Destiny: The Light



In the near future, so close it could be our own, an object is seen by astronomers. It moved from planet to planet, leaving behind drastic environmental change on each one. Until finally, it sat above mars. The countries of Russia, China and America sent cosmonauts on the Ares One mission, to try and make first contact with the very first extraterrestrial entity within range.

These were the first humans to witness the terraforming of Mars. On this day, the story of Humanity, the Earth and the very essence light and dark would change immutably forever.

As the Traveler revealed its secrets to Earth, Humans immediately began reaping the fruit of progress. Mankind's life-span tripled. People would live until they were 300 years old. The planets

that were previously deadly and inhospitable were terraformed. And so, universities populated Venus. Mars became a center of commerce and invention. Mercury became a garden world, humid and tropical. Colony ships were sent across the solar system. Never before had there been such expansion or progress. Mankind had launched themselves into the universe. And we call this the Golden Age.

Engrams and programmable matter called Glimmer were invented. The Warminds, incomprehensibly intelligent A.I., were forged to protect mankind. Exos and Warframes were made to serve in proxy wars between factions. This was a time of peace. This was a time of glorious revolution.

Though even this time had to end.

Like the night, the Darkness swept into the Sol system with wrath and power. Crippling the defenses of Humanity. Whether it was the culmination of a millennia, centuries or generations, the Golden Age was broken apart like a sheet of glass. The Warminds did what they could, but they were only able to save so many people. All the colonies fell to the darkness, and as mankind was pushed back to Earth. From there, the tale gets muddled. Some claim that The Traveler, sensing its ancient enemy approaching, tried to leave earth. Whether this was to fight the darkness or flee is unknown. Others say that the Traveler made a valiant last stand. Whatever happened, it left the Traveler, the great benefactor, crippling it. Unable to leave in its condition, it defended itself by creating a zone of light around it. Forcing the Darkness away. Humanity remained, but everything they had had was lost. Their Golden age of advancement and peace turned to ashes almost as suddenly as it began.

The echoes of the struggle between Light and Darkness can still be observed through this universe. Burnt out husks of planets spin around dead stars. Shattered civilizations rot under the grip of cruel forces. Elder gods strengthen their grips around both the mortal plane and other, darker realms. Military regime's overthrow hopeful leaders, and the squabble for survival keeps many from reclaiming their past glory. And though the Darkness was pushed back, those that served it were not. Creatures from beyond Sol's light had arrived in the Darknesses' wake, and claimed the lost human colonies.

The hive arrived in their Sarcophagi ships to wage their eternal war against all life. Their Gods, Oryx, Savathun and Xivu Arath, the embodiment of survival of the fittest. They obeyed the sword logic and became slaves to their worms gods. Now they hunger for destruction, lest the worms turn upon their hosts.

The Fallen, Eliksni, came as the scavengers and pirates they are, to pick at the decaying glory that remained. For they too have stories of the Traveler. They once were much like the world of Earth, with a Golden age and advancements in technology and metaphysics. They were noble nomads and scholars. Now the Kells squabble amongst themselves for power, territory and baubles.

The Cabal were warlike. Their government waged a never-ending war of conquest. Then a Leader emerged, Calus. He threw down the old way, treating conquered races as equals to Cabal. From warmongers, the Cabal became a decedent empire. Their empire was glorious and beautiful and none could compare. Even though their Emperor had become a glutton, indulgent in all things, brought about the first improvements that the Empire had seen in a long time. However, all emperors must fall, and Calus was no exception. A coup was rallied against him by his most trusted

advisors, and they have placed him in exile. Rumor has it he's consorted with something dark in his time away from home.
Perhaps most enigmatic are the Vex. Seemingly ancient, these machines defy both time and space in their complex maneuvering of reality. According to the Hive, their entry into this universe is an accident caused by Oryx's foul experiments. Yet, the ruins on Venus seemingly out date humanity, and yet the Vex have a mysterious relation with them, using the large geometric ruins across the solar system, as if they belonged to them from the beginning. Perhaps what's most mysterious is their relation to the glowing sacs of organic material within them. They seem driven to seek out and complete their directives, but to what end?

Earth isn't abandoned, however.

Human still live on Earth. Stubbornly, they persevere in this terrifying world of imminent Fallen raids, Cabal siege, Hive infestations and Vex insurgencies. This is their home. They are the oldest of the local races. Brave warriors and explorers, they have been conditioned to survive adversity. The fall of the Golden Age has served as a brutal reminder that when things become dark, the smallest of lights can spark a burning hope. Tend to have middle of the road temperament.
The Exo have existed since the Golden Age. They were invented to serve in combat. That much is known. However, in the present day, not much is known at all. They excel at combat, and require no food or water or even air. They are machines after all. They do wield the light just as well as any other Guardian. They are perhaps the most tragic, as they have absolutely no memory of their lives during the Golden Age. Their personalities can vary, anywhere from whimsical to cynical.
And perhaps most foreign, yet most familiar, are the Awoken. They straddle the boundary between light and dark. Born in the Reef of the Void. Few know even an inkling about their origins. All that is known for sure is that the Exodus fleet fleeing the darkness is now floating lifelessly as the Reef. Whether they were the product of some freakish corruption by the Darkness, are the example of the Traveler's mercy or just a result of paracausal fluke. All we know is that they excel at unraveling the mysteries of Metaphysics, using void, solar and arc energies to harry their foes. They are reclusive and protective.

So, with all these threats bearing their teeth at Earth, Humanity, the Traveler and you, what will you do about it? Will you bide your time? Defend the world you once knew? Try and dig through the ruins, trying to reclaim what once was had? Or, will you burn a path through the Darkness and reclaim this world for The Light?

Origins:

Drop in-(Free): You're a traveler yourself, are you not? You've certainly come a long way and perhaps even a long time from somewhere else. The world has lost its fire. Nothing but rust and ash remains of what once was "your" world. But, much like the Traveler, you carry a light within you that nothing can strip away. Maybe you're just what the world needs...

Risen-(200): The Traveler's light has reached you at last. A ghost has found you and revived you from your previously decaying state. Your history is lost to time. The price of your resurrection is that your mind is muddled. But who needs to know the past? Now join the living once more, and reclaim what is rightfully yours!

Survivor-(Free): You didn't choose to be born into this world. I mean, maybe you did. But no one else did. The world is a smoking husk of what it used to be. Small, poorly defended settlements spring up across the planet, yet each is under constant threat of destruction. Life isn't easy. Even those that live behind the wall of The Last City are not totally safe. Unlike Guardians, when you die, you stay dead.

Reefborn-(100)-(Awoken Exclusive): Unlike those Awoken who returned to Earth, many have decided that the ruined Exodus ships are where they belong. Apart from The Last City, this is the only place that humans are safe to be *with permission*. You have lived your entire life in the ruins of what once was the largest fleet to ever leave Earth en masse.
Lead by their queen, Mara Sov. Mara Sov is a cool and calculating leader who rules with her companions, the Techeuns. Be careful not to cross them

Races:

Human-(Free): Picture this. Covered in soft flesh, two arms and legs. One head. You've, hopefully, seen them before.

Exo-(Free): Made to look as human as possible, your origin is lost to time. At least your body's origin. Some think you were made to serve in proxy wars. Though, none can deny you are made for combat. Formed from Golden Age Tech, your manufacturing origin is lost to time. In one respect, you are unlike your peers. Unlike other Exo's, you remember everything about yourself. Just, don't worry if you have strange dreams. That's somewhat normal for your kind. (Must take Dark Stone Crypt Drawback).

Awoken-(Free): The border between Light and Dark is where you were born, and where you continue to reside. Your soul lies at the threshold of twilight. A creature of light reborn with darkness. Your race's existence is as much a mystery to the ancients as it is to those who live with you now. Piercing blue or silver eyes. Skin ranging from blue, pale purples to grey. Hair color can be as varied as the rainbow's hues.
(Must take Out here, This *IS* how we say hello Drawback)

Redeemed-(200): Well, you are certainly not from around here. You come from a world that has either long forgotten, or never even encountered The Light in all its glory. Pick one race from the Darkness Jump. You are now considered a traitor by your race, and find an affinity for the light of the universe. How you change depends upon your race.

Hive: You lose your worm. You become like the Krill of old. Physically weak and feeble. However, to make up for this, you have an affinity for paracausal magics. Much cleaner than your unfortunate brethren. **Warlock perks are discounted for you**.

Fallen: You become skilled scholars and great merchants. You find an affinity for working with tech, and remembering long lost tales of the glories that used to be. You seek to unite the Eliksni as they once were, peaceful, wise and powerful. Justice ruled your kind once, and you seek it to do so again. **Hunter perks are discounted for you**.

Cabal: You become joyful and splendorous. You are a party animal. However, when push comes to shove, you are fully capable of defending the joy you have found. Your treasure is celebration, and your heart is filled with steel against the evils that would see people suffer. **Titan perks are discounted for you**.

Vex: You are golden and crystalline. You are an engine of logic; though, not the cruel logic of the darkness, but the compassionate logic of peace and philosophy. Clear crystal adorns your body, golden metal sleekly emphasises your frame with an almost divine appearance. **Cannot wield the light. Look at the notes for details**.

Class:

(Not mandatory, but provides discounts for certain skill sets)

Guardian Classes--(200)- Requires Risen Origin.

(Risen only).

Hunter: The Ranger's of the Guardian ranks. They take risks by going into the feral unknown and breaking it under their heel. A special blend of daring and devil's luck mix to make these warriors into sharpshooting masters of survival and stealth.

