DESTINY: LIGHT & DARK SAGA

Version 1.3: “Final Sendoff” Edition

By: RandomLurker



Welcome to the beautiful and terrifying universe of the Destiny franchise, Jumper. Your time here will encompass the ten year era referred to as the “Light and Dark Saga”, where a chosen Guardian, with the help of their allies, turned the tide of history, beating back the Darkness and many of its strongest warriors before putting a decisive end to the Witness’s vaunted “Final Shape”. This is a time of many threats, but also many opportunities for those who know where to look.

A bit of information before you drop in: an unknown number of centuries ago in the ancient year of 2014, humanity made contact with a floating white orb on Mars they referred to as the Traveler. This Traveler blessed humanity with many gifts, from lengthened lifespans to advancements in technology to even terraforming planets for habitation, but unfortunately, these gifts came with a cost. Centuries after the start of the Golden Age, the forces of the Darkness, led by the Witness, swept into the Sol System in pursuit of the Traveler, leaving death and destruction in their wake; this period of time is referred to as the Collapse. With its dying breath, the Traveler created Ghosts; living constructs made of the paracausal energy referred to as the “Light” and covered by a metallic shell, these Ghosts were guided to seek out worthy individuals to revive them as undying warriors known originally as Risen, but which have since come to be referred to as Guardians.

In the Dark Ages directly after the Collapse, many Risen became warlords of sorts, abusing their immortality and Light powers to do as they wished. This was ended by the formation of the Iron Lords, a group of Risen who warred against the warlords and established a set of rules for all to follow. Over time, a great city was constructed beneath the dormant Traveler, referred to as the Last City; a grand undertaking that was the work of many years, and required a lot of manpower, both for construction and protection. Once finished, the Last City stood as a shining beacon of civilization, and is now where the vast majority of the remaining Earth population resides, under the rule of the Consensus, a collection of civilian organizations with enough influence to have a say in governmental matters, with the Vanguard, a council of three venerated Guardians, in an advisory role. The Speaker, who speaks for the Traveler, serves as something resembling a religious advisor for both.

Unfortunately, this good fortune did not last, and a series of disastrous circumstances has left the Guardian forces severely depleted, and any life outside the people of the Last City is seemingly either nonexistent or in such small numbers they are negligible. Humanity has no real foothold in the solar system; other than the Awoken who hold the Reef, the rest of the system is held by the various servants of the Darkness, alien species who hate each other about as much as they hate humanity, which combined with the aforementioned Guardians is likely the only reason humans aren't extinct. However, a spot of light in the darkness exists; a very special Guardian was recently revived, and so long as nothing changes, will retake the system inch by inch, putting an end to the perpetrators of the Collapse as they do.

So long as none of your choices contradict it, you will begin exactly one hour after the Chosen Guardian arrives in the Last City for the first time, and will stay until the conclusion of the Witness's plans, for better or worse, in ten years' time. To help you survive this dangerous universe, you have a budget of **2000CP** to spend on this document. Yes, you read that correctly; this universe has many powerful beings, both allies and enemies, and you'll need all the help you can get to fight alongside or against them.

Go forth, Jumper, and Become Legend.

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LOCATIONS:

NOTE: *Roll a d12 or pay* ***50CP*** *to choose your starting location. Certain locations may be* ***FREE*** *to start in depending on your choices in this document.*

1: Earth: The cradle of humanity, Earth is looking a bit worse for wear these days between the Fallen Houses and Hive Nests driving the property values down, not to mention the lingering aftereffects of the Collapse. You may choose your location on this planet; important locations include the **Cosmodrome**, **European Dead Zone**, and the **Last City**, among others. **Humans**, **Exo**, **Awoken**, **Hive**, and **Eliksni** may start here for **FREE**, though only **Humans**, **Exo**, and **Awoken** may start in the **Last City**.

2: The Moon: The *original* white orb in the sky, the Moon has also seen better days. Currently, the Moon is the "headquarters" of the Hive, a massive fortress built into a giant fissure in the Moon's surface that reeks of their magic. Best hope you're strong, because the Hive happily fight anything, including each other; their love language is war, after all. You may choose your location on this moon, though the only real locations of import are the **Hellmouth** and its surrounding areas. **Hive** and **Eliksni** may both start here for **FREE**, along with any **Humans**, **Exo**, or **Awoken** with the **Guardian** perk.

