pink energy orbs which stick to enemies and then explode, as though it was a high-velocity Halo plasma grenade shotgun. It is also somewhat infamous for being the reason that many of Destiny 2's updates have broken or failed. To this end, the CP-backed version has regained one of its broken abilities: the orbs Telesto fires, upon detonating, also each create three slightly smaller orbs, which will also stick to nearby targets before exploding.



Coldheart [200]

Coldheart now fires a Stasis beam instead of an Arc beam, and will spread Stasis crystals over its target that freeze them in place. Also, its damage ramp-up is uncapped, so as long as the beam is actively harming an entity, its ramping damage will continue to increase at a rate of $\sqrt{(5x)}$ where x is seconds it's being fired for as long as you can supply it with ammo and a target to hit continuously.



(Art by JLMDesign on Deviantart)

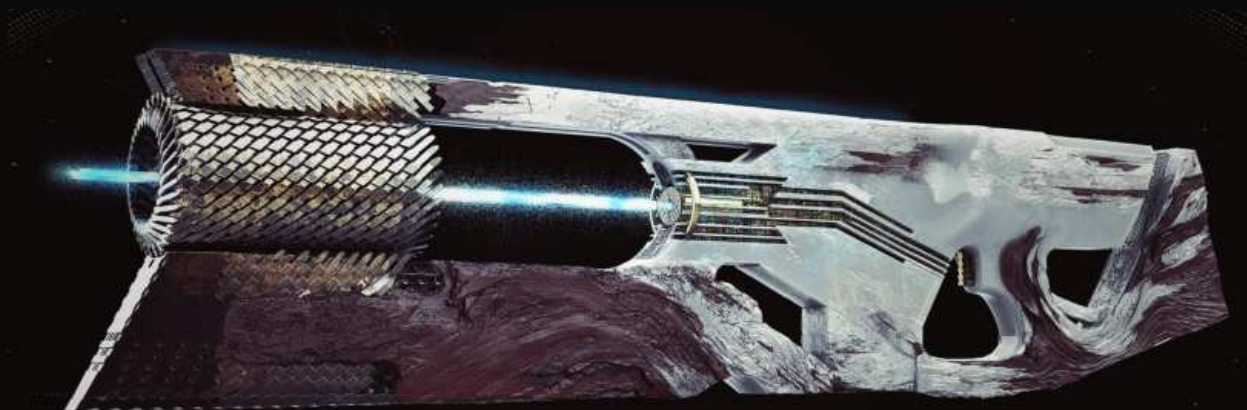
Divinity [300]

The meta weapon. Well, one of them. Divinity fires a laser beam that, after 0.65 seconds, forms a cage around the person you're shooting. All other sources of harm that impact the caged target will have their potency boosted by 50%. So a CP-backed Vex Mythoclast bolt will disintegrate 50% more area of the target if it passes through Divinity's cage. The CP-backed version causes Divinity's cage to always completely surround your target instead of being one size for everything, boosts the damage vulnerability to double damage, and allows this effect to stack with Tractor Cannon's effect instead of replacing it. That last bit was probably code spaghetti anyway.



Ruinous Effigy [400]

Normally, this weapon would eat very small amounts of your Light to fuel itself. This version can eat much more of your Light (and other magical energies) in exchange for significant power. More specifically, Ruinous Effigy's beam will output 1% of your maximum destructive potential every second, while only draining enough of your mana/Light/whatever that you feel a mild tingle. A normal guardian with this version of Ruinous Effigy could fire it for three hours (including reloads) before running out of safe-to-spend Light and needing to be revived or rest for a day.



Thunderlord [600]

The master of machine guns! My personal favorite (yes I do have a type), Thunderlord's spread and recoil both reduce to zero as you fire it, in

accompaniment with an increase to its fire rate (from 360 RPM to 450) and causing bolts of electricity to strike targets once enough rounds have hit their mark. The CP-backed version has its rate of fire increased to 900 RPM at max ramp-up, its magazine size increased to 200, and its electrical strikes will scale off of your other electrical powers, including Arc Light if you have it.



(Credit to raarvehs on cgtrader for this render and model.)

Gjallarhorn [300]

The rocket launcher to end all rocket launchers. Back in the day, you wouldn't be allowed to join a raid team if you didn't have one of these, even though raids were one of the few ways to get one. Gjallarhorn has three rockets in its tube. Each rocket has mild tracking properties, and two effects on impact besides the primary detonation: firstly, the rocket fires six grenades with extreme tracking capabilities that will lock on to your enemies and explode. These are the "Wolfpack" rounds. Secondly, a second rocket (which also tracks) pops out of the first explosion and flies off to another target at high speed. This second rocket also has its own Wolfpack, but cannot spawn a third rocket. Don't question where these things come from.

The CP-backed version of this item has explosions and direct damage that scale with how powerful your Light and Dark powers are, similar to the CP-backed Duality seen above. Each of its rockets also optionally come loaded with double the Wolfpack rounds.



