

Destiny: The Guardians

By DarkDailer

Introduction

They called it The Traveler, and its arrival changed humanity forever. The Traveler first came to human attention when it appeared around Jupiter and terraformed two of its moons, rapidly becoming the center of international attention. After finishing its work on Jupiter, it vanished for fourteen months, reappeared to terraform Mercury, vanished again for seven months, and then appeared again to terraform Venus. When it was detected approaching Mars, a mission to intercept it was hastily organized, eventually known as Ares One. By the time the ship landed on Mars, the Traveler had brought the first rain to the desert planet. It helped humanity expand across the solar system, teaching humans new technologies, helping them terraform planets and ushering in a Golden Age.

But the Traveler had an enemy, a Witness that had hunted it across the universe for eons. Centuries after the Golden Age began, the Black Fleet found it, and what followed was an apocalyptic event that is known now as The Collapse. The exact timeline of events during the collapse is vague, but it is known that the Traveler made a final stand against the Black Fleet and was heavily damaged in the process. The Black Fleet retreated, leaving the Traveler in a coma-like state and scattering the remnants of humanity.

In its last act before going dormant, the Traveler created the Ghosts, to seek out dead warriors and revive them as Lightbearers, amnesiacs with resurrective abilities and magical powers. After centuries of strife eventually a Last City would be built beneath the Traveler, a safety from the aliens and Lightbearer warlords. Over time, a new generation of Lightbearers known as Guardians would emerge, ending the era of warlords and focusing humanity on the alien threats in the system.

By default you begin as the Young Wolf, the protagonist of the series, is first resurrected in the Cosmodrome. You have 1000 Choice Points to spend in the following sections.

Locations

Choose one of the following locations to start in.

The Cosmodrome, Earth
A shipyard dating back to Old Russia before the Collapse, the Cosmodrome was a vital link to space, and centuries later the remnants of colony ships can still be seen rusting away.

European Dead Zone, Earth
The EDZs most notable landmark is a shard of the Traveler that broke off during the collapse. If the Traveler's Light was ever blocked, it's possible a connection could be made here…

Ocean of Storms, The Moon
The sight of the Great Disaster, when Crota gave 1000 Guardians their final deaths and the City gave up on reclamation of the Moon and declared it off limits. Might want to leave before someone notices you.

Ishtar Sink, Venus
Home to the ruins of the Ishtar Collective, and swarming with Vex platforms. Nearby, a mysterious Vex stronghold known as the Vault of Glass warps time and space inside.

Meridian Bay, Mars
Across the sands, Vex platforms can be seen constantly skirmishing with the Cabal legions based in the region. It seems the Vex are protecting something of great importance to the network…

New Pacific Arcology, Titan
Once one of the great cities of the Golden Age, the Collapse saw it evacuated and now it withers in the methane ocean. Recently, Hive have begun infesting the halls.

Arcadian Valley, Nessus
The Exodus Black, a Golden Age colony ship, set out for Kepler-186 and crashed into this centaur planet thanks to the Vex converting it and throwing off its path. At over 90% machine world, they were massacred, leaving the ships A.I. alone for centuries. She's gone a little bit crazy as a result.

Echo Mesa, Io
The last place the Traveler terraformed before the Collapse, it still holds great stores of Light and is considered almost sacred to most Guardians, especially warlocks. The Vex have begun conversion to a machine world, but haven't made significant progress yet.

Fields of Glass, Mercury
Already a Vex machine world, the plants that once covered the surface have long since disappeared. Now the Cult of Osiris maintains a camp in one of the Vex Lighthouses. Inside the Infinite Forest, a massive Vex simulation farm, Osiris and his reflections can be found studying the Vex.

Tangled Shore, The Reef
A collection of asteroids held together by cables, it is a lawless land home to an Eliksni crime syndicate led by the enigmatic Spider.

Free Pick
Any location that isn't listed above and that you could reasonably get to.

Races

Human
The race you are most likely to be familiar with, the only difference from the humans of the 21st century is the extended lifespan thanks to futuristic technology.