Warlock: Masters of the paracausal arts, they are essentially the wise people of the Guardians. They were the first to wield the light of the Traveler and are balanced between a state of godhood and madness. They experiment with the magic of this universe through increasingly unhinged methods, such as Thanatonautes; the study of death through dying and being revived. Be careful you are not pulled too close to the darkness, traveler.

Titan: You're legacy is forged by strength and sacrifice. Those that came before you gave everything for The Last City and those that live inside it. They wield their weapons and their bodies, channeling the Traveler's light to smite the Dark and all who dwell inside it. Be strong, and bear the weight of other's hopes and dreams with grace.

Survivor Classes-

(Pick one path to follow. Survivors only).

Cryptarch- You have become especially fascinated with Golden Age technology. The fractured history of earth holds many mysteries, and you've set out to pry them from their hiding places. With a basic understanding of archeotech, you drive ever forward to figure out how to reclaim that lost knowledge of the ancients.

Scout- You've survived the only way you could. You were quick on your feet and even quicker to pull the trigger. Unlike the Guardians of the city, you've had to manage without the gifts of the Traveler. This has made you only stronger. Who needs magic when you've got a long range assault rifle?

Shipwright- The life of a Shipwright is never dull. While cryptarchs look for the lost wonders of the ancient world, you look to the stars and how to reach them. You remove the broken scrap and carve out space faring craft. You have an inherent knack for figuring out what kind of tech fits where, and how to make something most efficient when it's put under extreme stress.

General Perks

Glimmer Production-(Free for All)- Light has certain properties found in this reality that cannot be found in others. Light in this reality has been harnessed and channelled in new ways that defy our modern understanding, but mesh the scientific and the metaphysical. One form that light takes is a small glowing cube, called glimmer. Upon felling enemies, you will find these small cubes of light. Tangible to touch and easy to store. These cubes are coveted around this universe for their unique properties of being undefined matter. Taking the Glimmer and forming it into something would require an advanced understanding of what it is, as well as what would be required to make the technology required to reformat it as matter. However, once one understands the concepts behind these slippery forms of unreal matter, one could convert into very real, very unique objects that could be useful to you. Material and objects that can be produced are potentially limitless as long as you possess the knowledge to make it. In addition, the rarer or more complex something is, the more glimmer required to construct or replicate it.
Whenever you defeat an enemy, you will find an amount of glimmer produced in an amount according to the strength of the opponent. They are an inherently light based phenomena and you must have some form of light within you to gather it from others.

Origin Perks.

(Choose one 100 CP Perk for free and one for 50%. All other Perks are 50% off for respective Origins).

Drop-In Perks

Drawn to The Loadstone Rock-(100: Free or Discount Drop-In)- You have an innate feeling of where the action is, and where the loot can be found. You will find yourself instinctively drawn to the action. If you wish, you may actively turn of this instinct. Though there is no way of knowing what you will find when you arrive at your "destination", you will not be terribly disappointed with your spoils, though the danger may exceed your ability.

A Traveller Born-(100: Free or Discount Drop-In)- Whether by foot or by flight, you have a knack for getting from point A to point B. You are somehow able to get to places twice as fast as before. Regardless of mode of transportation.

Seeker of the Light-(200: Discount Drop-In)-You have hope in these dreadful times. You are more determined to fulfill your obligations and the wisdom to help others complete theirs. You become a very capable of convincing others of your world-view.

Seeking and Finding-(200: Discount Drop-In)- You have an easier time finding things to do for people. Jobs seem to pop up just when you're in the neighborhood, as well as people's willingness to pay for your help. On top of the vast network of favors that you could accumulate over time, this also increases the material wealth that you will gain from a bounty, quest or mission.

I don't have time to explain why I don't have time to explain-(400: Discount Drop-In)-
You keep people on their toes. If you talk long and fast enough, people won't bother to get a word in edgewise. Not only does this help make it seem like you win arguments by default, but people are more apt to just accept whatever you have to say, even if they have no reason to trust you. Now, if you say something crazy like the world is flat, they will probably doubt what you have to say.

A Legacy All Your Own-(400: Discount Drop-In)- When historic moments come to call, you are one of the first to come to the forefront. Your bravery and initiative is unmatched. For, the greater the risk, all the more glorious the reward. It doesn't matter that your forces are surrounded, outgunned and outnumbered. If there is one thing you can pull off, its being able to inspire others to feats of legend through your own perseverance and willingness to respond first in those dire situations.

A Speaker's Call-(600: Discount Drop-In)- Regardless of their pasts, you welcome all to rally towards the light. As long as there is light within them, even the smallest ray, it's possible that they can be

convinced to join you. Those that previously thought themselves irredeemable will now reconsider, but you must convince them. And those lost, without purpose will most definitely come under your sway, as your words of encouragement and wisdom inspire the deepest kind of loyalty. That of friends; of a teacher to their student. Luckily, you are good at that. Your charisma receives a boost. You also have a knack with inspiring loyalty and friendship in others. This is regardless of your position in relationship with them. Your Frenemies consider you more friend than enemy.

Jumper's Light-(800: Discount Drop-In)- Somehow, a spark has ignited within you. You carry a Light similar to the Traveler's, but unique. This is different from the Light which the Risen wield, which comes to them via the Traveler through their Ghost. This Light is yours alone.
The beginnings of paracausal light magics is yours. And may grow with time. You can imbue pure, magical light into yourself, your weapons and attacks.
Unnatural darkness seems to be repelled from you. Hostile dark energies and foul magics are easily resisted and you can even glow in the dark as if a small sun.
As the light within you is able to affect the laws of causality, in effect altering them; this boon will prevent even the most advanced of foes from predicting your actions with mystical or technological techniques. Unto others, you can grant the power of the light (to a much lesser extent as yourself) as their patron. The number you can grant the Light to is dependent upon the strength of your light.

Risen Perks

The Light-(free and mandatory for Risen. 100 for all others.)- Granted to you through your Ghost by the Traveler itself, something beautiful and bright stirs within you. It is the aspiration of harmony and the desire for life. The call for something greater than yourself that manifests so boldly out from your soul. The Light is a force beyond the mere causal boundary.
It is paracausal, meaning that it itself is the substance of the laws that found reality. This gives you access to the Light, but make no mistake, if you wish to do anything impressive, power and training are a must. This mandates that you have a connection to the Traveler, and have a Ghost as a companion, for the Traveler is the source of your Light, and the Ghost is what brings the Light to you.

Rise-(Free, Exclusive & Mandatory)- And be received into the Light. If you are to fall in combat, you have an opportunity to come back via your ghost. Should you struggle with all of your will, you will not succumb to death's grasp. You can only recover in places where the taint of darkness is not found. If you did come back from the brink, you will be almost completely drained of ability. That is, until you can recover. This is a timely and obvious process that requires a lot of light and noise be made. This is not a true resurrection. Should you fall, this would be a simple resuscitation from the brink. However, should your Ghost be destroyed, this ability is lost forever. So too, will your connection to the Traveler.

Fate of the Fateless--(100)- You are outside of what most people would call "Fate". Your actions cannot be predicted. The light obscures the future from those that seek you harm. You cannot be erased. You cannot be unmade through violent paradox or acausal actions. Not a single thing in the Multiverse, not even a Fate themself, can cut your string. You decide what YOUR Destiny holds.

Chosen-(100)- There's a reason that a ghost found you. You had something in you. The spark of light's defiance that charged you with upholding the tenets of The Light. No matter how dark it becomes, how the shadow might gnaw at your soul, it will never prevail. You have become slightly more resistant to supernatural abilities concerned with darkness, in the capacity that they affect your soul. Your light cannot be stripped. You may fall, you may be surrounded by a darkening world, but even still, your light? It will remain.

Carved on Destiny's' Door-(200: Discount Risen)- That's where your name is. You find yourself inextricably pulled into the fray. The constant struggles of the universe seem to draw you in. Something about you is just appealing to those that pull the strings on either side. You truly are a pawn of prophecy, and in time may become like a queen. That does depend, after all, on how you play your cards.

A Compass Towards Hope-(200: Discount Risen)- If you're left with nothing but the ashes of all you've lost, those you called friends are scattered to the wind and your aspirations are tossed to the ground, you get the vague hint in your mind of where to go to start and pick up the pieces. Whether it come from inspiration or actual wisdom, you know what the first few steps are to rebuilding.

Clever and Lonely: A Bad Combination-(400: Discount Risen)- The universe can get a little depressing. It does not help that you see through the cheery illusion of propaganda. You see reality for what it really is. A place where people fight for what they believe in, where all they want is to survive and live happily. You also recognize that few people are fortunate to have this opportunity. Your insight has gifted you with resounding wit and charisma. You get the inner workings of most light oriented beings. A strong sense of empathy and the ability to reliably lead those with a similar view as yourself into the maw of The Darkness itself.

A Guiding Hand-(400: Discount Risen)- Sometimes, all it takes is a good teacher. That's where you come in. You excel at passing down knowledge and technique to your pupils. Should you take advantage of your ability, students may flock to you and take your word as gospel. Now, this does not mean that what you teach must be true. This does ensure that your teachings will come across as you intend them and last an incredibly long time. Your reputation will skyrocket if you only market yourself well.

One with The Light-(600: Discount Risen)- When light gets involved, things can change drastically. You become capable of investing your inner light into physical objects to grant them metaphysical properties that come with the light, as well as properties that are specific to you. This actually means you can infuse your essence into any object you so choose. The more of your Light that you invest into an object, the more paracausal it becomes. An example of one of these artifacts is a shield that protects one from fate itself.