Truth [400/700]

The trickshot launcher. Truth has three rockets loaded in its tube, and those rockets have the most aggressive tracking available to any rocket launcher. They will perform multiple 90° turns to reach the target you painted with Truth's scope, and will explode when they are close to the target, not just on impact, allowing Truth to almost guarantee a kill at long range. The CP-backed version is even better. Now, Truth's rockets will track much more similarly to an Axion Bolt grenade (or Darkseid's Omega Beams for those unfamiliar with Destiny) while maintaining their high speed. You also no longer need to use Truth's scope to select a target; instead, you need only see your target with your own eyes. The launcher will know.

Do keep in mind that time shenanigans and portals and things can still cause these rockets to lose tracking, and unlike Omega Beams these rockets are not impossible to destroy before they reach you. Or... for an extra 300 CP, the rockets *cannot* miss, and will *always* find the person you want them to hit. Eventually. Somehow.



Any Other Weapon [100]

I don't have ideas for every single exotic weapon in all of Destiny history, and honestly some of them are really not my jam. That doesn't mean that they're bad, though! If you'd like to purchase a weapon I didn't include in this section, it'll cost 100 CP, become fiat-backed, and have the same guarantee of acquisition opportunity as the others. This can be purchased multiple times, as well.

Companions

A Ghost [Free, Mandatory, And Exclusive To Risen / 300]

The strange orbs covered in pyramids (Hmm...) that channel The Light through themselves to empower their Risen and bring them back from the dead. If you are a Risen, you must have a ghost, because it is impossible to be resurrected with The Light unless a ghost is the one bringing you back. Ghosts have as varied personalities and intelligences as humans, though Risen seem to be paired with ghosts that compliment their personalities. That doesn't mean you'll be friends, but you are unlikely to hate each-other.

Your ghost must be alive for you to resurrect from death. As long as your ghost *is* alive, you being dead does not count as chain failure. However, your ghost is as vulnerable to anti-magic effects as you are, and may not be able to revive you if there are any of those effects interacting with them. Resurrection takes about three seconds, at which point you will be brought back to life at full health, along with about half of your maximum stamina, magic, and other energy. Your opponents don't automatically know that your ghost can bring you back.

Ghosts are also capable of holding an internal inventory. Using this inventory, your ghost can supply you with other weapons or instantly summon vehicles you might own, and may store items you wish to bring back with you. This does have a storage limit, however. Your ghost cannot hold more than 75 cubic meters of material.

Contrary to popular belief, ghosts are vulnerable to most sources of damage, and do not have any kind of built-in defence. They do have a very small eye laser, but that only stings standard humans, and is mostly used to interface with technology instead. For an additional 300 CP, your ghost is instead only vulnerable to attacks from paracausal or magical sources, and is otherwise invulnerable to standard weaponry.

Speaking of their eye laser, all ghosts have a natural ability to hack into anything, though it takes them an amount of time that is proportional to the difficulty of the security, and they are not masters of their craft. You may have to sit there waiting patiently while your ghost slowly decrypts the password to the door you want to open, or picks the lock you want to crack.

This cannot be taken alongside False Ghost, and you may not have more than one ghost.

False Ghost [Free And Exclusive To Risen / 300]

This 'companion' may be taken as an alternative to a normal ghost for those Risen who do not want to (or who can't) gain a companion from this Jump. A False Ghost will perform all of the resurrective and door-opening duties of a normal ghost, but is not alive and will not converse with anyone. It does not have a soul, and has no specific

internal thoughts of its own. No-one in this Jump will notice this strangeness, including the Traveler. It does not count as a companion for Jumpchain fiat purposes, and only optionally counts as a Follower if you would like it to. It otherwise shares all other properties of a normal ghost. The false ghost has access to the same durability enhancement that the normal ghost does, for the same price of 300 CP.

Import/Create [50 Each]

You may import a companion from your previous adventures or create an OC who was born in this universe. Either way, they gain 600 CP and may take any drawbacks that would only affect them. They also gain the +200 CP from taking Non-Risen if they are not Risen.

Bulk Import [200]

For those who have many friends! For 200 CP you may import as many companions as you would like to. All of them follow the same rules as the Import/Create option.

Canon Companion [100/300]

Provided that you can convince them to come along, you may supply a single canon character with the same benefits as Import/Create. The catch, however, is that they will only gain the powers they purchase with their CP when they say yes to going with you. This allows you to treat this as a fungible ticket to Jumpchain instead of having to hedge your bets that a specific person will go with you. For 300 CP instead, you gain infinite 'tickets' and can bring as many people as you can convince.

Scenarios

Unless otherwise specified, these scenarios can be attempted at any point during your time here, as long as you would have enough time to actually complete them before you had to leave.

Avert The Disaster

Unless you wish it to be otherwise, the events of this scenario are not canon. After you complete it, all damage and loss of life will be reversed and you will begin the Jump as normal.

The Great Disaster, the end of the guardians' hubris and the end of the Last City's unending trust in Risen as a whole. The Consensus—the governing body of the City, decided that the guardian victory against the Hive at the battle of Burning Lake in the Cosmodrome meant that it was time to launch a full counter-attack directed towards Luna. Despite Lord Shaxx's warnings that this was a terrible idea, the attack was launched, and the majority of the City's guardians were deployed to Mare Imbrium on Luna. Crota, Oryx's son and leader of the Hive presence on Luna, led the counterattack, and slaughtered the disorganized and overconfident guardians by the hundreds using special Darkness-infused blades that prevented resurrection. After the disastrous retreat and failure of this mission, the Last City's trust in guardians and the Consensus' decision making skills was tarnished forever.

