Destiny: The Darkness

SpaceBattles Edition

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The Golden Age. Of a future wherein mankind discovers the Traveler. With its aid, marvel after marvel is created. Wondrous medicine, previously unthinkable technologies, planets too toxic to set foot on made habitable. Under the Traveler's Light mankind began to spread through the solar system, with hopes to touch distant starts…

It was not to be. The ancestral enemy of the Traveler, an entity, a force known only as the Darkness beset the works of man. Planet by planet, mile by mile, the formerly prosperous humanity was pushed back till but one single refuge remained. And there, in that Last Safe City, the Traveler made its stand…

Of course, if you are here, the call of the Deep, of the Darkness, was far too sweet a sound to pass up. You couldn't care less what trials and tribulations humanity endures. Not one whit for mankind as anything but a bitter adversary or an ant to quash beneath your boot. This is a universe of Legends, Jumper, where you will spend your next ten years. And above all else, embrace the Deep.

Take these 1000 CP, and perhaps you can find a way to survive, even thrive here.

Location: Roll a 1d8 or pay 50 CP to choose.

1: Earth, European Dead Zone: They call it 'dead zone' for a reason. This area exists in the shadow of a gigantic shard of the Traveler, cast off during the Collapse, and that shard is no

longer the pure manifestation of the Light it may once have been… Whatever you are, expect to be sharing the area with the Fallen, the Cabal, and later, even the Taken.

2: Titan, New Pacific Archology: A Golden Age-era construction abandoned long since the Collapse and built over a roiling ocean of methane. The Hive have settled deep into the depths of the Archology, though many lost relics of the Golden Age could be found by the brave.

3: Nessus: A rouge centaur nearly completely machinoformed by the Vex. The Exodus Black crashed here eons ago, to the loss of all living crew members. The AI Failsafe, and her evil twin Failsafe, is currently the only non-hostile to humans entity on this rock.

4: Io: The last place the Traveler touched. Many Guardians find this place sacred ground, though the entrenched Vex and infestation of Taken make long-term stays unwise.

5: Mercury: The closest, most abused planet to the sun. Long ago the Traveler terraformed it into a garden world, prior to the arrival of the Vex. And during the Red War the Cabal will use it to fuel the Almighty.

6: Mars: Home of the massive Clovis-Bray facility, and the core mind of their crown jewel, the Warmind Rasputin. Many long lost secrets could be plundered here, if you can survive the legions of frozen Hive.

7: Tangled Shore/Dreaming City: Flip a coin.

The Tangled Shore is a hive of scum and villainy, a refuge for pirates and murderers. But, it's not impossible to eek out a living here, if you lack scruples.

The Dreaming City is the “home” of the reef-born Awoken, sealed beyond a gateway in the Watchtower of the Tangled Shore. Queen Mara Sov had the place sealed, but as with all things, it won’t last.

8: Free Choice: Choose any of the above.

Origin

You may freely choose both your age and your sex, as either is largely irrelevant to the big picture no matter what you select. Exceptions will be noted when appropriate. Any Origin may be toggled as Drop In. It wouldn’t be the first time the unknown popped out of nowhere in this universe.

-**Fallen:** (Free)

More properly known as the Eliksni. Once, long ago, it was you who held the Traveler’s blessing. And in your hour of greatest need, when the Hive bore down on you with murderous intent, the Traveler abandoned you. The Whirlwind your people suffered makes ‘The Collapse’ humanity endured look properly quaint. Your once proud civilization reduced to squabbling Houses of pirates and scavengers. And yet, you endure. Through hardship and trial you press on and survive. Such is your way now, whether you plot to reclaim the Traveler by any means necessary, or if you couldn’t give a damn either way. You will take the form of a Fallen Vandal, with the capacity to grow into a Captain and beyond, and for your duration here you will require a substance known as Ether to survive.

-**Cabal:** (Free)

Yours is a truly massive empire, containing member species beyond reckoning. It was built on conquest, canny diplomacy, and overwhelming military might. A midnight coup however, saw that empire usurped by the militaristic dictator that is Dominus Ghaul. Your nearly utopian civilization of art, culture, hedonism, and refinement bent towards Ghaul's bold quest to claim the Light, the Traveler, for the Cabal. Upon taking this Origin you must decide if you are a part of the Red Legion, serving under Dominus Ghaul, or if you are part of the Loyalist regime, serving under the exiled, and returned, Emperor Calus, striving to bring things back to the way they once were. By default, you will adopt the form of a Cabal Legionnaire. You may be promoted beyond that over time, with properly displayed valor.

Taking this Origin grants you an armored pressure suit equipped with a jump-pack for free. You will die if your suit is sufficiently compromised.

-**Vex**: (-200 CP)

You are something truly unique in this universe, and that is saying quite a lot. As an acausal entity you have no beginning, and no normal ending. You exist to further the "Pattern," to reduce all life in the universe to the most basic form of data, bereft of both Light and Dark. As a "race," the Vex seem to be not but clinical robots, and that is their 'form,' so to speak. But the metal and crystal are just interchangeable shells that the true Vex drive around. Your true form, should you take this Origin, will be condensed to a block of Radiolaria fluid that could fill a 1 gallon jug. What frame you drive around can be decided later, though by default you are allowed the frame of a Vex Minotaur.

-**Hive**: (-200 CP)

Once, eons ago, you called the planet of Fundament your home. Once, you lived short, harsh lives that barely exceeded ten years. And then you were raised by the Worms. Your rulers, the Osmium Dynasty, formed a great pact with your worm gods and the Deep, the Darkness, and traded their short lives for the eons of war, violence, and death that followed. Oryx, the Taken King, led the Hive on a dark crusade against anything and everything in his way, demonstrating the Sword Logic, existence asserted by violence. This Sword Logic is your everything, by decree of your gods. You seek to sharpen the universe, carve it down to the final, perfect shape. While Orxy may fall to the Guardians, Savathun and Xivu Arath will still stand. And the final shape still calls to you.

If you are Male, you will be a Hive Knight. If Female, you more than likely will be a Wizard, though as Xivu Arath demonstrates, you may still opt to be a Knight.

-**Taken:** (-200 CP)

Well, this is odd. You have been brought before the Darkness and had your form stripped of all that was deemed detrimental to that 'final perfect shape' the Hive strive for. And yet, you still bear your mind, your will, your desires. This is all but unheard of. What will you do with this unthinkable existence, Jumper? You will certainly find no friends in the Light. But in the Deep…

Choose one of the following Forms: Taken Vandal, Taken Knight/Wizard, Taken Minotaur, Taken Legionnaire. You will receive Item Discounts associated with your chosen form, albeit with a Taken sheen to them.

-**Scorn**: (-200 CP)

This could be seen as a blessing or a curse, Jumper. You are one of the Scorn, a Fallen brought back from the dead with dark power and the corruption of the life-giving Ether. For all intents

and purposes, you are genuinely undead, in the classical turn of the phrase, and you've discarded all hope and compassion to exact bloody vengeance upon those you believe have wronged you. No matter how many times you have to kill them.

By default you will take the form of a Scorn Raider. Scorn receive Discounts on both Fallen Perks/Items and Scorn Perks/Items.