Judgment Unyielding-(800: Discount Risen)- You are one brutal person. Should an evil stand in your way, you have no compunction about shoving it back into whatever pit it came from. When you face someone who is not fettered by morality, who doesn't care how many lives they've taken and how many more must be taken... you are a powerhouse of justice. All the stops are taken out, and for a brief moment, you can wield all your abilities to their fullest extent in perfect cohesion. Depending on who you fight, should they be no stronger than a dreg, you'll spread their ashes to the heliopause and back. If it were a champion of the darkness, the galaxy will tremble from the blows exchanged. You become totally focused on becoming Light's Judgement. This effectively doubles the strength of all of your abilities when pitted against the worst of the worst. This can be used once a day without hurting yourself due to exertion. Pushing yourself any

Survivor Perks

Many Hats-(100)- You may take an additional Survivor class. Can be purchased up to three times.

Encoding-(100. Free Cryptarch)- You understand the basics of Golden Age computational sciences. Data encryption is your bread and butter. Whether it be the basics of AI theory or data retrieval, there are many uses for these skills in this digital world, where so many secrets are waiting to be unearthed with the tap of a few buttons.

Roughin' it-(100. Free Scout)- The comforts of a more civilized life are not lost on you. But you are used to a more uncomfortable existence. Whether it's hiking through a long series of mountain trails, camping without toilet paper or just not having a tampon, you have a strong inclination towards ignoring the more gritty and disgusting aspects of survival as if they didn't even bother you.

Soar-(100. Free Shipwright)- Flight just comes naturally to you. Whether it's in the air or the void of outer space. Piloting through an asteroid field is as easy to you as walking through a forest. You have the basic knowledge required to pilot most flying machines that are made by humans, regardless of era or culture.

No Coming Back-(200: Discount Survivor)- The Risen may have the Traveller's light, but for you? There is no way to come back (here anyway,) if you are killed. The weight of death is intimately close to you, and it is not something you take lightly. Even if you are millennia of years old, you will never succumb to seeing mortals as mayflies. You know the worth of a single life, and are able to tell the kind of impact some may have on others.

Once Upon a Time.... -(200: Discount Survivor)- Unlike some people, you seem to be able to tell stories well. Whether campfire tales or long cultural histories, you can recount stories with astounding accuracy and verbosity. When a story is told by you, it may be an understatement to say that you tell it well. Stories told by you seem to endure for a surprisingly long time in people's memory, often having hidden dimension and meaning for those that know them.

Stand Still and Stay Quiet-(200: Discount Survivor)- For those that cannot face the threats of this dangerous world head on, they must learn to adapt or die. Luckily for you, you know how to remain obscure from those that seek your harm. Especially when you are trying to remain unnoticed while moving. Threats will, more often than not, pass right over you without a second glance. Light forbid they find you, though...

We're No Strangers to Sacrifice-(400: Discount Survivor)- It's not only Guardian's that have sacrificed themselves for the Traveller. There was a time when the Light was there for everyone. Now it may be time to pay back that debt. Even when you have nothing left to give, you seem to push yourself the extra mile and give all you've got for the benefit of others. Your courage will not falter in the face of aliens, demons or elder gods. Should corruption writhe within you, you will keep on fighting until that last drop of blood falls from your veins.

History is a question of Armor-(400: Discount Survivor)- What will it take to kill us? Look around, you're bound to see the legacy of Humanity's golden age. The Cosmodrome, or the wreckage of the Reef. Wherever you go, you've learned to appreciate the handicraft of those who came before, and how they lived long enough to pass their legacy onto you. You've learned a thing or two, and now you excel at the designing and creation of armor and even improving the designs of older models. Some may call you a master of your art.

New Day, New Gun-(400; Discount Survivor)- Tools are set, pieces in place; let's get to work! You, my friend, are a valuable artisan. A master Gunsmith! Crafting and improving guns is not only your hobby, it is your gift. Few can claim to be better at making guns. You know just what kind of materials to use, how to design a working gun and even improve the ones you make over time. From bullets to barrels, you can examine them with an expert's eye, fix, clean and maintain an assortment of weaponry, from ancient, pre-Golden age blunderbusses to the most futuristic of firearms..

I Happen to be an Expert on the Subject -(500: Discount Survivor)- Not all survivors are civilians or amateurs. Some take the time and effort to cultivate skills and abilities that prove useful in the ongoing struggle to reclaim their heritage and fight back the alien darkness with their own means. Less flashy, but just as useful. You become a leader in your field, able to bring new ideas and ingenuity into the fold unlike a majority of others. With time, you may be able to create wonders that match or exceed the wonders of the Golden Age technologies or methods.

Cryptarch- Naturally, there are those curious about what was lost so long ago during the Collapse. Mysteries that have sat waiting for the right person to come along and unravel the enigma. This is actually just what cryptarch aim to do. You excavate ruins, retrieve artifacts and digital info. Read ancient texts and records. You know, stuff that basically melts the brain of most Hunters. Unlike most other Cryptarchs, however, your mind is able to make the connections. Where others would see useless information and mindless dialogue between long dead figures, the very image of history opens up before you like a roadmap. You easily plot accurate connections between things that most people would never connect. In addition to this, you can turn matter into and out of Engrams, crystallized matter that is formulated into a raw energy data lattice. Essentially storing the matter's data in a glowing dodecahedron. This requires certain tools, but there not hard to find or make with your knowledge.

Scout- Unlike your Risen allies, you cannot take an axion bolt to the face and simply "Walk it off." Thankfully, that was how most combat was before the Traveller arrived and the Risen appeared. You

have been trained in how to fight with the grace, power and efficiency that humanity has had to maintain for almost its entire history. In fact, It could be said that, magical warriors aside, you might be the greatest soldier the earth has seen in a long time. Your a damn fine shot with a rifle and pistol. This is a bit of an understatement. Your skill with firearms surpasses the mortal mind's understanding of guns. One would believe that you have gone above and beyond the mere intention of guns and ascended to a higher plane of weapon form. Your eyesight has achieved the peak of human possibility. You can survive in about any conditions as long as you have some form of air, water and food; and with this you are guaranteed to find it if you are anywhere that is not the void between worlds. Shelter is almost as easy to find as the sky for you. Even if that shelter is an exposed outcropping of rock on a sheer cliff face. I'm sure you'll manage.

Ship Master- Were it not for the fact that you are quite mundane in origin, some people might call you superhuman with your tools. You make masterpieces of spacefaring tech. The ships you craft are tailored for a purpose, and are surprisingly tough for their shape. Exemplifying beauty, grace and efficiency. Ships you slap together from scratch are impressive. But when you have the right tools and materials, your work could make any tech-head break out in a cold sweat in your awe. You also become quite savvy at piloting space ships. With a little time, you could improve your skills further, improving your ships with foreign technology in ways that others would not imagine.

Reef Born Perks

Void Borne-(100: Free Reef Born)- Being raised in the Reef, you've had a lot of time to get used to the low-gravity environment. Moving in a Zero-G environment, and maneuvering around other objects in said environment is as easy as walking, and you will find that void combat is no more complicated to you either.

Crow, Corsair. It Matters Not.-(200: Exclusive Reef Born)- All serve the queen in their own way. Choose one of those specializations.

You are a Crow: you are a trained and savvy with scouting, stealth maneuvering and handgun combat. You find that fewer people take notice of you when you're in places you really shouldn't be. Maybe they just don't notice. Monitoring and finding data is remarkably easy for you.

You are a Corsair: Your piloting skills are top notch. As an experienced space combatant, you move fast, strike hard and know where it hurts. In addition to this, your skills as a strategist are improved to where you could effectively lead a squadron as befitting one of the best Corsairs the Queen has.

Starlight was My Mother...-(200: Discount Reef Born)- Something about you is alien. Distant from the world, caught up in the spokes of the celestial wheel. You were once different, and now are Awoken. Something reached out and touched you. You reflect the bright, celestial and distant nature of the stars. People will take not of your different nature, either as a omen or a character trait of note. Regardless of what, you catch people's attention.

And My Father was The Dark-(200: Discount Reef Born)- There is a fierceness in your heart. A savage drive that makes you able to keep you and yours safe, no matter the cost. This grants you the cunning to be a wise and pragmatic decision maker, choosing what paths will be most advantageous for your desired goal is much easier now that you're able to get your priorities straight.

We Are a Beautiful Creation-(400: Discount Reef Born)- Indeed you are! Your body and face are beautiful to behold. Other-worldly, one could say. So beautiful you make the harshest of critics err, for even you seem to be near flawless. The shape of your body attracts admiring stares, and people cannot help but find themselves from getting lost in your eyes. Your beauty carries well with you, and however you look at it, you'll certainly gain some interest for it. Just be wary. Beautiful things need to be kept safe. Lest those that are jealous seek their destruction.

Creation is Built on Secrets-(400: Discount Reef Born)- Keeping them is kind of critical. Luckily, your good at that. Finding information, whether through the grapevine, some investigation or just good old fashioned spying is also your forte. You can keep track of threads much easier than others,

and know just how to keep people wrapped around your finger, in your debt; with as few difficulties as possible.

I am the Boundary. I am the Seam-(600: Discount Reef Born)- Between two philosophies. Light and Darkness. Life and Death... No longer shall your powers contradict each other, as you lay at the border of all things, able to access your abilities without worry of conflicting energies or opposing viewpoints muddling your actions. You reconcile all things into yourself, for you are the fulcrum upon which all your abilities balance, and they are balanced well.

Member of the Techuen Coven-(800: Discount Reef Born)- The insights of this universe are not lost on you. Your thought has transcended the limitations of both light and dark. Now you see reality for what it truly is. At will, you may look upon any spot in the universe. The farther away, the more concentration required. If you are aided in this endeavor by others, the effort is lessened. In addition to this, you can cast powerful illusions and communicate via telepathy. You may discover more abilities with time and patience.
One final ability comes with this. A single Harbinger. With extreme effort, you can call it into your current reality and will it to *roughly* do your bidding. The Harbinger appears to be a strong gravity well, proving to be extremely destructive in space. Yet, gravity is indiscriminate, and so when in the presence of other ships, one must be very careful not to pull them into the inescapable pull of these ancient weapons.