Your job is to prevent this. You will be given all of (and only) the perks and items you purchased in this document. Your companions, if you have any, will be subject to the same restrictions, and placed next to you. You will appear on Luna in a small abandoned structure on the surface of Mare Imbrium, roughly one hour before the primary guardian force arrives. You must either wipe out a significant portion of Crota's strike force, ensuring that the guardian assault isn't massacred, or somehow convince the guardians to withhold their attack. Either way, the guardians in the strike force must not lose more than 25% of their initial forces.

Once the Hive retreat or are defeated on the surface, you reach a 'checkpoint' of sorts and may finish the scenario if you wish. Doing so at this point will reward you with Crota's favorite sword, which has been enchanted to bypass all sorts of magical and paracausal defences, giving it a powerful anti-magic effect. You still obtain this sword if you choose to continue, as it will be helpful later.

If you do choose to continue, you must participate in the raid on Crota's throne world inside the Hellmouth. Crota's Hive are stronger at this point in time, and they're expecting a battle. Here is a walkthrough of the

actual Crota's End raid as a guide to the obstacles you'll be facing, albeit with bigger and better defences to counter your (hopefully) larger team. No matter how you get down to Crota's throne room, you must kill him with his own sword—make him suffer his final death—and live to tell the tale.

If you succeed, you will be presented with your own Throne World inside the Ascendant Plane. This is an expansive pocket of an alternate dimension. This pocket is tied to you and you alone, and it ties you into some very special metaphysics. Specifically, you can never be killed permanently unless you are killed while you are inside your throne world. If you are slain while you are outside of your throne world, your soul will instantly teleport to a location in your world that you prefer, and you will begin to regenerate. After roughly one year from your perspective, you will be fully regenerated. You can reduce this time by having a powerful soul, but only to a minimum of six months.

To facilitate your ability to return to the normal world, there will be an area in your throne world that either contains a portal to a specific location or which is the other side of some kind of physical threshold, like a torii gate or a giant hole in the ground. Where this leads may be chosen at the beginning of each of your Jumps, and you may put it into/onto some kind of transportation like Savathun does with the portal she put in her capital ship.

The ascendant plane is a separate dimension to your Warehouse. As such, you will bring along this dimension into future Jumps. However, all of the other nonsense in the ascendant plane (like Toland's little island) does not come with you. Only the empty eldritch void and your throne world within it. This means that dimension-hoppers and other such persons may be able to access your private world by means other than your entrance gate.

As for this throne world itself, you can shape it to look like anything you would like it to. You have a full 24 hours from your perspective to make it look like whatever you would like it to, and it is at least the size of a large island. You may make it up to the size of a continent if you would like to make it larger. It does not take materials or manpower to create

things during this building period. Your willpower in this realm will form the structures and environment automatically. After this 24-hour period is over, your throne world can only be modified by normal means, or during the first 24 hours of your next Jump.

During this building time, you may also set rules for the metaphysics that exist inside your realm. These may not conflict heavily with the metaphysics of the Jump you're currently in, and cannot be used to automatically kill anyone unless there is some restriction. Examples of rules that have been made in Destiny include "Swords are the best weapons and my sword is the best sword, no exceptions" and "If an intruder spends too much time in my throne room without my permission, my soul kills them instantly". Time-based restrictions have to be in an amount of time that is reasonable for a normal person, so no setting a kill wave to go off after 0.5 seconds just because you know The Flash could escape it. These rules can only affect the throne world, and can't generate things that can leave the throne world. Finally, paracausal or reality-warping effects like The Light and The Darkness allow their users to ignore or resist your rules.

Transmat Firing!

This scenario can only be taken if Gambit exists.

The Drifter is a lonely, snarky rogue Risen, given strange technology by the Nine that creates false(?) Taken that he uses as the main attraction for an incredibly dangerous game he presents to the guardians of the Last City. He calls this game "Gambit". If you win two thirds of all Gambit matches in every season or league (however Drifter runs his games) including Gambit Prime when that releases, you qualify for a reward.

Your first reward is any 50 or 100 CP item that isn't Strange Coins. Your second reward is a copy of Drifter's strange micro-planet, for you to challenge your friends and enemies to challenges and doomed deathmatches within. It's stored in an annex to your Warehouse by default, but you can have it dropped into Jumps as you wish. You can't remove the pseudo-Taken from this location, but if you have your own Taken from another source, you can use the ping pong ball sized Motes Of

Dark you get from the banks here to summon them. See notes if you want specifics on the Motes. You will also be supplied with strange NPC 'bots' to fight when you would like to participate instead of just farming Motes alone, with their skill levels varying from "literally never held a gun" to "Super Saiyan Master Chief". If you have enough people, you can turn the bots off and just host matches with your friends.

Fight Forever, Guardian!