Awoken
The Awoken are a humanoid race sharing common ancestry with Earth humans. They descend from a colony ship that disappeared into a spacetime anomaly during the Collapse. Time in the Distributary, the Awoken homeworld, flows much faster than the regular universe and thousands of years would pass inside. Eventually a massive expedition fleet Led by Mara Sov would emerge, and thousands of Awoken would abandon the fleet to return to earth, mixing into the Last City.

Awoken resemble ordinary humans, with the exception of having pale blue, purple, green, or gray skin, along with glowing eyes. Beyond physical appearances, they can experience visions in the form of dreams, though it is rarely precise or useful.

Exo
Exominds, more commonly known as Exos, are self aware humanoid machines built by humanity during the Golden Age. Unlike common frames, Exos are human minds uploaded to robotic bodies, with only 2 exceptions every Exo was once a human. Most Exos come from the mysterious Deep Stone Crypt hidden on Europa. Originally developed by Golden Age scientist Clovis Bray as a means for humans to obtain immortality, the events of the collapse shattered the memories of the Exos and as a result, nearly all knowledge of their origins was lost. The remaining Exos would live alongside their organic brethren and help build the Last City.

Exos are nearly tireless, and are mechanically so advanced only the Ghosts can comprehend their inner workings. Exos do not age, but a consequence of their making is locking away the memories from before to stave off a fatal condition known as Dissociative Exomind Rejection. These “reboots” would eventually have to be repeated, locking away the memories of each and leading to degrading mentality and eventually insanity if the number of reboots becomes excessive. By default, Exos have a number appended to their names to signify the number of reboots they have undergone, with the original human being zero and the first exo cycle being one. This name and number was stored in the hardware and cannot be forgotten. Exos do feel the drive to eat and reproduce, as without these “humanisms” DER chances would increase. Exos have many of the same drives and psychological needs as humans as a result. They cannot get drunk, however.

You may decide your age and gender freely, as long as it makes sense for your race.

Origins

Hunter
The scouts, rangers, and assassins of the Guardians. A Hunter uses stealth, precision weaponry, and speed to fight the enemies of humanity. Hunters once prowled the wilderness and wastelands, taking big risks for even bigger rewards. Once considered outlaws, their unique brand of daring and ingenuity earned them a place amongst the Last City. Hunters tend to be loners, wandering the wilds and rediscovering the wonders of the Golden Age.

“What does it mean to be a Hunter? I say, it's all about where you belong. The Warlocks have their libraries, the Titans have their walls… But Hunters belong in the wilds.” - Cayde-6

Titan
Among the three classes, the Titans are the tanks, brawlers and knights of the Guardians. Strong enough to hurl punches that shatter steel, and adept at defending allies and the innocent, it is no wonder some of the most famous heroes of the City are Titans. The first Titans built the wall that surrounds the Last City, and gave their lives to defend it.

"What does it mean to be a Titan? As a Titan, you are a part of the City - in a way no Warlock or Hunter could understand. The dream of the City rests upon our shoulders." - Commander Zavala

Warlock
Warlocks are the scholars, wizards, and supporters of the Guardians, weaving their light into myriad forms to help allies and harm enemies. A Warlock is a loremaster, soaked in the secret knowledge of the universe. Their understanding often allows them to alert their allies to the mechanics of the strange places they find themselves in. Warlocks were the first to tap into the power of the Traveler,

“What does it mean to be a Warlock? Power. Only Warlocks understand true power.”- Ikora Rey

General Perks

100cp perks are free for their origins and other perks are discounted for associated origins.

The Light- free
The Light is a paracausal force connected to the Traveler, and associated with cooperation, harmony, and the potential of the physical universe. The Light stands apart from the established rules of any universe, and functions on its own internal logic. By it's nature, The Light breaks the established laws of the universe, granting a degree of supremacy over all other forces. Having been infused with this power by the Traveler, your actions are inherently impossible to predict through mystical or technological means.

As a recipient of the Traveler's Light, you are granted a specific kind of immortality. You will not age beyond your physical prime, and your death will not cause a chain failure unless you are still dead at the end of the jump, which facilitates the next part. An infusion of Light from your Ghost or another source can resurrect you from death—exsanguination, starvation, atomization, decapitation, conceptual poison. This can range from restoring your body and soul to a functional state, or being wholly recreated along with any gear you had on you at the time. In the event of total recreation, whatever remains of your old body and items will fade away into nothing as your new body and items are assembled—preventing duplication.