Perks

Discounts are 50% off to the applicable Origin. 100 CP Perks are Free to the appropriate Origin.

General Perks

-**Elemental Burn**: (-200 CP)

Do you happen to favor a particular flavor of the Elements of the Destiny Universe? Arc? Solar? Void? Purchasing this Perk will increase your damage output with one of those three elements by a flat 30 percent. And yes, this will translate to similar elemental damage types post-Jump. Solar to fire, etc. Should you purchase this Perk twice more, for the other Elements, you will instead receive the benefit of **Harsh Elements**, and bump your damage output to a 50 percent increase.

-**Blackout**: (-400 CP)

It would seem you have a gift for stealth, Jumper. All hostile radar or similar senses are blind to you in a massive area, and your melee strikes are greatly enhanced in lethality.

-**Iron**: (-400 CP)

Strength is all you need, eh Jumper? In addition to a flat doubling of your objective durability you will find yourself utterly immune to having yourself shaken by incoming damage. No flinching, even should you take a sword to the face, provided you survive the strike.

Fallen Perks

-**Slippery Eliksni**: (-100 CP, Free to Fallen)

If you were to ask a Guardian, especially a young one, what enemy of humanity is the most aggravating to fight, nine out of ten would probably point an accusatory finger towards the Eliksni. Take pride in that. It is your talent in dodging, ducking, and repositioning at speed. As long as you are actively trying to evade incoming fire you should find at least an additional 10 percent of these shots missing. If you're trying to flee, expect that number to climb to 50 percent. After all, living to fight another day is a victory in and of itself, yes?

-**Ether Efficient**: (-200 CP)

The lifeblood of the Eliksni, Ether sustains you, allows you to grow stronger. And yet you must scrape and scavenge for every shred of it you can wring from your servitors. The threat of starvation is almost constant, especially for the dregs of your people. But, significantly less so for you. After taking this Perk you will find your Ether needs reduced dramatically, allowing you to grow strong on what would starve a Dreg. A fitting Perk for the magnanimous or charitable,

don't you think? Post-Jump you will find all of your vital needs, food, water, etc, reduced by the same amount, to nearly nothing.

-**Scrapjack**: (-400 CP)

The humans have the luxury of the Traveler's blessing, an at least nominally safe City to call home. A place to put down firm roots. The Eliksni have no such fortune anymore. You must scrape by with what you can scavenge. How fortunate that you have a preternatural ability to make use of every little thing that isn't literally crumbling at your touch. You are so good at kitbashing in fact, that were you dropped in a junkyard you could have a comfortable, if ugly, belay built by the end of the day. To say nothing of what you could do if given proper parts and facilities…

-**Spider's Web**: (-400 CP)

Cunning has become a mainstay of the Eliksni since the Whirlwind, whether that is a good thing or not. And cunning is something you have in spades. You are able to craft plans and conspiracies of labyrinthine proportions. Double, quintuple backstabs, and more pieces on the board than minds short of certain Hive gods could begin to decipher. Though, you can only work with what you know, and this Perk does not make you prophetic.

-**Deadshot**: (-400 CP)

Several weapons in the Eliksni arsenal have mild homing properties. A Vandal's arc rifle being the foremost example. You need nothing of the sort, able to take a human's head off (or other similar anatomy) from nearly beyond their vision range. And with a scope? Assassination would be a trivial matter should you feel inclined. For instance, had you been the one to do it, a certain Awoken Queen would have taken a rather lengthy dirt nap. Cheating witch…

-**Blindside**: (-600 CP)

Regrettably, the Eliksni are fairly outmatched in the system as things stand. We have no paracausal powers, largely lack the ability to kill Guardians for good, and our holdings shrink by the day with every Eliksni to perish. At least, most of us do. You? Does the phrase 'the knife that cuts deepest is the one you don't see coming' mean anything to you? I would take it to heart. For that is how you are now able to deal with our empowered enemies. So long as you strike with surprise, you can, at least temporarily, ignore any paracausal, ontological, or conceptual requirements when it comes to wounding or killing your targets. A Guardian's Ghost can only be destroyed by ontological weaponry? For you, one shot to the eye with a Wire Rifle would do the job if you had the drop on them. Make our enemies pay.

-**Demiurge of Ether**: (-800 CP, Exclusive to Fallen)

The Eliksni are resilient people, adaptable, and incredibly stubborn. More so than humanity by leaps and bounds, though you would never find one of them who could admit it. You have internalized this resilience and will to survive to an astounding degree. Your body is able to withstand utterly horrific levels of harm without losing any combat faculty at all, and should a single scrap of Ether remain in your body you will not die unless utterly disintegrated. Whatever it takes, you will see your ambitions through, broken, beaten, but unbowed.

Cabal Perks

-**That's not fat…**: (-100 CP, Free to Cabal)

What does a human see when looking upon a soldier of the Cabal? They see an 800 pound hulking brute capable of breaking them in half with their bare hands, with ease, and wielding weapons too large and heavy for non-Guardians to even lift. Similarly, able to shrug off normal weapon-fire with a laugh. Now You are Cabal, strong and tough. While against a Guardian this Perk alone might only make you able to take several more bullets before perishing, that leeway can make all the difference.

-**Giant, freaking, Ca-balls**: (-200 CP)

When the Cabal go to war, they are exiled lest they return home in triumph. Dead, in all but heartbeat. So what have you to fear? At your discretion you are utterly fearless, undaunted by even the most lop-sided odds. Even if the Darkness and the Traveler unanimously agreed to collaborate for your destruction, you would snarl in the face of their assault with steel in your heart. You also have a talent for actions that, how do the humans put it, “are completely badass.”

-**Colossal**: (-400 CP)

Size matters, and no one knows this better than a Cabal. You see it in our technology, our weapons, our instruments of war, and with our soldiers. You have been promoted to a Colossus, with the stature, deep reserves of vitality, and strength that entails. You may wield the largest, most destructive personal weapons of the Cabal with ease and your stomps have so much force behind them you can kill even Guardians with just the shockwave you generate (they won’t stay dead). To better describe your newfound durability, the humans would typically fill your role with a heavily armored tank.

-**Macro-Engineering**: (-400 CP)

When the Cabal build, we build BIG. A single glance at the star-sized Almighty should make that abundantly clear. Now you possess this technical aptitude, the talent for up-scaling weapons, buildings, and vehicles to truly astronomical proportions. And what you build scales in power directly proportional to how big you make it. Build a tank ten times the size? It's ten times as powerful in every respect. This Perk by no means offers you the resources to do any of this. You'll have to earn that. Or just build yourself a giant drill and core some planets. That works for the Cabal most of the time.

-**Brute Force Always Works**: (-600 CP)

The Guardians wax on and on that they were chosen by the Light, pah! We are Cabal, we take what we want whether you say it's impossible or not! Exactly as this Perk's name would suggest, you can brute force a solution to practically any problem you can find. Manipulate paracausal power with mundane technology? Of course! Tear that same power from a slumbering god? Simple! Kill a Ghost by crushing it in your bare hand? Satisfying. With enough raw strength, you can do anything.