3: Venus: Originally an inhospitable ball of poisoned air and hate, Venus looks much better after the Traveler terraformed it; unfortunately, it's just as inhospitable as before, mostly thanks to the collections of Vex programs and their terrifying Vault of Glass, though the Fallen House of Winter isn't helping things either. Unfortunate, because Venus is the home of the Ishtar Academy, a research facility once home to the brightest minds of the Golden Age. You may choose your location on this planet, with notable locations including the **Ishtar Academy** and the **Vault of Glass**. **Vex** and **Eliksni** may both start here for **FREE**, along with any **Humans**, **Exo**, or **Awoken** with the **Guardian** perk, though only **Vex** may start inside the **Vault of Glass**.

4: Mars: This planet should be much more familiar to you; the red planet, still just as desolate and inhospitable as before thanks to the Collapse (although it has enough of an atmosphere to have actual dust storms now, so you could survive without a helmet in terms of oxygen at least). Unfortunately, this inhospitality is only exacerbated by the legions of Cabal which have claimed the planet for themselves, with a few Vex thrown in for good measure. In the frigid wastes of the Hellas Basin, there is even a sleeping Hive horde, covered in thick ice. You may choose your location on this planet or its moons, with notable locations including **Freehold**, the **Trenchworks**, and **Braytech Futurescape**. **Cabal**, **Vex**, and **Hive** may start here for **FREE**, along with any **Humans**,

Exo, or **Awoken** with the **Guardian** perk, although **Hive** may only start within the **Hellas Basin**.

5: Mercury: Originally a heat-blasted hellscape, Mercury was terraformed into a garden world by the Traveler. Unfortunately, the Vex have since turned it into one of their Machine Worlds, and have sunk their robotic appendages deep within, creating the massive simulation engine of the Infinite Forest deep within the planet. The Cult of Osiris and the Sunbreaker Order both make their homes here as well, and Osiris himself has spent the last several decades exploring the Infinite Forest. You may choose your location here, with notable ones including the **Altar of Flame**, **Fields of Glass**, and the **Infinite Forest** itself. **Vex** may start here for **FREE**, along with any **Humans**, **Exo**, or **Awoken** with the **Guardian** perk, though only **Vex** may start within the **Infinite Forest**.

6: Io: The last place visited by the Traveler before the Collapse, Io was only partially terraformed; enough to have a breathable atmosphere, but not enough to make it suited for agriculture or civilization. While it will eventually be infested with Taken, Cabal, and Vex, it should be uninhabited at the moment due to it being considered sacred ground by Warlocks. You may choose your location here, from the holy **Cradle** to **Echo Mesa**. Any **Humans**, **Exo**, or **Awoken** with the **Guardian** perk may start here for **FREE**.

7: Europa: The location of Clovis Bray's magnum opus: the Deep Stone Crypt, the birthplace of all Exo and the monument to one man's hubris. Other than being a frozen hellhole that is infested with Vex structures and platforms, and stuffed full of Golden Age defenses (up to and including a trigger-happy space station AI with a nuclear self-destruct button), this planet would make a great vacation spot. You may choose your location on this planet, from **Bray Exoscience** to the **Asterion Abyss** to even the **Deep Stone Crypt** itself. **Vex** and **Exo** may start here for **FREE**, along with any **Humans**, **Exo**, or **Awoken** with the **Guardian** perk.

8: Titan: Covered in a vast ocean of liquid methane, Titan was one of the first places to be hit by the Collapse in the form of a gravitational anomaly that caused a massive tidal wave and quake that damaged the structures on it. Currently used as a rest stop by Guardians on long journeys to the outer reaches of the system, Titan has no real threats on it; in fact, the only thing of note would be far beneath the waves, an ancient being that could prove to be a great ally against the Witness… or a threat for the forces thereof. Do keep in mind that a brood of Hive will likely show up in a couple of years to ruin your day if you stick around. You may choose your location on this moon, from the **New Pacific Arcology** to the **Salvage Rig**. Any **Humans**, **Exo**, or **Awoken** with the **Guardian** perk may start here for **FREE**.