As a newly risen Lightbearer, you can harness the Light in three elemental forms. Arc—related to electricity, electromagnetism, motion, conduction, and change. Solar—related to combustion, heat, nuclear fusion, healing, destruction, and creation. Void—related to gravity, distortion of spacetime, dark energy/matter, death, negation, entropy, and the unknown. The exact way in which your Light manifests depends on your chosen class. Most abilities fall into one or more subclasses: logically consistent and easily taught sets of techniques based on specific mindsets and interpretations of the Light. It is entirely possible for a Lightbearer to mix and match the abilities of different classes and subclasses—it's typically much harder than sticking to the established paradigm. However, personal aptitude and equipment can help with attuning to different uses of the Light. Unlike in game, where all abilities have set cooldowns and slots, you can freely channel the Light into multiple half-charged supers, or sacrifice the energy reserved for your super to gain more uses of your more minor abilities. Lastly, the 'intensity' of your light will increase over time—growing ever stronger to face the enemies of humanity.

Your Ghost- free
Ghosts are small, sapient machines created by the Traveler shortly after the Collapse. Their sole purpose is to locate and resurrect deceased individuals capable of wielding the Light and to support them in combat. When a Ghost revives their Chosen, they are bonded together from that point forward. For a Guardian, their Ghost serves as a companion, scout, librarian, and mechanic, waking ancient machinery and cracking ancient codes. Ghosts can support Guardians by performing certain actions such as illuminating darkened areas, repairing technology from the Golden Age, hacking into machines, informing Guardians of incoming hostile threats, calculating complex enemy behaviors, and providing communications. Most importantly, Ghosts may revive Guardians from death. As long as the Ghost survives, and barring special circumstances, Guardians are effectively immortal and may be resurrected fully intact from any death without consequences. Ghosts may also repair any injury a Guardian suffers in a matter of seconds. Post jump if your Ghost is killed, it will respawn 24 hours later as long as you are alive.

You may freely design the personality of your Ghost, by default they have a near unshakable loyalty to you, having spent centuries searching for you.

I Can’t Believe It's Not Ice- 100cp
Normally you would have to commune with the Darkness on Europa and go through a whole adventure to unlock this, but if you want to get it 6 years earlier then you can buy access here. Stasis, while very similar, is not ice. Stasis is an elemental manifestation of the Darkness related to cold, more precisely the cessation of movement on a macroscopic and atomic level, slowing, detaining, and shattering. In keeping with the Darkness’ connection with thoughts and consciousness, it also embodies the concepts of will and control, and to wield and master it requires someone to exercise ultimate authority over both oneself and others. The Darkness you draw upon comes from within, so even if you lost your connection to the Light you could still wield Stasis. Buying this perk unlocks Stasis subclasses in the associated section.

The Other String Theory- 100cp
The normal method of gaining access to Strand would occur 8 years into your jump and take rigorous experimentation to master well enough to use without proximity to Strand anomalies. If you don’t want to wait that long, you can buy access to it here. Strand is an elemental manifestation of the Darkness that allows one to manipulate the Weave. The Weave is an extra dimension of psychic energy underneath reality that is a web of “threads” that connects all living beings and all minds together. Using Strand, one may perceive, pull at, and manipulate the strings of this web to pull forth matter, sever connections to enemies, or traverse the environment. To use and master Strand, instead of practicing control of the power, one must relinquish control and embrace its threads, and flow as one with them. The Darkness you draw upon comes from within, so even if you lost your connection to the Light you could still wield Strand. Buying this perk unlocks Strand subclasses in the associated section.

Light Within- 400cp
You are something that has never been seen before, someone who could wield the Light without a Ghost or the Traveler. You are an endless source of Light, refilling your reserves even in the darkest of locations. This inner Light allows you to resist any attempts to suppress or drain your abilities, allowing you to resurrect even in Darkness Zones. This perk acts as a **Capstone Booster** for 600cp origin perks, your inner Light enhancing your abilities further.