-**Demiurge of Authority**: (-800 CP, Exclusive to Cabal)

The legend of Acrius, the first Emperor, is a tale of the impossible. Or, at least that's what the human's say when they hear that Acrius claimed the sun. But our Emperor did it with will, grit, and an assurance of his right to that sun. That indomitable spirit, the collective will of the Cabal, is now yours. As long as you can see your enemy, you can force the combat to take place using nothing but strength and skill, your will, your Authority, alone outright banning paracausal, ontological, or conceptual attacks. If they can't beat you with their own strength, instead of relying on cheap tricks, they cannot win.

Vex Perks

-**Acausality**: (Free and Exclusive to Vex)

The Vex, put bluntly, are from outside of this reality. Indeed, the tale of first contact with them is not a tale of humanity's, but of the Hive. Crota, son of Oryx, quite literally stumbled upon them by accident. Interference from others notwithstanding. This acausal nature grants you a very specific and potent boon. You cannot be predicted, as you are outside the bounds of the universe. Outside of "fate," if you will. Precognition, fate-shaping, destiny… all useless against you.

-**Frame Shift**: (Varies, Exclusive to Vex)

With this Perk option you are able to modify your frame in terms of 'model' and size category. Becoming a Hydra and/or increasing your size, up to two times (Panoptes is your upper limit) will cost 50 CP per change. Shrinking your frame (once), or downgrading to a Hobgoblin or Harpy will instead gain you 50 CP.

-**Simulant Mind**: (-200 CP)

To call the Vex "brilliant," would be an insult. Even the lowest of Goblins is capable of running up to 277 real-time simulations at once, while engaging in combat, merely by simulating itself, having that simulation simulate simulating itself, and so on and so forth into the depths of insanity. It should come as no surprise then, that this computational power gives you a massive edge in combat. Only the Light, or similar paracausal power, will defy this Perk.

-**Temporal Shielding**: (-400 CP)

Of all the different kinds of barriers in use throughout the Sol system, none could truly be a more potent defensive tool than this. You may project a field of energized Time, a field that utterly negates attacks directed at you by essentially telling the projectiles or blows "you were never shot/swung/thrown." This barrier is powered by your own reserve of stamina, and is exhausting to maintain for more than a few minutes at a time.

-**Temporal Blink**: (-400 CP)

Many would contest the idea that the Vex have mastered time-travel, arguing that if they had, they would have already won. What no one would contest, is that the Vex HAVE mastered teleportation, as you now have. You may freely teleport as much as you like so long as you can see your destination, provided you have the stamina to manage it. Long distance teleportation is also possible, but it takes more time, and is far more obvious at your intended destination.

-**Part of the Pattern**: (-600 CP)

The Vex have a plan, an ultimate goal. Anything that can be made to fit this Pattern, great, it can exist. Anything that can't be made to fit, needs to go, be written out, deleted, any fitting synonym you prefer. As a part of that plan, this Perk empowers you to do, on a smaller scale, what the Vault of Glass allowed the Vex to do so casually. You can outright erase people and individual objects that you can see from existence. The only caveat is that the ones you erase must be objectively weaker than you, and to affect a paracausal target like a Guardian, you would need a rather extended 'channeling' period that would leave you vulnerable. Still, to be able to brute force reality as you now can? A small price to pay.

-**Demiurge of the Thought**: (-800 CP, Exclusive to Vex)

The Vex are not many minds in many bodies. They are a collective mind with many bodies, even if individual pieces of that great mind have names. Now, using this Perk, you may do the same for yourself. You may partition your mind, your will, outside of reality and project your body, along with any duplicates you can make. Your bodies will all be of equal power as that of your true "core," but individual losses will not harm you in the slightest. Think of your new form as a giant brain. It would take catastrophic losses on your part for you to start suffering true damage.

Hive Perks

-**Bound to the Worm:** (Free and Exclusive to Hive)

"Freshly spawned? And so advanced for such a young one, how quaint. You are Hive now, your life is simple, simple as the final shape dictates. Kill, feed your Worm, and kill more. You will grow strong from death. But you had best keep killing, Jumper, lest your new Worm devour you for your indolence. And be snappy with your tithe, your gods have greater designs in mind. Unless you've the gall to keep more for yourself…"

For your time here, your Worm will reward you for killing. Roughly 1 percent of your enemy's objective strength will permanently become yours as per the Sword Logic. Though the stronger you become (or already are) your Worm will demand more death. Post-Jump, the 'feeding' requirement of your Worm will go away.

-**Tithe of Death**: (-200 CP)

"Ooh, integrating yourself so smoothly? Good. It is the prerogative of the strong to have the luxury of at least momentary respite from slaughter. Plans are so hard to concoct in the middle of a battlefield, you understand."

Those that serve you feed your existence with the death they deal. Even should you do nothing those, Companions or Followers, acting directly in your name will offer you tribute, knowingly or not, that will serve as sustenance for your Worm as long as they keep killing. In-Jump, this can only sustain you. Post-Jump, you will grow in strength as per '**Bound to the Worm**.'

-**Die by the Sword**: (-400 CP)

"The sword? How droll, but necessary, of course. I imagine Xi Ro, she'd hate me calling her that, would have far more respect for you, at least. And if you're going to charge gun lines with a blade, I can see why you'd need this…"

Taking this Perk endows you with a superhuman aptitude with a blade, enough to match and exceed all but the mightiest of Guardians in terms of raw skill. This Perk also allows you to do some more, absurd, things with a blade. Such as blocking or even reflecting bullets or other similar projectiles.

"Don't try that on a Nova Bomb. Or do! I've got you thinking now, don't I?"

-**Hive Arcana**: (-600 CP)

"Ah, much more like it. Another Wizard for my covens. Far more satisfying to weave a tangled web to strangle your enemies, isn't it? And so much less risk! Now, remember our laws, no plan that doesn't utterly confound a Thrall is worth investing time in. It's part of the fun!"

You have been deeply inducted in the most potent magics of the Hive, ontological sorcery born of death and sacrifice with little limit beyond your twisted imagination. Examples of this would include the process by which to torture a Thrall into an Ogre. The secrets of the Deathsong, wherin you sing literal Death capable of ending even Ascendant Hive. The construction of an Oversoul, allowing those tied to it to cheat death. The power to drain the Light from a Guardian. And even the heretical art of Necromancy, as taught to Nokris by the worm god Xol. Bear in mind, the Hive hold the latter in utter contempt, and being caught using it might see you suffer a similar exile to Nokris's.

-**Ascendant Jumper**: (-600 CP)

"Now, were I less of a whimsical sort I might be getting annoyed at how much you're getting to skip the line. Some of us had to work hard, die horrible deaths, weave beautiful schemes, and stab their beloved siblings in the back to get where you are, Jumper. Don't let it go to your head, you are no god yet."

You join the ranks of the Ascendant Hive. While at its most basic this Perk augments your normal abilities to an absurd degree, the true benefit is that now you are allowed to die. Your might is enough to carve reality to your whim, hollowing out your own cyst of a Throne World wherin your word is Law. It is here you will reform to recuperate should the unthinkable happen and you are slain elsewhere. But be warned, dying again within its confines is a true death.