This scenario can only be taken if the Crucible is up and running, and you have three other people willing to participate. They do not need to be companions or otherwise fiat-backed.

Ah, Lord Shaxx. Ruler of the Crucible, the officially sanctioned guardian vs guardian gladiatorial arena and overall swell guy. He has a challenge for you. Participate in his Crucible, following all of the rules (no perma-killing or going out of the arena spaces), and keep winning. Unlike Drifter, Shaxx expects insane results from someone as insane as you. As such, you must maintain a kills/deaths ratio of 10 or higher (5 or higher if this is your first Jump or you have the Power Loss drawback) and win 75% of all of the pro-ranked matches in each Crucible season. You usually need a team to participate in Crucible, so make sure you have some friends with you.

As your reward, Jumpchan will supply you with not only that god-rolled meta-chasing gun you want, but also self-contained copies of every single Crucible map in history. They will be stored in separate pocket dimensions inside your Warehouse. You will be supplied with strange NPC 'bots' to fight when you would like to participate, with their skill levels varying from "literally never held a gun" to "Super Saiyan Master Chief". If you have enough people, you can turn the bots off and just host matches with your friends. Your second reward is any 50 or 100 CP item that isn't Strange Coins.

If you succeed in both "Transmat Firing" and "Fight Forever, Guardian" then you also gain access to the maps and any unique modes from the Trials Of The Nine, Trials Of Osiris, Iron Banner, and any other PvP modes in Destiny that I might be forgetting. For the Trials and similar

modes, the 'bots' have ghost-like orbs that they'll resurrect from like guardians would. You will also end up with two 100 CP items, since you get one from each scenario. As a final bonus, you may also choose to receive a single weapon from the Weaponry section that costs 200 CP or less. This probably took you a long time.

Cayde's Forgotten Caches

Cayde-6, the hunter Vanguard of the Last City, loves hiding his stuff in incredibly dangerous and difficult to find spots. In each of them, he has hidden a scanner that has been recording everything that goes on in a surprising number of locations throughout the solar system. Specifically, any and all locations that are classified as strikes (and somehow the raids too) have a hidden, extra chest with one of these scanners inside.

If you collect 75% of these scanners, Jumpchan will upgrade them to be complete simulations of the whole adventure you (presumably) went through to get them, in an annex of your Warehouse. You can enter these simulations later to replay or redo any of the strikes or raids you've completed. All of these experiences replay the enemies and support you encountered and received when you went through them originally, but you can increase the difficulty in line with the bots from the PvP rewards.

If you collect all of the scanners, then all of the aforementioned reruns will drop random loot from any of your Jumps in line with Destiny's drop rates. Expect tons of really lame gear engrams. This will never give you unique items, though it will give you semi-uniques with the same drop rates as exotics in the 300 CP level of "A Million Deaths Are Not Enough For Doctor Yueh".

Drawbacks

Crossover Event [+0]

The Destiny community tends to leak into other spaces pretty frequently. I know it primarily for poking Warframe and Warhammer 40k, but I'm certain you can think of others. This option lets you import Destiny's version of the solar system into an unoccupied spot in a universe

you think is appropriate. If the universe you want to go to has its own Jump (as my two examples do) then this option allows you to take this Jump as a Supplement (keeping CP pools separate) if you would like to do that. Destiny's metaphysics do come with you. I cannot properly account for every world you might want to combine here, so please fanwank how these universes merge responsibly. PLEASE see the notes.

STARHONSE [+0]

By default, the Dares Of Eternity event does not happen in this version of Destiny, to keep Jumpers from abusing the nonsense of Starhorse. This toggle re-enables the Dares Of Eternity, but with stipulations. Firstly, it is Fiat impossible to understand, steal, or copy anything that Starhorse can do. If you try, Starhorse will call Jumpchan and have her throw a brick at you. Secondly, it is not possible for you to acquire anything from any other Bungie property unless Starhorse gifts it to you as part of its challenges or as a reward for doing a good job.

You *can* go through Starhorse's portals (or use your own powers) to go to the Halo universe (not Marathon) if you've been there before, but no matter how you do it, Starhorse will retaliate by opening a huge portal above the sun that is slightly less than 1 AU in radius and parallel with the plane of Earth's orbit around the sun. This portal will permanently connect the Halo universe to the Destiny one, and will output anyone who goes through it to a random semi-important location in Halo. Anyone returning will end up coming back through the one large portal on Destiny's side. Please note that if one of the Halo rings fires, the death wave *will* go through the portal and kill everything in Destiny. Also, there are a lot of very worthy dead spartans in Halo, so you might end up with some hilariously OP guardians this way.

A Live Service Game [+0]

Destiny is still being written, at the time of writing. It's possible that it'll be out for more than the decade that Jumpchain lasts. This toggle allows you to stay in Destiny until the end of the Light & Dark saga, if you would otherwise have to leave early.

Anti-Inflation Measures [+100]

All currencies, from Glimmer and Legendary Shards to Silver, drop 50% of the amounts they should, and people will pay you 50% less as well. This includes the items you bought in this document's Items section.