The Golden Age- 600cp
When the Traveler made contact with humanity, it shared new powers and mystical technologies that led to a time of unparalleled advancement still spoken of centuries later. It seems your resurrection has bestowed you with an unparalleled repository of knowledge from the Golden Age of humanity. This vast storehouse of information encompasses the pinnacle of human scientific, technological, and cultural achievements during that era, granting you a profound understanding of the advancements and secrets of this long-lost age. You have access to the schematics, blueprints, and designs of Golden Age technology, from advanced weaponry to intricate machinery. This knowledge allows you to repair, modify, and create these technological marvels. Examples include shipbuilding and terraforming technologies long thought lost, the creation of powerful Warmind A.I.s, knowledge of encoded matter engrams and the programmable matter known as Glimmer, medical technology sufficient to triple human lifespan, even the creation of the self-replicating nanotechnology SIVA; if it was created by humanity during the Golden Age, you have knowledge of it.

Hunter Perks

Hunter Basic Skills- 100cp
You have all the basic abilities of a freshly risen Hunter. You are capable of performing a second jump midair, with practice possibly even a third. You have basic combat skills, any gun from the Destiny universe you find you will be able to wield with acceptable proficiency. You are able to wield a knife in melee combat and skilled enough to throw it at an enemy dozens of meters away. You can use a small burst of energy to dodge and instantly reload your weapon or prepare a melee ability.

Born to Explore- 200cp
Hunters have always been known for exploration and discovery, and you exemplify this. When you are in the wilds, you feel hunches and instincts that guide you to wherever treasure and lost technology could be found. What's more, all the treasure and loot you find seems to be more plentiful, and in higher quality. Fellow Guardians might complain about RNG and luck, but if they wanted better loot, they should have stuck with you.

Skills of a Hunter- 400cp
You seem to have reached the peak of skill for Hunters. Your footsteps are silent, your cloaking abilities last longer and you seem to have mastered sneaking. With a precision weapon in hand, you can hit shots that make other Guardians gape in astonishment. Your knife play is superb, able to bounce a knife off of a wall and hit an enemy you can barely see. When your Light cloaks you, no magic or technological sensor can detect you. When it comes to speed you have no equal, able to draw a hand cannon as fast as The Man with the Golden Gun himself. The Light has sharpened your senses, and somehow it even seems to bend luck around you. Bullets that should have killed you missing by millimeters, grenades going off slightly later than they should. Not enough to rely on alone, but alongside your skills? They might as well save you the trouble.

Apex Predator- 600cp
The most powerful enemies of humanity often seem to have the ability to gain temporary immunity to all damage for short periods. It's a shame that your light seems to bypass this anyway. When you wield your Light to fight an enemy that should be immune to all damage or only weak to a specific attack, your light breaks through and damages the enemy anyway, disrupting whatever effect protects them and opening them up for your allies to attack.

(Capstone Boosted)- Stay Down
You seem to have stumbled upon a power that all enemies who've fought a Guardian wish they had. When you kill or contribute to the killing of an enemy, they stay dead. Kill a hive god outside their throne world, they won't be back. This only seems to activate when you truly want something to stay dead, so feel free to fight in the Crucible without fear of being seen as the next Dredgen Yor.

Titan Perks

Titan Basic Skills- 100cp
You have all the basic abilities of a freshly risen Titan. You are capable of using the Light as a sort of jetpack, lifting you across short distances before needing to land. You have basic combat skills, any gun from the Destiny universe you find you will be able to wield with acceptable proficiency. You are able to dent metal with your fists even without the Light, and summon either a towering barricade to shield your allies, or a smaller barricade to rally behind for increased reload and weapon handling speed.

CQC- 200cp
When it comes to close range combat, you excel. Any damage done up close, whether from a melee, super, or even a gun, seems to be amplified. Where another would dent a chestplate with their fist, you shatter right through. It's as if you do twice the damage to any enemy within 2 meters of you. This effect tapers off to no bonus at 5 Meters.