Receive the Item "**Throne World**" for Free.

-**Sword Logic**: (-600 CP)

"Now you're starting to remind me of Auryx, the dear. Horrendously direct and un-subtle, but I can hardly argue with the results and what he achieved."

All Hive are beholden to the Sword Logic, the simple law of the universe, and the Deep, wherein the strong assert their right to exist by killing all that cannot stand against them. This is now a universal truth that you have internalized, beyond what even most Hive could achieve. By killing something, someone, you prove that you are stronger than them, that you are more deserving to exist than them. And what you kill is yours to keep. Kill a warrior, you take his strength. Kill a genius, you take his wits. Kill a king, his charisma. All of your personal growth can now be fulfilled by the simple act of murder, and that growth is limitless.

-**Demiurge of the Worm**: (-800 CP, Exclusive to Hive)

"… Really now? You just show up and replace one of our gods? Oryx must be spinning in his grave right now. Xivu Arath would throw a fit if she knew… Well shoot, now I AM annoyed."

The Hive became what they are through a compact with the five original Worm gods, Yul, Xol, Akka, Eir, and Ur, the Virtuous Worms. These gods bestowed upon the young Xi Ro, Aurash, and Sathona their Worm larva, turning the frail proto-Hive of Fundament into the cosmic force they are today. Akka was slain by Oryx, his remains turned into Oryx's Dreadnought. Leaving a void, which you now can fill.

First, your Worm undergoes a metamorphosis. It will no longer seek to devour you, it only draws in the death and devastation around you, offered directly to you or not. Second, you may now bestow Worms upon others at your leisure, Worms that will spread your influence and feed your new, depthless hunger. The final shape is calling to you, Jumper. Will you and your brood answer it?

Taken Perks

-**The Final Shape**: (Free and Exclusive to Taken)

The Taken are the closest to the Darkness, having been brought before it and stripped of every unnecessary function before being loosed into the universe to sharpen the rest of it. As a Taken yourself, you have no biological needs. Not sleep, food, breath, or injury will impede you ever again. You can still indulge of course, if you wish, though you will gain no direct benefit from any of them.

-**Scary Void Jumper**: (-200 CP)

To those of the Light, and many others besides, the Taken just look *wrong*. The twitchy, semi-teleporting way they, also you, move. The shadowy mimicry of life. It is *disturbing* and terrifying to those that stand before you. And such fear will touch the hearts of even the bravest hero you face. Civilians? They would either cower on the spot or run screaming. Either or.

-**Dark Evolution**: (-400 CP)

To become Taken is to become **more** than you were, to touch the Darkness and grow stronger for it. A Taken Vandal, for instance, learns to project a dome of Darkness impervious to ranged assault. A Taken Wizard learns to gives mere shadows a form and violent purpose. Choose any in-universe ability manifested by the Taken, and acquire it for yourself. This Perk can be bought multiple times.

-**Blightmaker:** (-600 CP)

The Darkness is a constant, a universal truth. And you have learned to bring this Darkness with you wherever you go. At will, you can create a shielded blight from which mindless, but aggressive, Taken will stream forth from across time and space to carry out your will. They are but simple animals, really, but there is no limit to how many you can summon. Should your blight be destroyed, or you simply wish to generate another, you will need to wait five minutes.

-**Shadow Touched**: (-600 CP)

Light grows dim in your presence, Jumper. Your immediate vicinity, roughly a hundred yards in every direction, is always treated as if it were a Darkness Zone. Guardians, or other entities that can resurrect after death, will die for good if slain near you. And all paracausal abilities not belonging to you will be weaker within that radius.

-**The Taken Jumper**: (-800 CP, Exclusive to Taken)

This is a power that Oryx killed a god to obtain, Jumper, the power to Take. To subsume and devour the will of those you subdue, to drag them before the Darkness and strip them of all that made them themselves. Those you Take are yours utterly, retaining every ability they possessed, incapable of offering resistance to even the most absurd of your commands. They will do what you tell them to, or shatter themselves trying. There is no limit on how many you can Take, but they do not return if killed. Also, those endowed with a spark of the Sky, the Light, cannot be Taken.

Scorn Perks

-**Not Quite Dead**: (Free and Exclusive to Scorn)

The Scorn are not dead, but neither are they really alive by conventional metrics. As such, getting "killed" again is really nothing to take too seriously. Upon acquiring this Perk, dying in-Jump is not considered a fail condition, as the rest of the Scorn are fully capable of bringing you back. However, both the time required and the amount of corrupted Ether necessary to resurrect you increases the more powerful you are, and should you "stay" dead for a full year, you will

Fail as normal. Post-Jump, your Companions, if you have any, will receive the ritual for bringing you back, with the same restrictions. Other “extra life” Perks are triggered first.

-**Ghost of the Fallen**: (-200 CP)

Like the Scorn Raiders, you have the ability to dissolve your body into its component Ether and pass through the overwhelming majority of attacks and solid objects without harm, while becoming just short of invisible in the process for about seven to ten seconds. You will be vulnerable when you reconstitute, and unable to do become intangible again for one minute.

-**Totemic Chieftain**: (-400 CP)

You have acquired the ability to generate elemental totems at will, of all three types. Arc totems function as anchors, and pull foes towards them. Solar totems spray flame around them as area denial. And Void totems render you and any friendly targets within range immune to damage as long as the totem stands. Each totem lasts until destroyed, or until you’re killed, and you can throw another every thirty seconds.

-**Apprentice Fanatic:** (-600 CP)

Either you’ve spied on old key-head long enough, or you’ve earned The Fanatic’s genuine trust enough for him to teach you his ways. Like the Fanatic, you can now raise your own Scorn. This includes the knowledge on how to corrupt Ether, and all requisite rituals necessary to resurrect Eliksni without turning them into brain-dead husks. Post-jump this will translate into the ability to create intelligent undead that remember their former lives, with the option to force them to resemble Scorn.

-**Vengeance**: (-600 CP)

Say what you will of the Fanatic and his methods, he genuinely seems to feel as if the Scorn are one big family, and you mess with one, you mess with all of them. Upon taking this Perk you, and those that either follow or serve you, are empowered when facing those that have dealt any of you a wound, scaling in severity in accordance with the seriousness of that wound. Should that wound be lethal, your power against that guilty party and theirs would be like using a nuclear bomb to kill a fly.

Items

Un-discounted

-**Faction Aesthetic:** (1 Free, -100 CP)

Want to decorate your Warehouse and other properties with a particular look? This is your option. Whether you've a fondness for the ramshackle "construction" of the Eliksni, the angular, eerily beautiful structures of the Vex, or even the obscene opulence of Emperor Calus's Leviathan. Style is reward enough, is it not?

-**Energy Shield**: (-100 CP)

A potent, regenerating elemental barrier between you and all incoming damage. It comes in Arc, Solar, and Void flavors. And while you may purchase multiple, you can only have one active at a time. Fallen typically wield arc shields, Cabal typically use solar, and Vex typically use void. If you wish to stay "on type," or wish to use something unique to give your enemies a nasty surprise.