Class Perks

Guardians

Risen who were chosen by the Traveller to wield it's light. They are warriors able to shape and wield The Light as a weapon. Years before the Guardians and the rise of the Last City, When the first Risen awoke after an unknowable amount of time, they were surrounded by the death and destruction of the fall. Corpses of long forgotten comrades strewn about like the shattered ruins of countless worlds. Their resuscitation had not brought them back fully from the brink, and many found themselves incapable of remembering their lives fully before the fall. The tidbits that some remembered were horrifying recollections that many tried to push as far away from themselves as possible.

In the ruins of what once was humanities' golden age, the Risen saw only destruction. Taking advantage of this opportunity, many Risen used their newfound immortality as a way of conquering the few survivors. They violently seized onto power, claiming the title Warlord, they began accumulating territory and Golden Age relics.

Many of the mundane people who had suffered under this tyranny were conscripted into armies, and brutal wars were waged between warlords for supremacy. The cost in life was so great that eventually some Risen with integrity decided that this oppression was too much. They should be the defenders of weak, protecting those unable to protect themselves in a world fallen to darkness. And so, a war for liberation began. The Warlords who fought for dominance, and the Iron Lords who fought for freedom.

More and more Risen joined the Iron lords, some finding their way right after awakening, others gave up their thrones as warlords forming a powerful army of undying warriors that numbered in the hundreds. Eventually, the final Warlord fell.

Despite the end of the Warlords, the Iron Lords were not finished in their work, and began a search, led by the Warlock Timur, into investigating the Golden Age technology SIVA and the Warmind Rasputin. The search was long, and it drove Timur mad, but the iron lords eventually found Rasputin. And with Rasputin, SIVA. The ranks of the Iron Lords were numbering in the hundreds. They all converged on Rasputin's bunker, to reclaim some of the glory of the Golden Age. They hoped they would be able to use SIVA to build colony ships and cities. Instead. Rasputin delivered a simple three word command to SIVA.

"Consume. Enhance. Replicate ."

After that day, Only two Iron Lords remained. Lord Saladin and Lady Efrideet were able to escape, sealing off what became known as the plaguelands.

With the Iron Lords wiped out, Risen were left with little else to do but wander. Many found their way through the wilderness to meet underneath the imposing figure of the Traveller. Quickly, many survivors and RIsen made their way to this ever expanding camp. All began to listen to the Speaker, who claimed to know the will of the Traveller. This is where the Guardians began in earnest. They helped build the walls of the Last City. Building the walls, the towers and the city itself for those that came under the Traveller for shelter.

The Guardians faced many struggles. The War of Six Fronts; where the Fallen house of Devils laid siege to all six sides of the city, and their Kell, Solkis, was obliterated by Saint-14. The expulsion of Osiris and his followers to Mercury, the Great Disaster on the moon where hundreds if not thousands of Guardians found their final rest at the hands of the Hive god-king Crota... Hopefully you'll have something to contribute to The City. Light knows they could use it.

Each Subclass can be purchased for 200 cp. Not buying does not mean you do not gain access to these subclasses. If you do buy, you are proficient with each's special abilities and super abilities.

Guardian: Hunter

Subclasses:

Gunslinger: A solar subclass that focuses on controlling the enemies' movements, and then anihallating them with shots of concentrated solar fire. Wielding powerful solar energy, the Gunslinger uses incendiary 'grenades' which produce an extravagant amount of golden light, while pulsating and burning foes. While this would be impressive, this is not where the Focus gets its name. The Gunslinger can empower their sidearm with superb amounts of Solar energy, starting with enough charge to fire three shots of burning light. Depending on the skill of the wielder, the shots may cause targets to explode with burning light, pierce through multiple targets. Enemies felled with this skill causes immediate and total disintegration. Needless to say, this skill requires extreme accuracy with a firearm, granted with the purchase of this skill.

Bladedancer: An arc based subclass. This ability is a strange one... It grants the wielder the ability to use ferocious arc light in their knife strikes, making a deadly knife into an deadly electrified knife. With proper force, the arc energy can also be pulsed in a deadly radius, striking enemies with shocking force. The arc 'grenades' of this class can stick to foes, split apart and produce large quantities of electricity. Not only does this ability allow for deadly sneak attacks, it also enables short range teleportation and invisibility.

Nightstalker: This subclass pulls light from the void between worlds. Void light is perhaps the most enigmatic of all aspects of The Light. This ability allows the wielder to create a bow and several arrows out of Void. Those struck by the arrows become tethered to other forms of void. Those struck become slowed and silenced by void magic. The 'grenade' creates a torrent of void light that tears apart enemies.

Arcstrider: Another arc subclass. This one grants the user the ability to summon a bo staff made of arc energy. Much like the bolts of arc you wield, you can jump and dodge like the flashes of lightning you produce. Unlike the other subclasses, this class requires that you have a calm and centered mind, able to focus on the power you wield. Luckily for you, if you purchase this, you have no difficulty becoming the calm at the center of the storm.

Hunter Perks:

(Choose one 100 CP Perk for free and one for 50%)

My Knives are Eager for Another Dance-(100: Free or Discounted)- Dexterity is a must if you are a hunter. Travelling through the uncharted wilds is treacherous for even the most skilled of Guardians. With this, you'll be able to handle yourself in any situation where you're in close quarters. Specifically, you have an almost preternatural skill with knives. Stabbing, slashing and cutting the enemy. Hell, I bet you could do some pretty neat tricks with these skills. Knife throwing, slicing vulnerable spots.

Roughing It-(100: Free or Discounted)- You're in it for the long haul. With this, you can go traveling for extended periods of time and not become homesick or weary. This increases your stamina for traveling. Never have to worry about rough riding again. Only the weak chafe. You can travel all day, resting soundly, and then doing it all over again. This allows you to sleep practically anywhere, finding a safe place in the wilderness or enemy territory is a sitch, and that clifface will make a good lean to.

Stalk Thy Prey...-(200: Discounted Hunter)- You can hunt persons or creatures with relative ease. With this, it doesn't matter if the trails gone so cold, it's practically frozen. All that matters is that you have a way of getting to them. The rest comes naturally. This improves your overall tracking ability. Whether it be people, creatures or objects. And this is over any distance. This does not ensure you will find them or be able to get to them, only that it is really easy to find clues leading you to them.

Trailblazer-(200: Discounted Hunter)- It does not matter where you're going, why you're going or what you're going on. You very easily discover ruins and old tech that has been lost for centuries, able to come across that ruined ship just as the sands shift in the right direction. You just seem to have a natural knack for finding things if they are hidden, old and interesting. You might not have a single clue as to what they are, but you might find someone who does.

What You Live For-(400: Discounted Hunter)- One thing that drives you forward, to push beyond the charted map and force your name upon the world. That can be the only explanation for the insane stuff you pull off. Only a crazy person would take the risks that you would. Jumping head first into the Hellmouth? How about a Vex teleportation system? What about using that cursed pistol that ends up killing all its wielders in the end? Going three for three. You've got the courage and the luck to somehow scrape out of those tricky situations you get yourself into, whether you know it or not. You have what it takes to be a Guardian. But now, you have what it takes to be a Hunter. No, you could have been called one before, but now you've got that special 'adventurous flare' (Read: INSANITY) that helps you get into and out of situations.

Like a Deck of Cards-(400: Discounted Hunter)- It's weird how people try and remember things. You seem to have a particularly resilient memory. Whether through the strength of your light or mnemonic habits, you don't forget a single thing. This comes in handy, especially when trying to remember where you leave your stuff. Luckily, Secret caches that you make will remain untouched if they are suitably hidden. Not time, nor poor fortune will have anyone discover them, even by accident. Whether the stuff hidden will remain in top shape really depends on what your keeping. Hopefully it's something that ages well, like fruitcake.

Crackshot-(600: Discounted Hunter)- You ever hear of Odysseus? How he shot an arrow through the handle of twelve axes at once? I'm afraid that you put him to shame. You honestly are unmatched when it comes to firing a weapon. You could hit a penny sized target from any distance as long as it is in range and you can see it. Depending on what you are working with, you could end up wiping out a group of enemies with a single shot from twelve miles off with a hand cannon. You are not only a master of long shots, but also analyzing what you can shoot for different effects. Want to only maim? Try aiming for a joint. How about shoot off those backpack straps and watch the bag tumble in a way just as predicted?

Forsaken-(800: Discounted Hunter)- How much hope does a dead man have? None. What makes a man dead? When he crosses you. If anyone wrongs you, hurts the ones you love, or violates a sacred trust, a combination of *Insane* luck, determination and quiet berserk rage transforms you into a deadly weapon meant for man-hunting. This can combine for ridiculous effect

When you're pissed, few things can stand between you and your target. Events will conspire to make you one of the single most intimidating creatures to your quarry. Your reputation might very well precede you. Possibly even legends.

Guardian: Warlock

Subclasses:

Sunsinger: A Solar subclass that focuses on empowering all the users supernatural abilities with solar light. In addition to being able to use their 'grenades' to create wells of burning solar energy, they can create auras that defend those around them from hostile attacks, heal the Sunsingers' allies and wield solar fire in powerful incinerating attacks. Stories tell that some sunsingers gain such mastery over their healing abilities at the expense of their offensive powers, that they become capable of bringing back the recently dead.