Body of a Titan- 400cp
Your strength has reached levels that even other Titans boggle at, able to lift up to 2 tons with difficulty. Your light passively reinforces any armor you wear, letting you withstand twice the punishment before falling. Your battle instincts have sharpened to the point that you could fight without thinking, ripping into your enemies like a raging bull. Your abilites shine when on the defensive, able to take on forces twice the strength of your own and still have even odds of winning.

Commander- 600cp
Titans are not just known for their brute strength; they are also formidable leaders on the battlefield, strategists who can turn the tide of battle with their presence alone. Your strategic mind is unparalleled, allowing you to assess the battlefield and devise effective tactics in the heat of combat. You have an innate ability to identify enemy weaknesses and vulnerabilities. Allies fighting alongside you gain a significant boost to their morale, moderately increasing their combat effectiveness and resilience. Your ability to coordinate and lead troops is unparalleled, making you a masterful commander. Whether it's a small fireteam of Guardians or an entire army, you can maximize their effectiveness on the battlefield.

(Capstone Boosted)- Lead by Example
Your Light resonates with your allies, allowing you to share the skills you've learned far more rapidly than any other. When you teach someone, they learn an order of magnitude faster than otherwise. With dedicated effort, it is even possible for you to teach skills and knowledge normally impossible to learn. A friendly reminder, teaching someone to wield the Light does not grant them a Ghost.

Warlock Perks

Warlock Class Skills- 100cp
You have all the basic abilities of a freshly risen Warlock. You are capable of using the Light for short ranged flight for up to 5 seconds, known as Glide. You have basic combat skills, any gun from the Destiny universe you find you will be able to wield with acceptable proficiency. You are able to unleash a burst of raw force from your palm to batter your enemies, and plant a rift of light on the ground to either heal your allies or empower their weapon damage.

Benevolent Dawn- 200cp
The Light is connected to cooperation, and it seems your Light embodies this more than any seen before you. Whenever you use the Light an to either heal or buff an ally, you seem to get twice the effect that any other would. Your Lights affinity for helping others allows you to heal any conventional wound or disease short of death, regrowing even lost limbs. Your healing and empowering abilities from other jumps are enhanced just as much.

Mind of a Warlock- 400cp
Your mental faculties have been enhanced, your base intelligence a true contender for peak human . Your mind takes to new knowledge and skills an order of magnitude faster than average, and you seem to have an understanding of the rules and lore of the Destiny universe that lends well to solving the puzzles so many of the stronger fights here become. In future jumps you will receive a similar download of theoretical knowledge on mechanics of the setting. It will be up to you to shift this understanding to practical uses.

Light is a Spectrum- 600cp
The Light and the Darkness normally take on only one form at a time, but for you that seems to be more of a suggestion. You are capable of partially shifting your light into other manifestations, allowing you to wield multiple elements at once. Throw a Solar grenade, follow up with an Arc melee, and then finish with a Void super. More impressively, you are capable of wielding the Darkness alongside the Light at the same time, allowing for truly powerful combos.

(Capstone Boosted)-Innovative Light
Your Inner Light enhances your creativity, allowing for rapid creation of entirely new abilities. Creation of subclasses and super abilities becomes a matter of practice and experimentation. With great effort, you are even capable of discovering new elemental manifestations. This extends to other systems of magic, allowing for entirely new spells or the rapid recreation of existing ones.

Subclasses

CP spent in this section unlocks access to the subclass you buy from the start. Any subclasses not purchased in this section can be eventually learned in jump. Subclasses are discounted to 50% for the associated origin with the first purchase being free.

Hunter Subclasses

Gunslinger- 100cp
The *Golden Gun* is the Gunslinger's signature ability and super. When activated, it summons a flaming, golden revolver that fires powerful Solar rounds. Each shot can disintegrate most enemies in a single hit. The gun has a limited number of shots, typically lasting for a short duration. Alternately, a Gunslinger can focus their solar light into a burst of explosive knives known as *Blade Barrage*, dealing high damage to a single target or spreading out to clear large groups of enemies.