-**???**: (-800 CP)

“Can you, hear my Voice, O Jumper? Ah, this could be such a wonderful opportunity for the both of us. I can sense your will, your desires, your, dare I suggest, your Wishes. We could do great things together, if you are willing to ‘invest’ in me. As I am now I can be of no aid to you, but, grant me a mere eight years, guard my ‘egg’ for eight years and you will have an ally in me that could shake the stars. This power entices you, does it not, O Jumper Mine?”

Fallen Items

-**Eliksni Arsenal**: (-100 CP)

Shock pistols, Wire Rifles, Shrapnel Launchers… Any generic weapon wielded by the Eliksni is available for purchase here, and if you can conceivably wield one in each hand, such as with the pistols, you may take two for the same price. Additionally, if you purchase a melee weapon you receive an Eliksni cloaking device for free. For an extra 50 CP, you can take a Scorch Cannon. All of these will have unlimited ammunition, and this Item can be purchased multiple times.

-**Shank Collection:** (-200 CP)

To combat their otherwise limited numbers, the Eliksni have adopted the use of many fully autonomous, if only rudimentarily intelligent, drones to do their bidding and fight on their behalf. This purchase grants you ten Fallen Shanks to use and sacrifice at your leisure, and they reassemble themselves within sixty seconds when they are inevitably destroyed, five minutes if they are instead disintegrated. For a mere 50 CP, you can upgrade your collection of drones to

five Heavy Shanks, which are both massively more durable and far better armed. These drones do not count as Companions or Followers.

-**Fallen Pike**: (-200 CP)

A fast attack vehicle armed with two forward firing arc guns, seating a single driver. Though relatively frail, this vehicle can freely strafe all day, and you can summon another one after five minutes if this one is destroyed. For an additional 50 CP you may upgrade to a Heavy Pike, a stronger, only marginally slower vehicle armed with explosive arc cannons and bouncing arc mines.

-**Fallen Walker**: (-400 CP)

This fully autonomous spider-tank is armed with a large main gun, multiple smaller arc guns for close defense, an arc pulse system to push targets away, and an arc grenade launcher. While it is fragile insofar as "tanks" are concerned, as mentioned, you don't have to drive it. And when you summon it, it has a disturbingly high, if amusing, tendency to squash Guardians beneath it.

-**Fallen Ketch**: (-600 CP)

Have a lot of 'friends,' Jumper? This massive Eliksni ship will allow you and those friends to cruise the system in relative comfort, and comes packaged with three separate Eliksni drop-ships to deliver you and those friends ground-side.

This ship does possess an FTL drive, though given the ship's size it can move between the planets of Sol in the space of hours.

Cabal Items

-**Cabal Arsenal**: (-100 CP)

Slug rifles, Bronto Cannons, Slug Shotguns… Any generic weapon wielded by the Cabal is on offer here. For an additional 50 CP, you may arm yourself with a Phalanx shield, one which lacks the "button" on the enemy side. For an additional 100 CP, you may take a Power Slug Thrower (it's a minigun) and a backpack that fires concussive, extremely tenacious homing missiles that slow targets on hit. If you took the Colossal Perk, this latter upgrade is Free. And, for the sake of transparency, the typical Cabal bullet is an armor-piercing explosive slug the size of a human fist. Imagine the damage it'll do to an unarmored target.

All of these weapons possess unlimited ammunition, and this Item may be purchased multiple times.

-**Cabal Interceptor**: (-200 CP)

A heavily armored fast-attack (for the Cabal anyway) hover vehicle armed with two linked, solar, forward-firing rocket launchers. It has a boost system intended for ramming infantry targets, and should it be destroyed you can summon another after five minutes have passed. These vehicles are typically driven by Psions, but purchasing this will give you one fit for a typical Cabal Legionnaire… or a Colossus, if you took the requisite Perk.

-**Cabal Goliath Tank**: (-400 CP)

Sometimes, a simple infantry assault just will not do. Perhaps the enemy has deployed significant armored vehicles themselves, or a fortification is truly beyond infantry weaponry to destroy. Enter the Goliath, an utterly massive hover-tank with superior maneuverability, nigh-insurmountable armor, and a main gun that fires shells aptly dubbed "planet crackers." If this

super-heavy tank is *somehow* destroyed, you can summon another one in ten minutes via a targeted air-drop.

-**Cabal Harvester:** (-400 CP)

The quintessential Cabal dropship, ergo, it is a flying brick. It is not aerodynamic at all, flying through sheer thruster output alone. But it's so heavily armored you really shouldn't care. It comes with a Cabal drop pod, a semi-solid metal sphere capable of delivering you and up to three others from orbit to ground with nearly explosive force. Aim directly for the enemy.

This particular model has an FTL drive capable of traversing the Sol system in mere minutes.

-**Cabal Battle-net**: (-600 CP)

The final word when it comes to battlefield logistics. This massive computer system is connected to every Cabal soldier, every Cabal weapon, and even every Cabal bullet to build a complete picture of any given battlefield at any given time, granting an unparalleled tactical advantage to any strategist. Not only does this purchase grant you this computer system for your own use, you also gain the knowledge on how to integrate other technology and weaponry into the network.

-**Jumper Model Leviathan:** (-800 CP)

A pound for pound replica in every way of Emperor Calus's "prison." This battle station dwarfs most planets, rightly so, as it was designed quite bluntly to 'eat' those planets. Indeed, using the station to consume planets is of great benefit to you, this station's new owner. By mixing the dust of these destroyed worlds with the flower spores produced in the Leviathan's bounteous gardens you can produce a "Royal Wine" that, when consumed, grants its imbiber great psionic power. Given eons of "work" and consumption you too could one day reach the heights of power

Calus himself has attained, but not likely within your ten years here. The aesthetic of your Leviathan is by default a mimicry of the obscene opulence of Calus's Leviathan, only minus the graven images of the Emperor, but you may choose another style if you so wish. Your Leviathan comes with an entire legion of unflinchingly loyal, and infinitely respawning, Cabal warriors to defend your station. They cannot leave the Leviathan.

-**The Almighty**: (-1200 CP)

The final word in terms of oppression. This utterly titanic battle station has but one purpose, to anchor itself to a star and detonate it at the pleasure of the one wielding it. That person is now you. With this sword hanging over the head of a population you could visit atrocities upon a people and they would simply bow their heads in acceptance, preferring temporary pain to annihilation. The purchase comes replete with a fully armed and completely loyal Cabal fleet to defend your weapon from stellar threats, thought they cannot leave eyesight of your Almighty. If someone manages to sneak aboard, they must contend with the thousands of vicious Cabal that will defend The Almighty to the death.

Vex Items

-**Vex Arsenal**: (-100 CP)

Slap Rifles, Torch Hammers… any generic weapon wielded by the Vex is up for grabs here. These weapons will have unlimited ammunition. For reference, Vex weapons are not "directly" weapons. The standard-issue Slap Rifle wielded by Goblins does not generate the energy it fires internally, it yanks the lethal Solar energy directly from a distant star. A Line Rifle? From the accretion disk of a galactic singularity.