Stormcaller: This Arc discipline is made for those who wish to harness the storm. As the phrase for Warlocks who enjoy this power states, "*Harmony within. Hurricane without*". You launch arc energy from your hands in a powerful cascade of energy that spells death for your foes. Being able to fly is a nice upside as well. Your 'grenades' are typical arc fare, electrical pulses with binding, splitting and chaining arc across enemies.

Voidwalker: For those who no longer to be bound by space and time. This subclass focuses on wielding Void energy to essentially create and launch a small, short lived black hole that devours all in its path. The 'grenades' being smaller versions of this that can seek enemies in their flight path. This discipline grants a teleportation ability with a short range.Those who wield the skillset of the Voidwalker can also drain their opponents of life energy with the use of burning void light.

Dawnblade: This Solar discipline allows Warlocks to weave solar flame into their weaponry, launching ferocious attacks from their melee weapons, as well as creating burning solar wings from their back, enabling flight. 'Grenades' are enemy seeking, sticky orbs of pulsating sunlight. Burning enemies is nice, but the speed that this grants the wielder makes skewering enemies a powerful tactic.

Warlock Perks:

(Choose one 100 CP Perk for free and one for 50%)

Ingenuity-(100: Free or Discounted)- You often find new uses for old skills, even if they have been long forgotten, the fundamentals of certain things are always in your mind, so you will often figure out problems that masters may overthink. You can often figure problems out and apply your knowledge and skills in new and fantastic ways.

Scholar of the Traveller-(100: Free or Discounted)- At least you have a general understanding of what exactly that big ball in the sky is. *Kinda*. You do understand, however, what the fundamentals of the Light are and how to wield it. You also grasp just exactly what your light is capable of, and how you can expand and experiment with its power. Testing new limits and philosophies in an effort to strengthen you Light.

Student of the Cryptarchs-(200: Discounted Warlock)- Alien artifacts and body parts excite you. Their cultures, technology and lore all fascinate you to no end. Not only are you a walking grimoire of ancient lore concerning the Darkness, the Light and all the players involved, you soak up esoteric lore like a dehydrated sponge. It all seems to accumulate in your mind in a way that not only allows you to understand them, but also to drive a deeper enlightenment about their true nature in relation to both Dark and Light. You also understand lost and forgotten knowledge. You have a good idea of what ancient pieces of machinery were meant for by running some basic tests, which you can do relatively quickly. You do need some form of prior information to actually understand what you are doing, but this speeds up the process of comprehension on how your tests infer certain truths that would elude others.

Member of the Interdimensional Research Team!-(400: Discounted Warlock)- Oh boy! Isn't this exciting? You have a real fundamental understanding of reality and the forces at work. But not only our reality, oh no. You grasp the idea that there are multiple facets of our reality, time, space, paracausal and acausal forces. You know that delving into a timeless Vex network might send you ten years into the future, or into an alternate timeline. You know that there are more mysteries at work that need to be figured out, and that with these mysteries, certain dangers present themselves. Luckily, you have the skills and knowledge to discern what conditions are at work in you current reality with nothing but a cursory observation. Is time in flux? Is there a strong metaphysical presence? Well, now you know. You can also expand your understanding of the forces that work within reality with more time & research. Now go and run some diagnostics, egghead.

Member of the Hidden-(400)- You have a skill set attributed to a group called the Hidden, a specialized group used to spy and assassinate on priority targets of the Vanguard council. Deep infiltration is your forte. Stealth and information gathering are things that you excel at. With time, you could probably establish a spy network of your own. That is how capable you are.

A Cult of Personality-(600)- With knowledge and wisdom comes great charming. You have the wit and wisdom to guide those around you, leaving a lasting imprint on them as not only a prestigious scholar, but great leader as well. Hundreds will flock to you, seeking your guidance and knowledge. This tends to attract the skilled and the powerful. With this charisma of yours, they will listen seriously with whatever you have to say. That doesn't mean they won't disagree with you on matters, however. Just that it will break their hearts to do so.

Thanatonautics-(800)- The forbidden art that many Warlocks fear to use. Thanatonautics, or death-walking, is the practice of dying and allowing your disembodied spirit to retrieve forgotten lore from the depths of whatever realm it goes to when you die. However, death is kind of tricky with you. If you don't have a Ghost, it will send you home instead of dying. So, in that case, we'll tweak this. At will you can enter into a trance. For all intents and purposes your body will be dead. No soul shall stir, no heartbeat, nothing. Keep in mind, your body is exposed without a Soul, and should it be destroyed so that your spirit cannot return and reignite your light, you will die.
While in this trance, you may freely control your spirit and travel through not only time, not only space, but even local realities. It may be done at the speed of thought, and the barrier between all is nothing before you. Be careful, however, as you are a spirit, and those capable of seeing and interacting with spirits can indeed interact with you.
For a final little gift, those that wish to access their own forgotten or lost memories may indeed collect snippets of their memories through repeated trances, and eventually fully restore their memories. Be careful. This was forbidden for a reason. If your spirit is separated from your body for too long or damaged, the strain may prove too much, weakening you permanently upon your return.

Guardian: Titan

Subclasses:

Defender: A Void subclass, which, as expected from the name, is focused on protection. The 'grenades' of this ability explode in violent pulses of void light, suppressing the abilities of your foes for a short time. And hampering their movements. The main ability of this discipline is the creation of a protective shield made of void light. It is unmovable, but truly indestructible. No harm can pass its skin. Though the shield is temporary, it does restore the health and power of all within its bounds.

Striker: This arc subclass has one goal and one goal only. To smash in the opponent's head with punches made of lightning. Indeed, the titan who masters this discipline can summon arc forces into a given body part and use the force of arc energy to destroy those threats that refuse to back down. The arc light channeled can be forced into the ground and released in a powerful pulse, evaporating one's foes into their basic atoms. With training, this pulse can be directed along any solid form of medium and carry the same devastating charge. The 'grenades' of this subclass are disorienting flashbangs that stun foes with electricity in bright and piercing displays.

Sunbreaker: "*Forge the fury of undying suns*". I mean honestly, that's just beautiful. Like the way you craft a hammer out of solar light and smite any and all who stand in opposition of you. Burning their bodies into ash and then the ash into nothingness. The fun part is that you can throw it with the same force that you strike with, causing explosions of solar energy. With enough power, a Guardian could use the impact of these burning hammers to create sunspots, producing temporary fields of solar light that burn foes. The Guardian can also propel themselves forward with their solar fire and trail fire behind them in a scorching attack. The 'grenades' of this discipline melt their surroundings and set everything on fire, so be careful.

Sentinel: Another void subclass that has defensive capabilities, but instead of being purely defensive, also allows for a more hands on approach of dealing with enemies. From void light, you can form a arm-based shield impenetrable to most attacks, whether physical or energy based. Like a discus, it can be thrown in an effort to stun and disorient enemies, and with enough force, actually cut into them with the raw void light it is composed of. If you wish, the shield can be pushed to spread out and become larger, however doing this makes it weaker. Your 'grenades' are also defensive, as they can create wave-like walls of void that block all attacks for a short time.

Titan Perks

(Choose one 100 CP Perk for free and one for 50%)

CQC-(100)- Most Guardians are one man armies. You're not an exception as you know how to take care of yourself in a fight. With this, you could easily take on fifty skilled combatants at once with nothing other than your body. Your martial arts skills are enhanced along with a modest strength increase.

Making the Defensive-(100)- Hard won fights have taught you the importance of position and strategy. Specifically, the value of a well defended and defendable spot. You are able to take most any place and at the very least make it easier to defend, or see how to defend it best with your keen strategic insight.

Strive for Honor, Stand for Hope-(200)- You inspire those who witness you. When you act upright, people only hope to follow your lead. When you fight fiercely, you inspire a fire in their hearts. With your wisdom and leadership, there are few people who would be unaffected by your words and actions, both a testament to the world you wish to make, and guide others into.

Silence is golden-(400)- And that's all that will be left when you've won. Your skill in battle is intense. Not only are you capable with guns like a veteran soldier, but you can incorporate them into your melee combat with impressive effect. Regardless of your movement, your aim doesn't seem to waiver and your savage violence will not abate. How savage? How about beating a giant, time traveling robot with your bare fists. Consider yourself a master of warfare.

You are Safe in Your Skullfort-(400)-You become extremely tough. taking shotgun blasts to the chest are merely setbacks. Your base strength also increases so you could easily lift four tons with no effort and ten tons with extreme force being used.You could be crushed by a tank and crawl out with a few bruises. You're not invulnerable though, so don't get cocky.

Ghosts find Guardians. The Crucible Forges Them. -(600)-. You are the personification of growth. Your experience gains are truly astronomical. A few practice matches in the crucible, and easily master a new weapon. Within weeks, you can become the top fighter in a martial art or magical form. But you must practice consistently.Regardless of how one may experience diminishing returns from repetitive practice, you are bound to maintain proportional gains to the amount of effort, not time, that you put into training.

Protecting All Who are Sheltered In Your Shadow-(800)- You are a great protector. The one who charges in to seal the gap. Those that seek your friends harm will deal with you first. An entire army may approach a vastly outnumbered force, but none of the enemy will fail to recognize you as the main threat. The enemy will focus on you as their main priority. If you are protecting an area, object or person, you are able to dig your feet in the ground for ages. Truly millennial lengths of time where you could spend every minute fighting. And though your body may tire and ache, your spirit will never dim.

This ability, of course is togglable, but when active, this power will embolden you so you stand your ground no matter the odds and make you too stubborn to surrender to defeat. This ability can only be used defensively. This can only be done if you are by yourself in combat. You cannot share this ability with others and others cannot share it with anyone.