No Rich People Allowed [+100]

Somehow, it is impossible for you to collect more than 250,000 units of Glimmer. Legendary Shards and all other currencies or collectable non-specific items are capped at 5,000 units as well. This doesn't get rid of any excess currency you had before the Jump, and doesn't affect any paper money or coinage from other Jumps since no-one here accepts them.

Destiny Fans Hate The Game [+100]

They say that the people who hate Destiny the most are the people who preorder every DLC. Luckily for you, you don't necessarily *hate* being here, but it will be annoying. Maybe Zavala randomly disappears for a week and is impossible to find. Maybe nobody knows what the hell Thorn is for a month. Maybe the next ten engrams you turn in to Master Rahool all turn into junk for no reason. In general, you will be beset by minor and unexplainable annoyances about once a week.

Slow FTL [+100]

No matter what you do, whenever you move between planets, the trip will always take at least five minutes. It doesn't matter if you're going from Luna to Earth or Mercury to Jupiter.

Whether we wanted it or not... [+100/+200]

"...we've stepped into a war with the Cabal on Mars. So let's get to taking out their command, one by one. Valus Ta'aurc. From what I can gather he commands the Siege Dancers from an Imperial Land Tank outside of Rubicon. He's well protected, but with the right team, we can

punch through those defenses, take this beast out, and break their grip on Freehold.”

Every time you go somewhere to achieve an objective, someone will call or otherwise contact you to make a boring speech describing the general situation you’re involving yourself in. This speech will always end right as you arrive at your destination with an accompanying out-of-place orchestral sting. This drawback becomes worth 200 CP if you have also taken Slow FTL, as it will now curse you to be stuck in transit until either your five minutes are up or the speech ends. Whichever one is slower.

Grow Fat From Strength [+200]

You are placed under a strange version of the Sword Logic. Every time you defeat someone, you gain 2 grams of weight in fat. That means you’ll gain 1 US pound after 227 victories, or 1 kg after 500 victories. This counts every entity (robotic or organic) that you defeat, in combat or otherwise. This weight gain bypasses any perks or items you would have that prevent it, and you have to burn it off via exercise and diet. At most, you can burn it off twice as fast as an average human can.

Two Exotics Per Person [+200]

You are now subject to the games’ limit of only being able to equip one exotic weapon and one piece of exotic armor at a given time.

A Million Deaths Are Not Enough For Doctor Yueh [+200/+300]

Normally, exotic weapons and armor would be distributed by their lore manufacturers, in the (possibly dead) hands of their most recent owner, or just in an appropriately thematic location. Now, they’re all missing. Each and every exotic item now has a very small chance to pop out of the corpse of anyone hostile to you that you or your allies kill when they die. You can then send this engram to Master Rahool, who will decrypt it into an exotic for you. There is no duplicate protection. At the 200 CP level, the drop chance is 0.5% for ‘normal’ enemies and 2.5% for

slain named characters like Crota. At the 300 CP level, the drop chance is 0.2% for 'normal' enemies and 1% for slain named characters.

Eververse [+200 CP For Items Only]

Normally, Eververse either doesn't exist or is irrelevant in the actual lore of Destiny (fanwank responsibly) because it exists to sell weapon skins, emotes, and exotic weapons through the battle pass. Now, it does. You gain a 200 CP stipend for the Items section of this document, but must hand Jumpchan (who has shapeshifted to look like Tess Everis, the Eververse vendor) each Choice Point you spent on items (after the discounts) manually, one at a time, while saying "thank you for this engaging player retention system" over and over again. Also, every time you do any kind of physical dance or make a funny gesture, a vague and confusing text prompt will appear in small letters to your left that tries and fails to explain the action you're performing, making it really awkward.

No Hoarding [+200/+400]

For +200 CP, any normal in-universe storage space you have access to (like the Tower's vaults) is always roughly 20% smaller than you need it to be to store all of your stuff. For +400 CP, the limit is 40% smaller than you need it to be, and this applies to your Warehouse as well. Even if your Warehouse dimension is clearly not full, you will be unable to store anything more.

Strange Ammunition [+300]

All of your weapons (even your melee weapons, somehow) now require strange ammo boxes to function. Simply walking near one of these boxes gives you non-physical 'ammo' for your weapons. Reloading or otherwise fiddling with your equipment charges them with this ammo, and any attacks (even ones that hit nothing) cost some of this ammo each time. The part that makes this a drawback is that you are cursed to only be able to hold four 'reloads' for each of your weapons regardless of your inventory space, and you will almost never end a combat encounter with

more ammo than you started due to how inconsistently and infrequently it drops from your enemies. Not to worry, the Tower has boxes full of this stuff for you to grab before each of your missions.

Guardians Are Stupid [+300]

You may only take this if you would actually be working with guardians and other Risen during this Jump.

Guardians are stupid. Have you seen Destiny players? Did you know that it's canon that they throw themselves off of the Tower while backflipping because it's fun, even though they die at the bottom? Or that they try to stand on bouncy balls and teabag and dance while fighting? Yeah. Normally, you could easily just fanwank that those silly things aren't actually real, but now they are, and they're worse: Guardians will now actively choose to be less helpful in literally all situations because they all have the minds and attitudes of gamers. If you're trying to take out a high-value target, your sniper will dome your friend in the back of the head to see their corpse flip over, even though it blows your cover. If you're trying to escape an area, your rescue ship might do loop-de-loops to show off while waiting for you, increasing the chances that they crash or get shot. Do try to control your interlocutors.