-**Additional Frames**: (-200 CP, Exclusive to Vex)

For every purchase you make here you are granted a perfect copy of your frame, complete with any alterations you made with **Frame Shift** if applicable. Your consciousness may freely jump between these bodies as it pleases you, or automatically in the event that one is destroyed. Each frame regenerates to perfect condition after a single week, if destroyed or damaged.

-**Vex Gates**: (-400 CP)

The Vex maintain a system of Network gates that allow for mass transit across unfathomable distances and even, at least theoretically, to other universes and timelines entirely. While yes, as a Vex Jumper you will have the use of these established gates in-Jump, restricted to travel within the Sol system, you will only be able to use the Gates already in place, and it would be above your metaphorical pay-grade to even think about building and installing more. No longer. By purchasing this Item you allow yourself two things; one, the ability to erect and connect new Gates in-Jump to the established Gate network. And two, all the Gates you build will "carry forward" to future Jumps, in similar places if available, but at least in identical numbers.

-**Radiolaria Engine**: (-600 CP)

The Vex use structures such as this to poison the core of a planetoid with radiolaria, vastly increasing the speed at which the Vex can machinoform a world. If given the opportunity to insert this engine into a planet, you can quickly assume control over the planetary biome, altering it to wipe out organic life as quickly as it suits you, or, I suppose, terraform the planet in beneficial ways. The structure itself is vulnerable to destruction, though that feat is incredibly difficult.

Hive Items

-**Sword**: (-100 CP)

"I give you nothing, nothing but this name and your first sword… Oryx was so melodramatic when the mood struck him. Still, I suppose he can't be entirely wrong. The Sword is synonymous with most of the Hive, after all."

A simple blade, seemingly built of naught but bone and sinew. This massive cleaver is already endowed with the power to kill Guardians permanently. The natural downside, of course, is that it's a sword. And Guardians, along with just about everything else in this system, lean more heavily upon guns. Regardless, this blade will grow stronger along with you, seemingly rotting away thinner and thinner, but never suffering any loss of durability or killing heft. If you wish, you may Import a melee weapon you already own to gain these properties.

-**Hive Arsenal**: (-100 CP)

Hive Boomers, Shredders… I think you understand the gist of things by now, Jumper. Any weapon you'd like wielded by the generic soldiers of the Hive is available to you here. These weapons bear no moving parts nor discernable stores of ammunition. Instead, the blistering void-fire of a Shredder is more akin to magic than bullets. And the rotting starfire arc blasts of the Boomer are powered by what most would assume to be the shard of a long dead celestial body.

-**The Books of Sorrow**: (-200 CP)

"Oh, Orxy's little diaries? Pha ha ha! Oh, no, I'm sure it would be useful to someone such as you, you from outside of this universe. At the very least it gives you a firsthand account of our

history. And at best, Oryx's own insight into the nature of the Sword Logic. Don't mind my little scrawls in the margins."

… What she said. Of more import is that this collection of text also includes the seventh book, the book of Unmaking, created by the Shadows of Yor as they delved down Sorrow's Road. Theoretically, just by studying and applying the lessons within one might come to understand and harness the full extent of the Sword Logic for oneself, understanding it as both the effective religion of the Hive, and as the metaphysical frame for how every Hive, from Thrall all the way up to Oryx and Savathun, gain power.

-**Hive Tomb Ship:** (-200 CP)

A, rather grim vessel. This dropship visually lacks any means of propulsion, and it lacks what one would normally call an FTL drive. It gets from point A to point B, not by flying there, but by teleporting through wounds cut in the fabric of reality. The interior, not even remotely designed for comfort, can hold twenty. And the nigh-impervious hull of the ship is armed with four void cannons to cover its disgorging occupants, which leave the ship via short-distance teleportation.

-**Throne World**: (-400 CP)

"Well now, either you've come here to inspect that which will become your demesne… or you're a filthy little cheater clawing your way to near-immortality through this item you're being handed."

A natural expression of strength in the Sword Logic. This pocket in the Ascendant Realm, a dimension very close to the Darkness itself, is your absolute defense. All things within are beholden to the Sword Logic, even those that invade and are of paracausal powers themselves, like the Guardians. In fact, the only way for you to be slain within is for someone to prove that

they are stronger than you in the very Sword Logic you used to construct this pocket dimension. Various other small ‘laws’ can be set, but none that would otherwise circumvent the above. This Item comes packaged with an Oversoul, a construct of the Hive Deathsingers, Oryx’s own daughters, that is used to separate the Soul from the physical body, granting the owner of the Throne World even more resilience to true death. The Oversoul can also function as a weapon against invaders, with its paracausal Death Impulse, should the owner feel pressed or simply enraged.

-**Dreadnought**: (-600 CP)

Forged from the hide of a god, to house a god. Oryx’s dreadnought was many things all at once. It was the seat of his Throne World, which he had dubbed the High War, it was his Oversoul, the source of the impulse that annihilated the Awoken fleet that sought to challenge him, and it was his mundane fortress. This copy, replete with a full complement of fanatically loyal Hive, can be all of these things to you, Jumper. While formidable by itself, this ship is truly powerful when, and if, combined with a Throne World and Oversoul of your own. At that point, there would be little difference between your dreadnought, and Oryx’s.

Scorn Items

-**Scorn Arsenal**: (-100 CP)

The savage, significantly more cruel side of the Fallen armaments. This purchase offers you Scorn Crossbows, Grenade Launchers, and the other cruel implements of the Scorn.

-**Scorn Pike**: (-200 CP)

A modified variant of an Eliksni pike. This model has had its arc weapons swapped out for void guns that boast a minor tracking ability, and the capability to leave a flaming wake while boosting. It is just as fragile as the Eliksni version, but a valuable steed all the same. For 100 CP, you can instead upgrade to a copy of The Rider, Yaviks's, Pike. This modified variant features a massive boost to durability, replaces the void guns with a pair of Solar rocket launchers, and generates a uni-directional flame shield for the purpose of ramming hostile targets.

-**Corrupted Servitor**: (-400 CP)

This servitor has been tainted on a fundamental level, directly producing the Dark Ether that the Scorn require for ritual and resurrection though the normal means of feeding it matter and energy. In addition to making you very popular among the Scorn, this servitor is guaranteed on purchase to have enough stored, corrupted Ether to resurrect you once if you should be killed.

Companions

-**Jumper's Fireteam**: (-50 to -200 CP)

This is a dangerous universe, it would be perfectly understandable if you wished to bring some friends along with you. For 50 CP, you can bring a single Companion along with you, or 200 for a batch of 8. Each of these Imported Companions receive 600 CP to spend on Perks and Items. These Companions receive the same Origin as you for free, or can pay the cost of another Origin. These Companions cannot take Drawbacks, or purchase any Perk or Item of 800 CP or higher. Those Perks/Items are special for you, the Jumper.

-**Personal Servitor**: (-100 CP, Free to Fallen)

This Servitor is rather unique, actually. Chiefly for being only about the size of a basketball, but also for being marginally more intelligent than the other robotic allies of the Eliksni. Not human-level, but at least enough to evoke the level of companionship you might expect from a loyal pet. This Servitor, provided you give it the matter and energy it needs, will produce enough Ether for you to live comfortably. While it will endeavor to stay out of the line of fire, if it is destroyed it will respawn in a week.