Items

Grimoire-(Free or 100)- Wait, there's more to this story? Yup, you betcha'. You get a rather hefty tome that carries stories of this universe, some written by people, others narrated by... something. You don't know who. This book takes snippets of useful information from around the galaxy. If you ever want to add notes, there will always be enough room to make well detailed and properly organized notes in the margins, and blank spaces will appear for your convenience. Pay a little extra, and this will somehow carry information about any universe you visit. Though not extensive, you can always expand it. Can be used for a Diary.

Map of the Spheres-(200: Free Drop In)- Either a reliable, paper-like map of the solar system, and all the constituent parts of each planet's geography; or a holomap made available from a small device. Updates with major changes to the alignment and nature of the spheres' existence. Convenient for marking locations of interest and mission locations.

SIVA-(400)- A cylindrical container filled with a brittle, uneven block of metallic substance. These nanobots are totally outside of the influence of Rasputin, and do not seem to have any directives implanted in them. Be very careful. Humanity came close to making this into a tool of great power, but never got the chance. Maybe you can complete what Dr. Clovis Bray started all those years ago. This comes with the full research notes of a certain Doctor Zarin Shirazi.

Colony Ship-(600)- You seem to have stumbled upon one of the older colony ships that were used right before the Collapse. This one never seemed to make it out of the cosmodrome. This ship is capable of deep space travel, ensuring that passengers are properly cared for while the ship warps to its destination. And it seems to be carrying a very destructive payload... One is left to wonder what they were planning on doing with this.

A Jumpship-(200; discount Guardian)- A basic Arcadia class jumpship. Minimal combat capabilities though it exceeds at speedy entries and exits. Small and fast ship, capable of Jump travel. Requires proper coordinates for interstellar travel.

Special Ship-(100; Requires "A Jumpship" May be purchased multiple times.)- For those that have something in mind, the design may be altered, and the function ever so slightly altered. Find a design you like: https://www.destinypedia.com/Jumpship. You will get that ship in pristine condition with a working NLS drive.

Weapons-(100-500: Discount Guardians)- Weapons come in all shapes and sizes. We've got guns, swords, shields, all your combat needs. Depending on the rarity of the item, the payment will scale (100 for common up to 500 for exotic, legendary or masterwork). Gun ammo is relatively easy to find, produced upon the felling of an enemy. The weapon is the basic, unupgraded version.

Armor-(100-500: Discount Guardians)- A whole set of armor! Comes in a custom decal of your choice. Similar to weapons, cost scales with quality. It is a basic, unupgraded version of the armor set.

Ornamentation-(100)- With this, you can alter any given weapons, armor or vehicle an appearance that affects the aesthetic only. However, certain requisites must be met first, such as using it to survive a trial or fight a particular enemy, perhaps using it to save the day or to protect the innocent. You gain the right to change any weapon, armor piece or vehicle into or out of an appearance at will.

Sparrow-(100: Free Guardian)- A hovering vehicle that moves at incredible speeds with great control. A basic design being an S-10 model. Can be summoned and dismissed by your Ghost
.

Special Sparrow-(100)- Choose one Sparrow from this list:
https://www.destinypedia.com/Sparrow. .

Cache-(600: Discount Guardian)- A small attachment to your warehouse. When in the warehouse, you can access and retrieve whatever you'd like. Fill it up with goods, weapons ammo and loot. When traveling abroad, you can use it as subspace storage room for any collected items you can't just carry around with you. Great for storing extra ammo.

Nice Poncho-(100: Free Survivor)- A pretty good quality poncho. Resistant to wear and tear. Weather proof and stylish. Damage done to it will regenerate, and if lost will reappear in warehouse.

Reliable Rifle-(200: Discount Survivor)- I wonder how old this thing is. Nevertheless, it shoots very well for something pre-Golden age. It is a bolt action rifle, which means it takes a few seconds to cock, but this weapon seems to do remarkable damage to non-human foes, tearing into them as if it holds a grudge towards the inhuman invaders. There is a name scratched into the butt; "Nuke It from Orbit".

A Farm-(400: Discount Survivor)- Your choice of a large and sturdy cottage or a ornate yet empty abandoned church. Both have working electricity and can be placed in any vicinity where there is a heavily wooded area. Can carry it with you from Jump to Jump.

Cryptarch Tools-(400 Discount Cryptarch)- The technology required to both encrypt and decrypt matter from its engram state. In addition, you gain a Personal Computer capable of hooking up to old Golden Age digital systems, though, what you are able to access is ultimately up to your computer skills.

ShipWrights Stuff-(400 Discount Ship Master)- By purchasing this, a small attachment is made to your warehouse, where you have enough space to work on a small, one pilot ship, or to construct your own. This comes with all the engineering tools that a Ship Master could need. Whether they be Plasma cutters or measurement tools. A good place to do maintenance on vehicles.

Glimmer-(300)- A large cache of programmable matter called Glimmer. These glowing cubes might be useful in the creation of specific parts or materials that cannot be found elsewhere or easily. Helps if you are a cryptarch, or know one.

Black Wax Idol-(100)- A small idol made of a wax-like substance. Depicts a strange, alien god. Infusing yourself with its essence grants you, temporarily, a greater Glimmer production for killing Hive enemies. As you move forward, when you fell enemies consumed in darkness, their death grants you Glimmer. A new one appears in your warehouse every week.

Blue Polyphage-(100)- A crystallized data lattice that enables greater Glimmer production upon destroying Vex enemies. In the future, when you destroy robotic or digital enemies, Glimmer production will similarly be affected. Reappears once a week in your warehouse.

Ether Seeds-(100)- Small container containing congealed ether. Upon consumption, grant greater Glimmer harvest from Fallen enemy corpses. In the future, this Glimmer production will be extended to all outlaw enemies. Restocks every week in your warehouse.

Resupply Codes-(100)- A digital sequence that when viewed, enables greater Glimmer haul from fallen Cabal enemies. Once viewed, the holographic display disappears, and a new one will appear in your warehouse every week. In the future, enemies that are part of an organized military force will grant greater Glimmer.

Emerald Coil or Plasma Drive-(200)- By using this unique, Golden age technology, you can improve the strength, speed and durability of whatever vehicle it is installed in.

Companions

Destined Encounter-(100)- It appears that you have a fate entwined with another, traveller. There are those in this world who might help you on this journey and all future ones. And yet, destiny does not move by its own feet alone. You must convince this individual to go with you, which may or may not be easy depending on their life here and responsibilities.

Ghost-(200: Free & Mandatory for Risen)- A little light that is responsible for bringing you back. They have been seeking you for such a long time. It's personality is friendly, practical and intelligent. This little light is capable of scanning things for data, decrypting digital security and fast paced data retrieval. If you so wish, you can have a companion's consciousness inserted into this Ghost shell, becoming a piece of the Traveller capable of summoning objects up to a small vehicle from your warehouse at will, and resuscitating you after you've fallen. Be aware, that it will be able to bring you back from the dead in a loud, bright process. Should the Ghost be destroyed in the process, you will not revive. Should your Ghost be destroyed, it will only respawn at the beginning of the next jump. No other method of bringing it back will work.

Survivor-(100:Free Survivor)- Your travels on earth have attracted the attention of a single wandering survivor. One of the few people who still remain outside of the city and manage to survive in the ramshackle villages that hide from marauding Fallen raids and Cabal patrols. You may choose the age and appearance of the companion, as well as their "Class" or specialty.

Techeun-(Exclusive & Free Reef Born)- A practicer of strange arts, this Techeun witch has an urge to leave the reef for some reason. Depending on your disposition, she may be willing to teach you a thing or two about her skills if you were willing to escort her around, as she has not left the Reef in a very long time.

Fireteam Jumper-(300)- Import up to eight companions into origins of your choice with 800 CP each. Should be safer to go on raids now.

Freelancer Risen-(300)- Not all agents of The Light are Guardians. Some of those chosen to protect the Traveller are simple Risen who have chosen to create their own companies or remain lone warriors. This Risen has decided to tag along with you, perhaps in an effort to shirk off a haunting feeling of loneliness?

Guardian-(400: Discount Guardian)- A proud warrior and protector of the wall as well as the Traveler. Proven in combat time after time through both the trials of the world and the trials of the crucible. This Guardian sees you as a good ally to have against the threats of the City, and will aid you in any prospective adventures you have.

Wolf-(200)- A wolf that has survived, and some would say even thrived, after the fall of humanity. This wolf's great size is noticeable. Loyal and fierce, this creature makes a good hunting companion.

Chicken-(1000)- A reliable bird. Goes by "Colonel". Great at distractions.

Scenarios

Iron Wolves-(Risen Only)
Approximately 500 Years After Collapse

As far as you can see, ruins dot the landscape. Much of the land around you has been reclaimed by nature and what signs of civilization are visible are rusted to waste. The air is chilly, and the sun just barely visible over the horizon as a new day dawns. Frozen grass crunches beneath your feet. You hear the sound of gunfire ripping through the air, and explosions as exclamations and curses ring out. Crossing a ridge, you see armored people clashing with other humans. A combination of gunfire, swordplay and spellwork make this battle into a frenzy. You decide to sit down on the ridge and watch it unfold. Unsure of who's who.

"You may want to think twice about reaching for a weapon". A lady's voice calls out from behind you. You turn and see that she's wearing a sleek body armor and long cape, a big hood over her head. She's levels a hand cannon at you. "I suppose you were just out for a stroll and found us here fighting". She lowers her weapon and motions for you to follow her.

As you make your way down the ridge, the fighting peters out. When you arrive, there are no bodies, but the fresh scorch marks in the earth are testament to the conflict. You come face to face with three other armed individuals. Each wearing some variation of armor.

"He was watching from above," the woman nods in your direction, "I don't think he was one of Segoth's men. Doesn't seem the type".