9: Nessus: Home to the wreck of the *Exodus Black* colony ship and currently inhabited almost entirely by Vex who have converted it into a Machine World, Nessus is a beautiful place marred only by the hideous geometry of Vex architecture. Should you be one of the human options, the ship's AI may even promote you to the role of Captain of her vessel; either way, do make sure to visit, she's been quite lonely over the past few hundred years. You may choose your location here, from the wreckage of the **Exodus Black** to the **Cistern**. **Vex** and any **Humans**, **Exo**, or **Awoken** with the **Guardian** perk may start here for **FREE**.

10: The Reef: The debris field currently home to the Awoken nation under Queen Mara Sov and her subordinate Fallen House of Wolves, the Reef is quite isolationist, with most of their interaction with the wider system coming from scouting parties or strike teams they send out. The other option here is the Tangled Shore, a lawless collection of loosely-connected asteroids on the outskirts of the Reef populated almost entirely by criminals, lowlives, and pirates, mostly Fallen, and ruled by the Spider. You may choose to begin in the **Reef** or any of the various locations within the **Tangled Shore**. **Awoken** and **Eliksni** may begin in either location for **FREE**, while **Hive** may begin in the **Tangled Shore**. Those with the **Techeun** perk or who are **Ahamkara** may instead begin in the **Dreaming City**, should they wish.

11: Neptune: An unremarkable planet to most, Neptune is home to the hidden city of Neomuna, home to the Neomuni who descended from the remnants of the Ishtar Collective after the Collapse, a city which suffers periodic incursions from the Vex that are fought off by the nanomachine-infused Cloudstriders. Neomuna is currently the hiding place of the Veil, the Darkness equivalent of the Traveler, and one of the two major parts of the Witness's plan. You may choose your location on this planet or its moons, from **Ahimsa Park** to the **Zephyr Concourse** or even the Hive-controlled moon of **Nereid**. **Humans** may start in **Neomuna** for **FREE**, while **Vex** may start in the planetary branch of the **Vex Network** and **Hive** can start on **Nereid**.

12: Free Choice: Your choice of any location in the Sol System, or any mentioned location within the Destiny universe that exists at this time, although you should probably make sure you "fit in" if you plan to show up on Torobatl or the Black Garden. How did a Guardian make it to Oryx's Dreadnaught even before Crota died? How is a Cloudstrider on the Cabal homeworld? Who knows, it's up to you how you explain (or don't explain) your location.

ORIGINS:

NOTE: *Choose one of the following Origins; each gains discounts on their associated perks as described in the* ***Light*** *and* ***Dark*** *sections.*

Guardian of the Light (FREE): The views of the Light are somewhat complex: the Light is nurturing, the Light is protective, but the Light is a distant force, choosing to grant others tools with no guidance. This lack of direction has led to quite a few issues, not least of which being the Witness, an unholy amalgamation of the first species the Traveler blessed. Exactly what code you follow is up to you, but you are almost certainly a protector or nurturer of some kind, choosing to selflessly help others any way you can.

Disciple of the Deep (FREE): The views of the Darkness are quite a bit simpler than its counterpart: the Darkness prunes where the Light nurtures, the Darkness destroys where the Light protects. The Darkness desires an end to all things, a perfect pattern where the most powerful are the last standing; a perfection brought about from a lack of competition. Exactly how you pursue your goals is up to you, but you are almost certainly a killer and destroyer, selfishly using the Darkness for your own ends.

Transcendent Wanderer (-200CP): You do not prescribe to the selfless views of the Light or the selfish views of the Darkness; you are a being of neutrality and balance, or perhaps one of apathy towards this universe's two extremes. You see the Light and Dark not as the pseudo-gods that most do, but rather as what they truly are; tools to be used, not worshipped. It is quite likely you will be a wrench in the plans of many individuals here, something that will be quite interesting to witness…

SPECIES:

NOTE: *Choose one of the following species; all but the last four have an exclusive perk tree, and gain discounts on their associated items.*

Human (FREE): The classic option, humans are versatile and adaptable, enough to survive the Collapse and the Dark Ages alike and still manage to create something resembling a decent life in this universe. Your age and gender do not matter, though they must be within human limits (although, in this universe, humans live longer than normal, though it is unknown just how much). Should you be a **Guardian of the Light**, you are likely one of the Risen or the citizens of the Last City they protect, while a **Disciple of the Deep** might be a Dredgen or perhaps simply a bandit or warlord of some kind.