-**Cannon Eliksni:** (-400 CP, Discounted to Fallen)

Have you taken an interest in one of the named Fallen that showed in Destiny 2? I daresay you could offer them a far better life than they would have here. Notable individuals could be Siviks Lost-to-None, The Spider, or Randal the Vandal.

-**The Phalanx**: (-100 CP, Free to Cabal)

This Cabal has declared himself to be your bond-brother. Perhaps you saved his life, or did something else noble for him. Regardless, he now places your life unquestionably above his own. Every battle, he will do his best to interpose himself between you and the bulk of your enemies, wielding his shield. He will grow more powerful along with you, so that he might always be a competent shield. If he is slain, he will get back up within a month.

-**Cannon Cabal:** (-400, Discounted to Cabal)

Have one of the named soldiers of the Cabal impressed you? Want to bring them along to smash things up across the multiverse? Go right ahead. Braccus Zhan, Dominus Ghaul… No, Ghaul does not get to have his stolen Light powers, not unless you help him keep them somehow. Emperor Calus is a firm No.

-**The Thrall**: (-100 CP, Free to Hive)

This Thrall is your own willing, enthusiastic minion, yours to shape as you will. Upon acquisition, you must decide if the Thrall is male or female, as this will dictate the morph your Thall will adopt later in its life… or you could torture it into an Ogre. Either way, your Thrall will tithe all the slaughter it can to you, every bit, if you wish. Though of course, that would leave none for them to grow. When your Thrall inevitably dies, it will return to you the following week, undeterred.

-**Cannon Hive**: (-400 CP, Discounted to Hive)

Has the savagery, or other things, of a certain named Hive caught your attention? Here's your chance to pick them up, and spread the Sword Logic to other universes. I'm sure any number of them would love the opportunity. Savathun is not available for purchase, having dived into a black hole, but, if you *really* want some better odds convincing Oryx or Xivu Arath to come along with you, you could pay 1600 CP, before the Hive discount. They are gods, after all.

-**Scorn Baron**: (-400 CP, Discounted to Scorn)

As the only named individuals, the Barons are the only ones open to recruitment. But still, maybe you wanted to have fun blowing things up with good friend Kaniks? Go hunting with Pirrah? As the Fanatic is capable of self-resurrection, and of resurrecting you with significant ease if you are also Scorn, Fikrul will cost 600 CP before Discount.

Drawbacks

So you want even more power, hmm? This is fair, but with more power comes greater peril. Take as many Drawbacks as you like, but be mindful of the ones available to you.

-**Kinderguardians**: (+100 CP)

What's worse than enemies that won't stay dead? Insultingly easy to kill enemies that won't stay dead. The Guardian's ranks have swollen with recruits that don't seem to have the sense to recognize their rifle from the floor. As easy as they are to kill, even the most bloodthirsty of Hive will get annoyed at the stupidity.

-**If You Want It Done Right…**: (+200 CP)

Your allies, specifically your peers and underlings, seem to have suffered a catastrophic downturn in both intelligence and competence. Expect the Dregs to run away in shambles on the mere sight of a Guardian, the Thrall to trip over each other trying to rush the target… unless you happen to be accompanied by allies higher in the chain of command than you, you will be required to do all of the work yourself.

-**Slow Start**: (+200 CP)

Bad news Jumper, you've been demoted. For the first year of your Jump you will adopt the weakest, most basic foot soldier of your Origin. Dreg, Psion, Thrall, etc. All powers and items are suppressed to that relevant power-level. Once your year is up, assuming you've survived, you can carry on as normal.

-**Aim Assist**: (+400 CP)

Sounds like it'd be a good thing, doesn't it? And you would be right, if this weren't a buff for your enemies. Enemy weapons will become outright unfair in their ability to connect, outright banking mid-air to hit you even behind cover. It's not impossible to avoid damage, you'll just need even more distance between yourself and the enemy's shots, but be prepared to call hax a lot.

-**Priority Target**: (+200/400/600 CP)

This Drawback has three separate tiers, and you may take as many or as few of the separate tiers as you like.

For 200 CP, you have a bounty on your head from the Spider. You can expect a Guardian of at least competent power hunting you down at least once a week.

For 400 CP, you have been designated as a priority target by the Tower Vanguard for strike operations. Every other week, a fireteam of three Guardians of varying skill will be dispatched to slay you. They may or may not get through your allies, but they will at least utilize basic forms of teamwork.

For 600 CP, every month you will be designated as the target of a Raid operation. An elite fireteam of six Guardians utilizing precise and efficient teamwork. They are guaranteed to reach you no matter what in-universe allies you have amassed, and you need to drop all six Guardians at once to survive and escape/win.

-**All You Need Is The Deep**: (+800 CP)

If you didn't buy it here, you don't have access to it. All outside Perks, powers, Items, and Companions are prohibited.

-**Exiled**: (+800 CP, Exclusive with Scenarios)

Seems you've done something particularly offensive to the allies of your Origin, and you have been both ejected and declared an enemy combatant. You're by yourself. Depending on your Origin you may or may not be able to seek succor with others, but expect any to be overwhelmingly suspicious of you. If you are Hive, Taken, or Scorn, you have no potential friends anywhere.

-**Sorrow's Road**: (+1000 CP)

… Are you sure about this, Jumper? Well, I suppose you'd better hear it first. All of your Companions are forbidden from joining you, talking to you, or interacting with you positively in any way. Oh, they'll still be here, just not on your side. All of your Companions will appear as Guardians, complete with their personalities, voices, and out-of-Jump powers. If you have no Companions, you will be confronted by your loved ones from pre-Jump. Your mother, your father, husband, wife… Are you hard/cold enough to murder your loved ones and friends as they come after you again and again?

Scenarios

All Scenarios are Optional

The Great Machine

Exclusive to Fallen

The Whirlwind was a long time ago, Jumper. But it has left deep scars that, to this day, have not healed. The many noble houses of the Eliksni have disintegrated, either to infighting or extermination by Guardians. Even with the "threat" humanity sees you as, it would take an unprecedented miracle for the Eliksni our past glories, our fallen civilization…

Should you take this Scenario, that miracle is to be you, Jumper. You must unite the scattered, weakened Eliksni into a force strong enough to do what the House of Devils could not. You must take back the Traveler, prove that it was always the Eliksni that deserved its blessings.

Humanity's Last City may be weakened by the Red War, but their Guardians are just as dangerous as ever. You need to find a way to deal with them, permanently, else your assault is doomed to fail.

However, should you accomplish this nearly impossible task, your reward will be great. All remaining Eliksni in the system will flock to you to form one great House under the reclaimed Great Machine, House Jumper (you can name it something else). A force of at least 100,000 Eliksni, in the prime of health given the Ether utterly spewing from the Great Machine, are at your beck and call from here, Kell of Kells.

Legend of Acrius

Exclusive to Cabal

Right now, Jumper, you as a Legionnaire are effectively a grunt, a cog in the great Cabal war machine. But surely your ambitions reach higher than that? You're a Jumper, surely you will not be content with serving as a shock troop for some distant commander?