"Thank you, Perun." A large man in thick iron armor steps forward. Taking off his helmet, he looks at you grimly with his brown eyes. He stares at you for a few seconds. "I agree with Perun, I don't think that you are one of Segoth's Risen," He cups his chin and nods. "I would hope, however that you are not a Warlord yourself..." After assuring him you really aren't, he looks relieved. "I'm glad. It's a shame that those with Traveler's Light are acting as they do".

A resolute look fills his face. "We can use all the help that we can get from fellow Risen. This world needs to be free if it is ever to unite and rebuild. Seeing as that Ghost chose you," He gestures to your Ghost with an outstretched hand, "I doubt you are helpless in a fight. We need every warrior we can get. Will you join us?" He extends a hand.

By accepting his offer, you join the founding members of the Iron Lords. Lord Saladin, Radagast and Ladies Perun and Jolder. The Iron Lords seek to combat the wickedness of the Warlords, and find that force is necessary in subduing these tyrants. You will stay here well through the end of the Age of warlords, as your job now is to take down every single warlord that the Iron Lords ever dealt with. When that is over, you will have the option of helping Timur find SIVA. Depending on how things go, several events may be changed drastically by your interference.

Should you carry through with the Iron Lords until the end, you may choose one of the original members of the Iron Lords to join you on your journeys later, as you were willing to help them bring justice in their time of need, they consider you a friend who fought for the freedom of others.

A Last City's Hope-(Survivor)
Approximately 525 years after Arrival.

You are surrounded by countless tents. Small campfires burn under the shadow of the Traveler. As you walk deeper into the great gathering of survivors, children's faces peek out of the tents, some look with fear. Others wonder. Many adults stand around, tending to food and equipment briefly look at you and then get back to their work. To them, you're just another face seeking shelter. Not much of a sight around here, seeing as most people are struggling to live. Even within this community that has banded together under the common desire to survive, the world seems bleak. Then, you see him. White robes and white mask. A man of humble countenance. Speaks to a group of people huddled around a fire. He gestures to the Traveler.

"The Traveler used the last of its strength to defend us. Many of you here may wonder why they did it? Wouldn't it have been better if the Traveler had let us all die that day so long ago? Why then?" The Masked man let the question hang in the air. " It is because this is not the end. The Traveler made a promise to humanity on that final day. We will hold all of Creation in the palm of our hand."

Not seeing anything better to do, you approach and sit down. By listening to the this man for a while, you finally understand that he's some sort of spiritual guide for the people living in this dark and depressing world. And you understand why.

The people here are in need of safety. Protection on both a physical and emotional level. When Fallen raiders come and kill your family, burning your house down, you won't really feel like waking up the next day. And this is exactly where the need for hope comes from. The need to persevere despite the emotional costs of living.

However, it's nice to have a protected home, where you don't have to worry about aliens coming and destroying everything you've ever loved. This is where you come in. The Speaker has a vision of a vast and beautiful city underneath the Traveler's form, surrounded by a tall and impenetrable wall, manned by the greatest warriors mankind has ever seen. The speaker quickly calls upon all inhabitants to aid in the construction of this great wall and magnificent city where humanity can begin to rebuild, eventually reaching out and reclaiming the solar system from there.

By accepting this scenario, you MUST help construct the city in a timely fashion, finding materials and protecting the workers as they build defences and lay down the large foundations of the wall. Hell, you can even help with the actual building of this city, if you'd like. I'm sure it would be appreciated by everyone involved.

If you do manage to complete the city's creation within twenty years, you will have successfully completed this scenario, you will have gained the strength of will to persevere even when times seem hopeless. When all is dark and you look for answers as to why, instead of looking into your heart and finding despair, you will be filled with determination.

Battle of Twilight Gap-(Guardian Only)
Approximately 574 years after Arrival.

The skies over the city are a clear blue. Not a cloud in sight. The serenity of the skies almost distracts one from the fact that the city is under siege. The wall you stand on shakes as a burning assault is being carried out below. Guardians are quickly being dispatched across the city to meet out a proper defence, but these are desperate times, and the Fallen are making quick work of the City's wall.

Across the city's perimeter, different assaults are being carried out by four different Fallen Houses. This is a battle where many heroes emerge to fight the Fallen forces. Saint-14, Osiris, Zavala and Shaxx just to name a few.

Your objective is to ensure that the city does not fall to the Fallen Houses, which it almost does due to the sheer numbers and ferocity of the foe. To make things a little more interesting, we'll make it so that Shaxx obeys Lord Saladin's command for a tactical retreat, making the opening at Twilight gap undefended. If the Fallen gain control of this point, there is no hope for a rally from the Guardians. It will be up to you to defend the Twilight gap using whatever tools, powers and companions you have. Do the impossible and make yourself into a legend.

Should you manage to actually win the day, and clog the gap, you will be labeled a hero by the City and its inhabitants, marking yourself as a tactical champion that humanity can depend upon in it's hour of need. Should you so choose, your reputation could surely find you a place at the head of the Guardians as a member of the Vanguard.

The Reef Wars: The Scatter-(Reef Born Only)
Approximately 574 years After Arrival

Welcome to Ceres. Or more accurately, The royal Awoken ship approaching the moon Ceres, preparing to lay waste to the House of Wolves' fleet approaching the Last City on Earth. Luckily, you don't have to do anything here.

The Queen will summon her Harbingers and destroy more than half of their forces, which number in the hundred thousands if not millions. What really matters is that this event kill Virixis, Kell of Wolves. This leaves a three way power struggle between Irxis, Wolf Baroness; Parixas, The Howling and Skolas, The Rabid.

You are a member of the Reef's Military, Whether a soldier, Crow or Corsair, you fight for the Queen and your fellow Awoken.

This series of battles, known as the Reef Wars due to the civil war of these aspirant Kells and the Awoken forces. Your objective is to win victory over the shattered House of Wolves by confining your enemies in the Prison of Elders or destroying them, with the ultimate goal of gaining proper control over the house of wolves.

Should you prove loyal, your valor will not go unnoticed. By helping win the Reef Wars and making a name for yourself, you will be appointed as a Paladin of the Armada. The Queen's right hand as far as matters of the fleet are concerned. Depending on how effective you prove, the Queen may organize for you and her brother, Uldren, to meet. And though the status of Paladin stays only within this Universe, you may have made a good ally in Uldren Sov.

If you can convince the Crow to join you on your escapades, he may see it as a good opportunity to explore the countless worlds, and perhaps find new ways to help his people. He relishes the idea of all the secrets that could be found out. You'll have a capable compatriot who can fight, spy and fly his way out of most situations.

The Great Disaster-(Drop In)
Approximately 640 Years After Collapse

After the Battle of Burning Lake, the Hive presence was known to the city. Unlike ever before, the City decided it would stage an offensive. Despite the warnings of Lord Shaxx, that the swords that the Knights used were unlike anything they'd ever seen before, the battle plan was put forward and approved.

Thousands of Guardians were sent to the moon, and began an assault that would forever after be remembered as the greatest folly that the Vanguard ever orchestrated. Guardians attacked Hive strongholds en masse, and at first the tidings were hopeful. It looked as if the moon would be the first step of Humanity's reclamation of the Solar system. However, the Hive has been expecting the Guardians. They were prepared. In Mare Imbrium, Crota appeared. Weilding a sword that devoured Light, Crota slayed hundreds of Guardians, granting unto them the final death. And it was said the sky above was a sickly green.

Your will appear on the moon, in some ancient, pre-Golden Age Space suit; slightly before the assault is launched. Hundreds of Guardians could be lost. If you'd like to turn the tide of battle, this is your opportunity. Establish a beachhead on Mare Imbrium and keep this battle from becoming the Great Disaster that it could. At the very least, push back Crota and his army of Hive Knights. Should you actually do it, and somehow route the Hive forces, the Last City will be one step closer to reclaiming the Solar system. But I am sure that's not why you took this. If you wish, you may have a small facility built on the moon for your own purposes, no larger than a kilometer in size. This structure will follow you into any future universe you go to. However, you'll have to figure out how to get there on your own.

Instead, however, if you did manage to actually defeat Crota, killing his oversoul, than you may claim his ascendant sword. This massive cleaver is not only sharp and vicious, but it actively eats the 'Light' of its victims, making wounds hard to recover from, and those that can come back from the grave will meet the end at this blade's edge, keeping them from recovering.

Jumper The Loyal-(Redeemed Only)-
City Age.

Where did you come from? More importantly, where do you think you're going? You are unlike the others of your kind. You are a freak of nature, and inverted form of what most would expect. You somehow have self awareness concerning the struggle between Light and Dark. And it seems that you've chosen the Light.

If you are a member of any of the Fallen Houses, you are one of the last members of House Judgement, the arbiters of Eliksni law. You must escape from wherever you started, and make your way to either the Reef or The Last City, and argue your case, and prove your loyalty to the greater cause of Justice. Your job during your stay here will be to reestablish the House of Judgement, and bring order back to the Eliksni Houses.

If you are Hive turned Krill, you are stuck in the bowels of the Hellmouth. Your only hope is to try and escape to some brighter place. Probably earth, and research a way to reverse the damage done to your kind by the parasitic worms gods of Oryx, Savathun and Xivu Arath. You will not be allowed to leave until a remedy is made for this illness that plagues your people. If you deem them unsalvageable, your only recourse is to erase them. Your job will be to destroy every single trace of the Hive from the Moon, so that not a single one remains. Whether this is through conversion or extermination is ultimately up to you.

If you are Vex, you are a bug in the system. Unlike the other Vex automatons in the greater program, you have a will of your own. You don't wish to worship the Dark Heart of the Black Garden. You seek a higher logic than that of the Darkness. You must figure out exactly what that philosophy will be, and what your end goal as a new program is. Will you seek to become one with the universe? Or will you find a new path that doesn't involve apotheosis?