Neomuna's Space Racism [+300]

The people of Neomuna, hidden on Neptune as they are, once pointed their scanners at Earth to see what was happening. They saw a planet covered in Light-empowered warlords, subjugating the population and keeping everyone in a state roughly equal to the Old West era of living conditions, if not worse. The Neomuni never looked at Earth again, and in fact decided to erase all records of themselves from Earth's warmind network to prevent the warlords from finding them.

Now, they've actually made some kind of decision instead of sitting on their behinds for hundreds of years. Around two months before the Lightfall DLC would occur, they will appear in the skies of Neptune in a fleet of wacky silver ships with an army of volunteers, ready to reclaim Earth from those evil warlords once and for all. They will not figure out

that the warlord era ended ages ago until at least two weeks after they open fire on the Tower. They do have their weird silver SIVA and two Cloudstriders, but their army is mostly civilians trained in deep-dive VR, and they're not particularly creative with their SIVA usage.

Cannot Equip Arms [+400]

It is impossible for you to carry more than three weapons at any given time, no matter what. If you want to pick up a weapon (because it looks cool or what-have-you) you must either discard one of your current weapons or turn the new weapon into an engram (you can do this by touch while this drawback is in effect) to be decrypted later. (See notes.)

Power Loss Drawback [+400]

The standard power loss drawback. You now only have access to the powers and abilities you purchased in this document.

Nanomachines, Son. [+400/+600]

The House of Devils' splicers are now much more clever and patient with their SIVA plans. Taniks will wait for revenge, Aksis will keep his people underground until he ascends to machine god status, and they will prepare a much more coordinated surprise assault on Saladin's Iron Temple. They will be much more difficult to destroy, and much smarter about what they do. At the 600 CP level, they have also recovered some ancient human texts about nanomachines and have taken inspiration. SIVA will now be strangely resistant to impact and shear forces, and will much more aggressively ~consume~enhance~replicate~ like the red goo Saladin is afraid it could be.

Sunsetting [+600]

Bungie is not known for making great decisions. One of their more infamous moments was (and continues to be) the fact that they remove entire DLCs and dozens of items from the game for very long periods of time, if not indefinitely. This now applies to you, in real time. Anything or any place that Bungie has sunset will suddenly either disappear entirely

or be frozen and locked behind a wall of impenetrable non-bypassable force to prevent you from accessing it. When the thing that was taken away was/is returned to Destiny in real life, it returns for you as well. If there's anything you owned or managed to grab that is still gone by the end of your time here, it will reappear in your Warehouse when you leave. No-one else will notice this weirdness or believe you if you explain it.

Excommunicate Traitoris [+600/+400]

Not too long ago, the guardians of the Last City attacked Crota and his Hive brood in a mass wave assault on Luna. They had no coordination or general plan, and paid dearly for their overconfidence. When you arrive, they will take the lessons they learned and apply them to you. You will be considered the primary threat to the Last City and humanity in general. The Vanguard will begin to send fireteams after you. When/if those don't work, they'll send raid parties. If that doesn't work, they'll start organizing all of their forces to come after you. If you're a good and moral person, you might be able to very slowly convince some of the guardians that you're not so bad by showing them your actions and words, but no matter what you will be hunted for at least two years. This is only worth 400 CP if you also took Motherf**kin' Shenanigans.

Motherf**kin' Shenanigans [+800]

I personally hate time travel. Good thing paracausal entities are immune to being killed in the past or erased from time, right? I mean, except when the Vex cheat in the Vault Of Glass, where they control literally all of reality. Yup. Sure is nice.

Any perks, powers, items, or abilities you have that would protect you from the effects of time shenanigans have been disabled until the end of this Jump, including all paracausal effects. If you could time travel before, you can still do so, but you should be extremely careful to not bootstrap yourself or other people, since guardians are no longer weird impossible entities outside of time but instead lame normal wizards. Additionally, the Vex have been made aware of this weakness, and will

begin changing things throughout the solar system in the past, present, and future after your 7th day here (from your perspective).

The Doomed Timeline [+1000]

At the beginning of this Jump, you are sent to the most recent timeline that the Exo Stranger is from instead of the canon timeline. If you don't fix the myriad problems, the guardians will fall to despair and the forces of the Last City will fall apart. Eris Morn will steal the Traveler and set up a fortress on Luna with plans to destroy everything. Half of everyone will be killed or corrupted by Stasis. The other half will lose all hope and believe that they are all alone in a universe of pure darkness. You can't just punch your way through this. It is heavily implied and occasionally stated by the Stranger that the reason this universe failed was because of a lack of trust, caution, and friendship, not a lack of power. If you use some kind of time, space, universe, or canon-hopping power to just outright leave this timeline, the new timeline you end up in will mutate and fail even harder.