Arcstrider/Bladedancer- 100cp
The Arcstrider Hunter's super ability is called the *Arc Staff*. When activated, the Hunter summons a mystical staff infused with Arc Light that can be wielded in close combat, allowing the Hunter to unleash a flurry of quick, precise melee attacks, as well as devastating area-of-effect ground slams. The staff can be thrown and embedded into the ground, discharging lightning at nearby foes for a short period of time in a form known as *Gathering Storm*. Alternatively, they can channel their Light into a crackling *Arc Blade*, gaining enhanced agility and speed for a short time. Arc Hunters can also use their light to teleport short distances every few seconds.

Nightstalker- 100cp
The Nightstalker's super ability is called *Shadowshot*. When activated, the Hunter fires an arrow imbued with Void energy that creates a powerful Void anchor upon impact. This anchor tethers nearby enemies, suppressing them and preventing them from using their abilities. Any enemy caught in the tether takes increased damage from all sources, making them vulnerable to attacks. This super is incredibly versatile, as it can be used for crowd control, debuffing powerful foes, or trapping enemies. Alternatively, they may channel Void Light into a pair of *Spectral Blades*, slashing enemies and roaming the battlefield invisible.

Revenant (Requires "I Can't Believe It's Not Ice")- 100cp
The Revenant Hunter's super ability is called *Silence and Squall*. When activated, the Hunter conjures two Stasis kamas, which can be thrown at enemies. The first kama, when thrown at an enemy, creates a Stasis explosion which freezes enemies in place. The second kama, when thrown at the ground, creates a Stasis storm that tracks and damages nearby enemies while also freezing them.

Threadrunner (Requires "The Other String Theory")- 100cp
The Threadrunner Hunter's super ability is called *Silkstrike*. When activated, you weave a vicious rope dart and tear through your targets. The tip of the dart deals bonus damage, and defeating targets with the tip causes them to explode. While active, grappling with Strand costs no energy.

Titan Subclasses

Striker- 100cp
The Striker Titan's super ability is called *Fist of Havoc*. When activated, the Titan lunges forward, delivering a powerful ground slam that sends shockwaves of Arc energy radiating outward. The Titan can roam the battlefield and deliver more slams until their energy runs out. Alternatively, Striker Titans can channel their Arc Light into a *Thundercrash*, launching themselves into the air and become a guided missile. They can then crash down onto a specific target or group of enemies, causing massive AoE damage upon impact.

Sentinel/Defender- 100cp
The Sentinel Titan's super ability is called *Sentinel Shield*. When activated, the Titan summons a large, Void-infused shield that can be guarded with to create a wall of void energy that only allies can shoot through. The shield can also be thrown to ricochet off of enemies and deal moderate damage. Alternatively, they can channel Void Light into a *Ward of Dawn*, a void dome that protects allies from harm and lasts 30 seconds. Guardians who enter the shield receive a temporary boost to either defense or offense when they wander back outside of it.

Sunbreaker- 100cp
The Sunbreaker Titan's super ability is called the *Hammer of Sol*. When activated, the Titan summons a Solar hammer that can be thrown at enemies multiple times. The hammer explodes on impact, dealing significant AoE (Area of Effect) damage, and will then reappear in hand to be thrown again until super energy runs out. Alternatively, they can channel Solar light into a *Burning Maul*. While active a Sunbreaker can use devastating spin attacks or slam the ground to conjure fiery cyclones that seek out the nearest enemies.

Behemoth (Requires "I Can't Believe It's Not Ice")- 100cp
The Behemoth Titan's super ability is called *Glacial Quake*. When activated, the Titan summons a massive Stasis gauntlet. Smash the gauntlet down to create a shockwave that freezes targets and sends out Stasis crystals to freeze additional enemies. They can also launch themselves forward and deal massive damage to any enemies in their path.

Berserker (Requires "The Other String Theory")- 100cp
The Berserker Titan's super ability is called *Bladefury*. When activated, the Titan creates claws out of Strand. These claws may be swung at enemies to sever them, lowering their damage for a short time. They may also perform an uppercut attack that releases a shockwave that suspends the target in a web of strand matter, immobilizing them.