If you are Cabal, you find yourself aboard the world-eater Leviathan Ship. You are a member of Emperor Calus' royal guard. Your ultimate mission is to help the Emperor reclaim his seat at the head of the Cabal Empire. You will need to fight the usurpers and their forces. This shall be no mean feat. Legions of Cabal and Psions that far outnumber the loyalists will be more than ready to kill you. No, you must do this in a different way than just sheer violence. This may call for a little... diplomacy.

For your efforts, you've found yourself stronger than before. You get **+400 CP** to your pool. This can only be used to buy things at the end of your scenario, whether you move on stay a bit longer. This goes for all races except Vex. See notes.

Drawbacks

Make Your Own Destiny-(0)- You awaken in the Cosmodrome at the beginning of the first game. A certain Ghost tells you to follow him... you essentially are placed into The Young Wolf's position without the Plot Armor. Good luck.

Out here, this *is* how we say hello-(100)- Your personality is much more hostile to the unknown than it was before. People you don't recognize and places unfamiliar make you uncomfortable. Often you confront the new and different with a weapon at the ready, or some form of escape plan. The frontier *is* a dangerous place, after all, but sometimes it's ok not to stick your gun in the stranger's face.

I Could Tell You... -(100)- There are so many things I could tell you! But I won't. There's no need. While you're staying in this universe, no one will really bother to explain anything to you. Why and how things are that way are better left to people who care. And if you want answers, your going to have to go out and look for them. Better get to reading that Grimoire.

Deep Stone Crypt -(100)- When you close your eyes and go to sleep, you find that your dreams are... weird. Images ,and esoteric ones at that, will pop up repeatedly in your dreams. They harken back to olden days before the Collapse. Maybe you'll learn something forgotten, some secrets that are clasped in the skeletal hands of long dead peoples. Whatever the case, you'll find yourself fixating over these dreams and what they could mean.

Patrol Duty, Again. -(200)- Whenever you travel, you'll encounter far more enemies than normal. We're talking small armies that are just wandering around, looking for trouble. They're no stronger than normal, and can usually be evaded. Let's hope they never meet.

Give Me a Moment -(200)- You've got a ghost! This counts as purchasing the Ghost companion, and comes with all that entails. However, your Ghost is very curious. They will constantly want to scan stuff to learn more about the world. This has the benefit that any info they learn, they'll be happy to share with you. This is kind of an advantage for those who want to find out the secrets of the Golden Age. However, they do it a lot, so this may take a while. And you will have to defend them while they become fixated on their scans. Should your Ghose be destroyed, you will fail your chain. So be careful.

Is it Dark in Here? -(300)- You find that when you go into dark places, the dark clings to you. It gets in your eyes and ears, whispering promises of power and supremacy through strength. It clouds your vision and shows you the folly of the light, the dangers that come with opposing the Champions of Darkness. It will often lead you to losing hope. Be resolute in yourself, and you will prevail. But, with too much doubt, you may lose yourself and become like Dredgen Yor, a dark killer who feasts on light.

It Came from the Moon -(300)- Wait, Hive aren't supposed to be here. And what are those Vex doing? It seems that enemies are no longer staying to their territories. They just appear in places, it's like there's no respect for borders anymore! This doesn't mean that they'll get along, however. So expect to witness quite a bit more inter-species warfare than you'd expect. Each alien faction will now have violent expansionist tendencies mixed with a love of travelling abroad.

Lost to the Light-(300)-Risen Only- Many who die and return by the Traveler's hand lose all that they had in their previous life, and are filled with a ceaseless hunger for experiences. If you are not doing some task in an effort to experiment, get stronger or discover the unknown, you will grow very bored, very quickly. Thus the curse of the light is made manifest in an endless hunger for strength and experience.

Non-Grata -(400)- You owe Queen Mara Sov of the Reef. She will keep you under her thumb, and call you her "Dog of War", a weapon to protect her people. She'll expect you to answer to her call, and always be there on the front lines, protecting her Kingdom. Should you fail to fulfill your obligation, she will have you placed in the Prison of Elders, where your chain will end.

Sweet Cotton Socks! -(400)- It seems you will repeatedly get caught up in a Vex teleportation relay that spans the Solar system over your stay. You'll have to figure out a way out, while also surviving whatever situation you're thrown into. Also, the Vex are quite aware of your predicament. In fact, you swear you can hear robotic chirping... that's not laughter, is it?

A Betting Man -(400)- You've made a bet with Cayde-6. Oh boy. He knows all about your interdimensional travels, and wants to have fun with you while he still can. He'll take every opportunity to bet against you. In the crucible, in Sparrow races, hell, even on missions, raids and patrols. He'll ask for favors and trinkets. Try not to lose, as he'll get carried away by the idea of having fun with your warehouse possessions and extra-planar powers.

Consumed by Darkness-(200-600 Risen Only)- Unlike other Risen, when you die, you stay dead. Your ghost has no chance of resurrecting you from death, and your death will be the end of your chain. Or, for the added CP, your actual death, where your body will be puppeted by the Darkness and used as it's envoy to lay waste to the Multiverse. Have fun.

Welcome to the Eververse-(600)- All the loot you find out there? Garbage. No treasure, no exotics. It has all been stolen by Fenchurch Everis. On top of that, you can only find anything worth your while at the Eververse Market being sold for Silver. But this isn't just regular Silver. Silver is a Golden Age Currency that is imprinted onto the true owners identity. If you want this Silver, you will have to buy it or sell stuff for it at exuberant prices. The Market is a tough place. It's better than having nothing though, right?

Shattered-(600 Cannot be taken with Consumed by Darkness)- You've become like the famed warlock Toland, shattered. Your body has been lost and your soul wanders the metaphysical realm of death. You are powerless besides your ability to move your consciousness through this spiritual

world. If you wish to reemerge from this place, you must evade and outrun the dangers that lurk here, and find your way back to the Traveler Light. Only then, will there be a chance of resurrection.

Your Time is Up.

Regardless of how you spent your time here, all journeys come to an end. Hopefully it was the trip that made it worth all the while...

Go Home- Maybe this world made you yearn to return home, for all it's troubles and comforts.

Stay Here- Something about this place might call to you. It might be that there is something here waiting just past the horizon...

Continue On- Or maybe, your horizon's in another world?

Notes:

- Vex are Acuasal beings, so they cannot normally wield magic like the Traveler's Light or the Darkness, however, they have their own brand of supernatural power that can be found in the Darkness Jump, unaffected by either Light or Dark Philosophy. What this 'Redeemed' origin changes is that you are not bound by the machinations of the Darkness, and with this jump, can buy Light oriented perks from here.
- The Redeemed origin in this jump discounts only the perk tree that is assigned to it. This includes free perks for their designated origin.
- *Protecting All Who are Sheltered in Your Shadow* : This perk cannot be shared between multiple individuals. Only one person can have it activated at a time.
- If you have a Ghost as a companion: Ghosts serve as a medium between a person and the Traveler, allowing for the ability to wield it's light. As long as a Ghost is missing, then a person will not be able to wield the Light of the Traveler.
- Jumper's Light cannot not be used on a Ghost to resurrect oneself.
- With enough time and training, one could theoretically craft artifact tier weapons using the Light to enhance them with mystical or supernatural properties, but this takes time and work. With the Jumper's Light, you gain the basics of this power from the start and can grow from there with relative ease.

Changelog 2.0.5

- Fixed the orientation of headers so it looks neater.
- Removed the block of Awoken description text for ease of reading flow.
- Fixed the "Redeemed" description layout to make it easier for reading.
- Finished the Items and Companion sections.
- Fixed the "Battle of the Twilight Gap" Scenario description.
- Reworked Thanatonuatics Perk.
- Added Companion Import option.
- Added "Out here, this *is* how we say hello" Drawback.
- Added "legendary" to the classifications of gear that can be purchased.
- Extended the Glimmer descriptor in Items section.
- Finished Intro's last sentence.
- Added "Destined Encounter" Companion Option
- Adjusted the capstones of Guardian Perk trees. (Read: mostly nerfed them)
- Switched *Crow, Corsair, it matters not* and *I am the Boundary, I am the Seam.*
- Moved *Crackshot* into being the 600 CP Perk, adding the *Forsaken* Capstone.
- Changed the cost of Survivor Perks.
- Moved up and changed the *Lost to the Light Perk.*
- Note the ability of Sunsingers at higher skill levels.
- Emphasized the risk/reward of Ghosts and Revival.
- Changed *All Who are Sheltered in Your Shadow* Perk to be more specific and less nebulous.

- Changed *We're No Stranger to Sacrifice* into a Survivor Origin discounted Perk.
- Changed the *Traveler's Light* into *Jumper's Light* and clarified that the Risen pull their Light from an outside source, while *Jumper's Light* endows the wielder to be a source of Light.
- Closed the gap between Companions and Scenarios.
- Changed the *Workin' on a Custom Piece* into *History is a Question of Armor* perk.
- Changed *All Who are Sheltered in Your Shadow* Perk to be about determination, and the enemy seeing you as the primary threat. No longer is the protected entity given what amounts to plot armor.
- Replaced the *I am the Lone Sentry and My Watch is Eternal* perk with *Making the Defensive* due to overlap between *I am the Lone Sentry* & *All Who are Sheltered in Your Shadow*.
- Moved *Student of the Weird* into a 200 CP perk. Replacing it with *Member of the Hidden*.
- Added some clarification to the *Light* perk for the Risen.
- The Survivor class for Shipwright; corrected the name from Shipmaster to Shipwright.
- Clarified in the Shipwrights descriptor the difference between the two.

Many thanks to the general for helping with advice and constructive criticism.