Exo (FREE): Ever since you realized the weakness of your flesh, it disgusted you. So now, you are an Exo, an upload of a human mind inside a robot body, powered by Vex radiolaria and Darkness energy and created by a man who could only be referred to as one of the biggest assholes humanity ever produced. Your age and gender do not matter (although your body will look quite similar to whatever you consider your "true" self, to reduce the chances of rejection), though most Exo frames would be several hundred years old if they haven't spent that time shut off or destroyed. Should you be a **Guardian of the Light**, you are likely one of the Risen or the citizens of the Last City they protect, while a **Disciple of the Deep** might be a Dredgen or perhaps simply a bandit or warlord of some kind.

Awoken (FREE): The blue-skinned offspring of the Light and Darkness colliding, Awoken are effectively space elves. Long-lived, generally beautiful, led by a Queen who is hundreds of years old, with their own magical realm… and generally isolationist and somewhat xenophobic as well. Your age will likely depend heavily on if you are one of the "original" Awoken or one born after they left the Distributary, though either way your current body's gender is up for you to decide. Should you be a **Guardian of the Light**, you are likely one of the Risen or perhaps a citizen of the Reef, while a **Disciple of the Deep** might be a Dredgen or perhaps simply a bandit or warlord of some kind.

Eliksni (FREE): Better known as Fallen these days, the Eliksni were once visited by the Traveler and received its blessings; long story short, it left, and they're quite jealous of humanity for having its current favor. Insectoid, four-armed, and subsisting mostly on a substance called Ether, the natural form of Eliksni is that of their Captains, although the rationing of Ether and general degradation of their society has left most as either Vandals or Dregs. Your age and gender is, yet again, mostly irrelevant; Eliksni biology

has both male and female forms, and many Eliksni have lived for hundreds of years, from before humanity's Golden Age even. Should you be a **Guardian of the Light**, you might be one of the rare friendly Eliksni like the still-loyal members of the House of Wolves or maybe the House of Light which will form in the future, or perhaps even the first Eliksni Risen, while a **Disciple of the Deep** would be one of the many murderous scavengers known as the Fallen, or perhaps a user of Dark powers similar to the Fallen pirates of old.

Scorn (FREE): Something that shouldn't exist yet, the Scorn are effectively zombie Eliksni, revived through a combination of Ahamkara wish magic and corrupted Dark Ether. You mostly share your body type with the Eliksni, though with far more deformities, and you can be revived endlessly by a powerful enough Scorn (or yourself, should you be on Fikrul's level of power and skill). Should you be a **Guardian of the Light**, you would be the *only* friendly Scorn, something the universe has no concept of, while a **Disciple of the Deep** would be like the rest of them, zombified Eliksni who follow the twisted teachings of the maddened Uldren Sov and the orders of his "son" Fikrul.

Hive (FREE): A most contemptible species, the Hive are some of the most fervent followers of the Darkness. They have exterminated multiple sapient species, and their society is quite literally a pyramid scheme; the weak give tithe to the strong, which in turn give tithe to the stronger, until finally the tithe is given to the strongest, the so-called "Hive Gods", who each draw strength from a concept such as War, Cunning, and Vengeance. Your age as a Hive does not matter, for some are millions if not billions of years old, although your gender *somewhat* matters; while it is not a *hard* rule, male Hive tend to become Knights, while female Hive become Wizards. There are a few examples of female Knights, though only one example of a male Wizard, so while you may choose either regardless of gender, expect to be considered strange by your peers. Should you be a **Guardian of the Light**, you would likely be an existence similar to the Lucent Hive of the future, or perhaps even a member of the long-extinct Krill, while a **Disciple of the Deep** would be yet another servant of the Worms and the Sword Logic, like the rest of your kind.