Warlock Subclasses

Voidwalker- 100cp
The Voidwalker Warlock's super ability is called *Nova Bomb*, of which there are two types, *Vortex* and *Cataclysm*. When activated, the Warlock conjures a powerful sphere of Void energy and hurls it at their enemies. Upon impact, the Vortex Nova Bomb detonates with devastating force, causing a damaging vortex. Cataclysm Nova Bomb travels much slower and seeks enemies, and upon detonation shatters into smaller seeking projectiles. Alternatively, a Warlock may cast a *Nova Warp*. While active, the user levitates off the ground and can teleport short distances in quick succession. They can charge and release multiple deadly Void eruptions, disintegrating any enemies caught in the blast radius.

Dawnblade/Sunsinger- 100cp
The Dawnblade Warlock's super ability is called *Daybreak*. When activated, a Warlock gains flaming wings that grant them flight, along with a flaming sword that can be swung to project blasts of Solar energy. A Dawnblade may instead stab their sword into the ground to create a *Well of Radiance*, a pool of Solar Light that grants damage resistance, rapid healing, and increased weapon damage to any standing within. Alternatively, a Warlock may activate *Radiance*. In this state, weapons become more powerful, and melee and grenade abilities recharge faster, allowing them to be used in rapid succession. Nearby allies benefit from rapid energy regen for the duration. Radiance can be activated from beyond the grave to return to life at the cost of a reduced super duration.

Stormcaller- 100cp
The Stormcaller Warlock's super ability is called *Stormtrance*. When activated, the caster will float off the ground and gain the ability to unleash a continuous stream of lightning, dealing damage to enemies targeted by it. As it deals damage the lightning spreads to other enemies, wiping out large numbers of enemies in a short amount of time. Alternatively, a Warlock may channel their Arc Light into a devastating beam known as *Chaos Reach*. This beam deals high damage to single targets.

Shadebinder (Requires "I Can't Believe It's Not Ice")- 100cp
The Shadebinder Warlock's Super ability is called *Winter's Wrath*. When active, the Warlock levitates and gains a Stasis staff. The staff is capable of launching out Stasis shards to freeze enemies and unleashing a shockwave that shatters all nearby frozen targets.

Broodweaver (Requires "The Other String Theory")- 100cp
The Broodweaver Warlock's super ability is called *Needlestorm*. When activated, a Warlock conjures a hail of deadly woven needles that embed themselves in the environment and re-weave into a host of Threadlings that aggressively home in on targets and explode.

Items

You have a 200cp stipend that may only be used for items.

Arcadia Class Jumpship- free
Arcadians were the most common jumpships during the Golden Age, used for both terrestrial and planetary excursions. Their remains have been reported around most Earth-based space ports. All jumpships come with an NLS (Near Light Speed) drive, allowing for interplanetary travel.

Sparrow S-10- free
A Sparrow is a single-occupant thrust bike used by Guardians, primarily for fast travel across long distances. Quick and durable, it is a key form of terrestrial exploration, able to traverse most terrain with ease. Each Guardian is issued such a vehicle, which is stored aboard their jumpship and can be summoned for use as needed. This is a basic model common amongst new Guardians.

Khvostov 7G-02- free
An ancient basic Auto Rifle bearing a strong resemblance to the AR-15 platform of rifles from before the golden age. An ancient weapon, battered and worn - but still fires true.

Legendary/Exotic Jumpship- 100cp
You may purchase any 1 Legendary or Exotic jumpship from the Destiny Series. All jumpships come with an NLS (Near Light Speed) drive, allowing for interplanetary travel.

Legendary/Exotic Sparrow- 100cp
You may purchase any 1 Legendary or Exotic sparrow from the Destiny Series.

Legendary Weapon- 50cp
Choose any 1 Legendary weapon from the Destiny series and obtain a copy with the exact perks and specifications you wish. This weapon will scale to your power.

Legendary Armor Set- 100cp
Choose any 5 Legendary armor pieces from the Destiny series and obtain a copy of each to your specifications. This armor will scale to your power.

Exotic Item- 200cp
Choose any 1 Exotic weapon or armor piece from the Destiny series and obtain a copy to your specifications.

Glimmer Supply- 100cp
You receive 250,000 units of Glimmer each week. Glimmer is the currency of the City. A form of programmable matter, used both for crafting and as a fuel. Glimmer is also gained by disassembling items. In future jumps Glimmer can be transmuted into any mundane material.