Notes

Paracausality

The core phlebotinum that powers all of the wacky nonsense in this world is the idea of items, people, and abilities that are “paracausal”. By my definition, this means that these things can have effects with no cause, and have crazy interactions with time. Breaking this down, it means that a person who is paracausal, like a Risen guardian, can do things like summon fire or channel electricity without having to have a source for either of those things. They simply will those things into being with their power. That fire which has no cause will also always burn whatever it can burn. That sounds confusing because I’m talking about time s**t. Imagine that a guardian punched your favorite mug into shards with their Light-infused fist. You then went back in time and moved the mug so they wouldn’t see it when they arrived. When the mug would have broken originally, a phantom punch will shatter it in exactly the same way, despite the punch not having a cause anymore. Similarly, entities or objects which are inherently paracausal do not exist normally within the flow of time. Normal people exist as a beam traveling from a given start point to the present, and someone who has bent into the past can see the past versions of people doing things, and interact with them. This ‘bends the beams’ as it were, and changes the future. Paracausal people, by contrast, are points on the timeline, and only exist in the present. A time traveler wouldn’t see a Risen in the future, and in the past they would see a hollow projection of the Risen made by the non-paracausal light that bounced off of their body when they were there. Since this is paired with the Risen’s actions continuing to happen with no cause, it would appear like they exist in the past as normal. The difference is that this past reflection does not contain any physicality or soul, and will always do what the Risen did in the original timeline. It can’t see anyone new who shows up when they weren’t supposed to, and won’t react to anything blocking its path either. As you can imagine, this breaks a lot of things that relate to time travel, and causes a massive headache for everyone involved.

This conception of paracausality is also my view of the situation (helped by my time-savvy friend) and may not be in line with future lore developments or the headcanons of the best lore buffs in the Destiny community. If you know of a theory for how paracausality works that fits the lore better and answers more of the questions, you are free to use that, but this is the interpretation I have based everything in this document around.

Alright, on to the actual notes!

Answers For Riis

- Any drawbacks that disable your access to meta-knowledge or which remove prior knowledge from you will also disable this perk, barring some strange exception I can't predict.

Vex Hydra

- In gameplay, Hydra shields are literally impossible to destroy. In lore, the situation is similar. I headcanon that a Hydra probably can't use those shields to negate anything heavier than a tactical nuclear explosive. If you have a different interpretation, feel free to use it, but "literally invincible" is a bit silly.
- By "a good sample" I mean that you have to somehow have inside of you Light or Darkness energy in order to properly simulate it. The difficulty in doing this is why the Vex haven't won yet.

The Gardener's Love

- Yes, this does let you bypass your inability to use The Light if you chose Non-Risen as your Origin.
- If you learn the Sunsinger ult (Radiance) you can power it with this perk. That means that you can self-resurrect, which is the primary exception to the "you cannot resurrect" clause. HOWEVER. Because this (and other resurrections) would be incredibly OP if I just let you do them constantly, any Gardener's Love-powered resurrections are limited to once-per-person-per-Jump.
 - If you could somehow engineer something similar to a ghost that functioned as a machine that resurrects people using The

Light, that would also work. I must caution however, that you should really *really* be very specific about how you do that to avoid cheese. Ghosts are completely incomprehensible to literally everyone in the entire setting of Destiny, including themselves, after all. Please fanwank responsibly.

- This power does scale with you, but it scales on the same method that normal Light powers work: Significant training and meditation of some kind.

You Must Take To Survive

- Yes, the power boost from this does stack with successive casts. The stacking power will only reset when the timer runs out, so you can get to crazy power levels if the battle you're in is large enough.

Strange Coins

- Xür's prices are usually in multiples of 7. A normal item you buy from him can be anywhere from 14 to 28 strange coins in value. The unique items he sells in the 200 CP upgrade will be at minimum 42 strange coins in cost, with no specific upper limit.

Deep Stone Crypt

- Using this item on yourself will not count as death, and you will not chain-fail. It also doesn't count as death for anyone else.
- On resets: An exo can be reset, which locks away their memories of everything up until that point. They can still receive strange dreams about their past, but they'll never regain all of their memories unless they find some tech or help that will let them 'hack' their systems to unlock the memories.
- There is a large container of alkahest (the Darkness-infused Vex fluid that stabilizes exo brains) inside of the machinery, but it cannot be used for anything other than creating exos, and none of it can be removed from the Warehouse extension that the machinery is located within.

- Any modifications you make to this item will remain in place and be repaired if the machinery is somehow damaged.
- As with any other Warehouse extension, you may drop this into your current Jump like it's a building. I'm not sure why you'd do that, but you can.
- There is no Clarity Control 'statue' inside this item. That artifact is both incredibly dangerous and incredibly ill-defined, so I do not feel safe giving it to anyone.
- This item will accept any base materials you give it when it produces the bodies you ask for. If you don't give it anything, it'll make the bodies out of whatever standard materials exos are normally made of.
- If you give this item a scan or sample of an alien that has some kind of inherent superpowers (like Kryptonians or Diamondhead's race from Ben 10) then the machinery will attempt to replicate those powers to the best of its abilities, but it is highly unlikely that it will be able to bring them to full power. Kryptonians would retain their eye lasers and solar-powered skin, for example, but those lasers wouldn't be nearly as deadly and the solar energy input won't be nearly as efficient. If you have technology that can replicate the feats of these species, you can modify this item to install those features to bring that species' exos up to par.