Well, the first step on this long road is rather straightforward. Get promoted, get promoted, get promoted. You first need some military heft to throw around to get your point across. Become a Val, at minimum.

Second? Start absorbing forces into your own. Amass an army to rival the Red Legion at its full strength and be declared it's Priums. Only then can you make the final move.

The Leviathan waits for you, Primus, and your audience with the Emperor himself. Calus will test you, test your claim to Authority. But it will not be so simple as to demonstrate your might, Calus is of a different time of your people. Alongside your strength, you must demonstrate gentility, refinement, love for those beneath you. Calus needs to see in you the perfect statesman, one ready to depose his idiot daughter Caital and lead the Cabal into a new age of galactic supremacy.

Should you succeed? Well, that's obvious now isn't it? With Calus's blessing you can return home to the Empire and assume the mantle of Emperor. A thousand star-systems and trillions of Cabal to command, and Empire of nearly unprecedented power. Even Calus himself would happily serve as your Regent, if you please.

Your Empire will seamlessly integrate itself into the galactic map of future Jumps when scope allows, otherwise, it will exist in its own pocket dimension. And no, your subjects will not react negatively to the reveal of your "normal" form, taking it as just another aspect of their beloved Emperor's limitless power.

Jumper the Infinite

Exclusive to Vex

The Infinite Forest. This planet-sized reality engine, ruled by the mind Panoptes, allows the Vex to simulate billions upon billions or realities and possibilities in parallel, brute-forcing the optimal path to the desired future of the Vex, the end of the Dark and the Light. The problem? As always, it is a Guardian. Panoptes is contending with the "most powerful" Guardian ever, Osiris, and Panoptes is losing.

Osiris has stolen control of roughly half of the Infinite Forest, utilizing his paracausal nature and unparalleled understanding of the Vex to take the Forest one simulation at a time.

Left to chance, Panoptes will fail, and the future of the Vex will turn very, very dark. But you, Jumper, can stop this. Wage war on Osiris, take the Forest back bit by bit. You will have what aid Panoptes can offer, and that of the Vex within, but Osiris can freely create simulations that are as just as real in the Forest as they are in life, so you may in fact be better off alone. Smash through Osiris's simulations, the Guardians he will call to for aid, his legion of Reflections, and finally Osiris himself. Your victory will assure the future the Vex want.

For your triumph the Network will recognize you, awarding you the very Infinite Forest your efforts preserved. Panoptes will serve as your steward, turning the incomprehensible computational power of the Forest to whatever ends you can imagine. The Forest itself also is its own reality, subject to the whims of those controlling it. Individuals lacking in extreme levels of paracausal might or technopathy would easily become hopelessly lost, imprisoned in the infinite realities. Entrance to your Forest is only allowed by you.

Queen of Nothing

Exclusive to Hive and Taken

"I'll take this one, if you don't mind. So, Jumper, you desire power, of course. Such is the nature of things. We can help each other here. I've got a little game running right now in the Dreaming City and it could use your "talents."

The Awoken and the Guardians they've reached out to for aid are currently fighting tooth and nail against the Curse I've lain upon the Dreaming City, suffering through a three week cycle before everything just starts all over again. This violence by itself suits me, but a little bit of extra force could help things along. You see, that laughably arrogant Queen of theirs, Mara Sov, is more or less the rallying cry and sole motivator left for the Awoken, and a significant portion of the Guardian population. I'd like you to end her.

Now, it won't be nearly so simple. You see, that haughty little tart has hidden herself away in a Throne World (which she didn't build on her own merit, by the way) that only admits Guardians. And no, it won't care if you used to be a Guardian in some past life. So, how do we make her dead? It's brilliant, if you ask me. Her Throne World is tied to the Ascendant Realm no matter what sheen she puts upon it. I can use that, and give you a, oh, let's call it a special Perk to keep things themed properly. This Perk will allow you to tithe Mara Sov pain and despair as a Hive would tithe devastation and death to those above them. You simply need to murder those who fight in her name, again, and again, and again. And at the end of that third week they'll all come back to life so you can kill them again!

This will not be a short thing, as Mara Sov is quite comfortable with making 'infinite sacrifices' of her people to meet her ends. I'll spare you how amused I am by this. It will likely

take tens of thousands of deaths at your hands for Mara's psyche to start cracking, but you'll know. You'll know when you're making an impact.

For fairness sake, those Awoken who give up and flee the city count continually against Mara's mental health. The death of Guardians will not count directly, as Mara considers the lot of them nothing but disposable pawns. But the despair their deaths bring will make your kills of the Awoken much sweeter. Killing Petra Venj? The Queen's single most ardent supporter? Like taking the queen on a chessboard. Bonus points from me if you can make her run crying from the Dreaming City.

Survive the slog of death, and bring Mara Sov so deep into despair that she ends her life by her own hands, and you've a bit of a choice waiting for you. Either way, you can have the Dreaming City itself. I have no further use for it. The entirety of its riches and whatnot should be ample reminder of your great service to the Deep.

And, well, you can either keep that little Perk I gave you, allowing you to tithe death and pain to anyone you can name. Or, well, I suppose with the Distributary in my possession this Universe is really mine for the taking. That's, rather boring, actually. Alright, you've talked me into it. Forgo my special Perk and I'll come along with you as a Companion. We can weave wicked schemes across all of the multiverse, eh? Hmm? Who am I? Well if you haven't figured that out by now…"

Ending

Home

You're done? Fair enough, go home, and with the power you've attained here you might as well be a god.

Stay

Stay in this Universe of legends? Also fair. Have an extra 1000 CP to make your stay more comfortable.

Forward

There are many Jumps waiting ahead, aren't there? I only hope what you've obtained here will prepare you for what lies ahead.

Notes

-**Vex**: Taking this Origin will not force you to follow the Pattern. You will retain your full will, and generally be allowed to do as you please by the Network. Only hostile actions against other Vex will bring the Collective Mind down on your head.

-Yes, that is Savathun speaking to you in the commentary on Hive Perks/Items and in the Hive/Taken Scenario. If you elect to Companion her she has all the Hive Perks apart from **Die By The Sword** and **Demiurge of The Worm**. She also comes with her own Throne World, The High Coven, and the Perk **The Taken Jumper**. Because it's confirmed that she has at the time assumed the mantle of leadership over the Taken. With regards to Oryx or Xivu Arath, assume they have the fitting Hive Perks, along with Oryx also having his power to Take.

-**???**: Yes, that is Riven, your very own wish-dragon. Taking her with you will mildly cool her desire to pervert your Wishes, though she will inevitably still skew them, she will be more “playful” than “malicious.”

-The Cabal Empire has received no Lore support from Bungie at the time of writing this document. But, as they are heavily influence by Rome, I would suggest scaling up the geographical empire of Rome at its height and putting that relative size against the Milky Way to see how much of it you would control as the Cabal Emperor.

I would like to thank Bungie for providing us this game, with such fascinating Lore, and the Reddit user who will go un-named who pushed me to write this. I would like to thank Gideon Falcon from SpaceBattles, for going halves between the Darkness and the Light, allowing me to go all in on, honestly, what I feel is the far more interesting side of the cosmic dichotomy.