Rare Materials Supply- 200cp
You receive a supply of rare materials from the Destiny universe that restocks weekly. Examples include: Spinmetal, Hadium Flakes, Relic Iron, Helium Filaments, Dusklight Shards, Glacial Starwart, Miscrophasic Datalattice. Any material unique to this universe you can expect a replenishing supply of.

Companions

Ghost Companion Toggle- free
If you want your Ghost to gain all the benefits (and drawbacks) of being a companion, this is for you.

Fireteam Member Import/Creation- 50/100/200cp
With this, you may import or create 1, 2, or 5 companions respectively. Each companion receives 800cp to spend on perks, subclasses, and items. They will also receive a stipend of 200cp to use only in the items section. Created companions can be designed freely, such as deciding on appearance, personality, relationship to you and so on. Guardians come with their Ghosts and share a companion slot. CP can be transferred to companions at a 1:1 rate.

Canon Companion- 100cp
Each time you purchase this option, you gain a slot that can be used to take along an existing character from Destiny with you as a companion as long as you can convince them. Companions who agree do not have to be alive at the end of the jump. Guardians come with their Ghosts and only take up 1 companion slot.

Drawbacks

You may take as many drawbacks as you wish from below.

Light 'Em Up +0cp
So you wanna go somewhere else? Well, who am I to stop you, eh? Take this Jump and combine it with another Jump. You decide how far the combination goes from only taking the purchases from this Jump to fully combing the Settings/Jumps.

Eyes Up Guardian +0cp
Ignore the location choice, you wake up in the Cosmodrome at the beginning of Destiny 1, taking the place of the Young Wolf.

Another Age +0cp
You may start earlier, as far back as immediately after the creation of the Ghosts. Stay for 10 years or until you wish to leave. Incompatible with Eyes Up Guardian.

Leave Early +0cp
From the start of Destiny 1 to now takes place over roughly 9 years. If you think that's too long for you to stay in this universe you may leave at any point after the events of the SIVA crisis take place.

Where's the Ammo? +100cp
Normally, Ghosts can transmute materials and Glimmer into ammo, but something seems to have gone wrong with yours because it seems you're constantly running out of ammo in all your weapons.

Volatile Exotics +100cp
Something about your Jumper nature just doesn't agree with the strongest gear in the setting. For the rest of the jump if you try to use any more than 1 Exotic item at a time you will find the results to be incredibly explosive. Somehow this is never helpful against enemies.

Eververse Hell +100cp
It seems that every time you find what should be loot, instead it's only a strange currency called silver. Fortunately, the amount you find is always enough to buy the proper loot from Eververse. How do they keep getting this stuff before you? The shop will only sell the loot for enemies you have defeated.

Dead Ghost +200cp
Oh dear. It seems upon insertion an enemy managed to destroy your Ghost. You have lost access to the Light of the traveler and its resurrection abilities. If you have Light Within you may still wield the light as a weapon, but without your partner many tasks will become near impossible. Darkness Abilities are not hampered by loss of Ghost.

Telesto's Revenge +200cp
Good news! You get a free Exotic Weapon! Bad news! It is the only weapon you are able to wield for the remainder of your time here. If you try to use another weapon it will shock you until you drop it. If you throw it away it will reappear in your hands moments later. At least you still have the Light.

Luke Smith Sunset My Chain +300cp
It seems a godlike being has decreed that your abilities and items were too powerful. Only perks and items from other Destiny jumps will continue to function.

Ending

It seems you managed to survive the jump. You have three options to choose from.

Go Home

Stay Here

Continue On

Changelog

Version 1.0
-Initial Release

Notes

Special thanks to everyone who commented on the WIP and reddit, you guys are truly awesome.

Thank god for Destinypedia, who I shamelessly copied for most of the more complicated descriptions.

Leave Early exists because I don't want to have to guess what Bungie is actually going to do in future DLC and write shit about it.

This jump is meant to focus on the Guardian side of the Destiny universe, as I feel splitting it into different jumps would keep me from going absolutely insane.

Lead By Example would allow you to teach magic to those normally incapable, granting them the basic parameters needed to wield it.