Companions In General

- The Traveler and The Veil don't count as people. We know the Traveler is alive, but it is both never going to leave this universe and has no known concrete personality or voice. The Veil looks a lot like the Traveler in that it is also a large vaguely round floating object that can kill you, but we have no evidence that it's alive.
- Anyone you want to bring along must agree to come along of their own free will, without being coerced, manipulated, tricked, mind controlled, or anything else that isn't explicit informed consent.

Bulk Import

- Most Jumps limit your maximum companions to eight in accordance with Quicksilver's rules, but I know lots of people ignore that anyway, so there is technically no limit to this.

Scenarios

- Transmat Firing!
 - The Motes Of Dark are much more powerful in the lore. Drifter has been seen summoning a Taken Elikzni Captain with a single Mote. I would recommend scaling from this point: A single Mote lets you summon something about 8 feet tall or smaller, so two should probably be 1.5x the size (going by the scaling of 'blockers' in Gambit gameplay) and three would be 1.5x again. So if you collected 5 Motes you could summon something 60.75 feet tall ($8 \text{ feet} * 1.5^5$). 8 feet is 2.4 meters, and 60 feet is 18.5 meters.
 - I would say that this summoning very likely has a range limit, otherwise Drifter would just summon Taken like they're Pokemon all the time. I would suggest that you assume that the Taken you summon has to be no more than 1 AU away from you to start with, and you both have to be on the same plane of existence. If the canon of Destiny contradicts this in a way that is beneficial, you can use the canon instead.
- I don't mention what happens when you die in these modes. Before you've completed the scenarios, you're subject to normal Jumpchain rules. Don't perma-die. If you're fighting in the annexes that you receive as rewards, permanently dying will just pop you back into your Warehouse instead of using one of your 1-Ups.

STARHONSE

- I apologize for being so strict, but Starhorse and its event represents the largest 4th wall break in Destiny that I am aware of, and it needs to be addressed.

Crossover Event

1. The various kinds of Logic, the Light, and the Dark all carry over to the new universe.
2. The Vex instantly lose their connection to all other Vex outside of the solar system, and can't time travel backwards to grab more Vex because that would make Jumpchan angry.
3. No Rich People Allowed only applies to currencies you would buy things with (40k's thrones, Warframe's credits and platinum) not crafting ingredients.
4. Two Exotics Per Person now applies to anything semi-unique or actually unique, not just things from Destiny that are labeled Exotic.
5. Taking this Jump's Power Loss Drawback lets you keep your Destiny powers but not the powers you gain from the other universe's Jumpdoc. Vice versa for the other universe's version of the drawbacks. If you take both, you keep both sets of powers.
6. Sunsetting now applies to anything the creators of the second universe removed as well. The Warframe community events will mysteriously have all of their evidence scrubbed, and 40k's absolute nonsense will just keep messing with you in a comparatively tame way because I don't want to kill you. More akin to Destiny Fans Hate The Game.
7. You can't do the STARHONSE Halo portal nonsense if you're already in the Halo universe.

Slow FTL

- This is a hard minimum, not a maximum. If a trip would take longer than five minutes, it still does.

A Million Deaths Are Not Enough For Doctor Yueh

- The 300 CP level is only slightly lower than the actual drop rates in Destiny 2.
- Yes, you can still buy exotics from Xür. He pulls his supply from Starhorse's Warehouse, which has no such randomness.

No Hoarding

- You can't take the more expensive version of this drawback if you don't have a Warehouse or if your Warehouse is already really really

small, like the backpack drawback from the Universal Drawbacks Supplement.

Strange Ammunition

- No, you cannot use infinite ammo perks or abilities to bypass this.

Neomuna's Space Racism

- This attack does leave the Veil very vulnerable, but keep in mind that only the Neomuni, Savathun, and the Witness know the Veil even exists before Lightfall starts.
- The Neomuni are also very vulnerable to hacking, as evidenced when the Vex just showed up in their VR land, so if they use proxy bodies to fight they probably haven't set very difficult passwords.

Cannot Equip Arms

- You cannot turn anything else into an engram, only weapons, and you can only turn weapons into engrams if they're not being used and are small/light enough for you to be able to wield them.

Nanomachines, Son.

- At neither level will SIVA intentionally burrow miles underground or feed on the mantle of the Earth or something, and the splicers won't think of doing that either. It'll prioritize organic matter and things on the surface, as well as things that are closest to the splicers' hideout and its replication complex. This is meant to be a dangerous enhancement of the scary nanomachines, not a doom scenario where you have to hopelessly try to stem the flow of the red tentacles. Fanwank responsibly.

Credit to 'starduster' on Discord for making the original The Light and The Darkness Destiny Jumps. The Light is where I found the original versions of the The Gardener's Love (there called Jumper's Light) perk and the Avert The Disaster scenario (there called The Great Disaster). I also took less direct inspiration from The Darkness document in the form of several of the Vex perks and chassis options.