Taken (FREE): Not a species so much as a state of being, the Taken are ghostly beings that pulse with inner light from within the dark of their form. Each one used to be something else, but they have been corrupted by Oryx's power, turned into nothing but a weapon for him to use against the Light and all it holds dear. The limited thoughts of the Taken are only those allowed by their master, and they are completely subservient to the one who holds their leash… though there have been examples of those whose will was powerful enough to resist the corruption and use the power for their own

means. The age and gender of a Taken is irrelevant, as their body is now and has forever been Taken, although their form is generally that of their original species. Should you be a **Guardian of the Light**, you would be an existence that would never have appeared in even the wildest of fantasies, a Taken which uses the Light and perhaps even has a form made of such, while a **Disciple of the Deep** would be like the vast majority of the Taken, devoted servants of Oryx and the Darkness.

Cabal (FREE): Massive bipedal space rhino marsupials, the society of the Cabal is one of war, with an expansionist mindset that would make even the Romans blush. Also known as Barant, this species' members are large, with a combination of massive amounts of muscle and leathery gray skin, and quite literally can force themselves to grow over time to extreme heights. Age does not matter much to the Cabal, as some have lived over a thousand years with no issue, although they do tend to ossify in old age. Male Cabal have a marsupial pouch and can lactate for their young, and female Cabal have tusks while the males do not; other than these differences, it is difficult for a layman to tell the Cabal apart, as both males and females are just as muscular as each other. Should you be a **Guardian of the Light**, you might be empathetic towards humanity or perhaps impressed enough by their warriors to desire an alliance with the Vanguard, while a **Disciple of the Deep** would be one of the many imperialistic soldiers of the Cabal Empire, or perhaps one of Emperor Calus's loyalists.

Psion (FREE): A slave race of the Cabal, the Psions are naturally talented in the psychic arts (including psychokinesis, telepathy, and clairvoyance) and stand a bit under the height of a human, though they can grow taller through unknown means. Psions have veiny, hairless heads and only one eye, though they do have five thin fingers on each hand, allowing them finer manipulation than their meatier overlords are capable of. The maximum age of Psions is unknown, though it is likely they live longer than humans, perhaps comparable to the Cabal; the gender of Psions seemingly has no effect either biologically or socially, other than the expected sexual dimorphism (though to what degree this manifests is unknown). Should you be a **Guardian of the Light**, you might be empathetic towards humanity or perhaps impressed enough by their warriors to desire an alliance with the Vanguard, while a **Disciple of the Deep** would be one of the many imperialistic soldiers of the Cabal Empire, or perhaps one of Emperor Calus's loyalists.

Vex (FREE): A species from "before" the current iteration of reality, the Vex are, on the surface, a species of time-traveling robots. In actuality, they are a hivemind contained in a substance known as radiolaria, a milky white fluid particularly well-suited for containing the massive amounts of calculations their constant simulations require. The Vex do not "think" in the way that humans or even aliens do; the Vex exist in a constant

state of simulating reality and acting on those simulations, and it is unknown if they even truly experience reality the way others do, although the Vex *do* have differing opinions between their various collectives, some of which are divisive enough to lead to exile and even outright destruction. Age and gender are quite literally meaningless to the Vex; a Vex platform can be both brand new and billions of years old at once, and if the Vex have anything resembling gender at all only they would know. You can decide what Collective you belong to, along with whether your form is that of a "modern" bronze Vex, a new and pristine Precursor Vex from the past, an ancient and overgrown Descendant Vex from the future, or even design your own personal theme such as the Conductor's Choral Vex. Should you be a **Guardian of the Light**, you would be something quite strange indeed: a Vex which has no hatred for non-Vex life, while a **Disciple of the Deep** would be yet another one of the uncountable trillions of Vex throughout the galaxy and beyond, constantly working to become the last species that exists.

Ahamkara (-300CP): A mysterious, ancient, and powerful species of shapeshifting, wish-granting creatures that tend to take on the forms of serpents or dragons. While many were killed in the Great Ahamkara Hunt, a handful survived the slaughter; you are now one of these few, being an Ahamkara yourself. Your age and form matter little, as Ahamkara live for a very long time and change their forms as easily as humans change clothes, though your gender will either be that of a "sire" (the equivalent of a mother) or a "dam" (the equivalent of a father); it is unknown if this is an actual biological difference or if it is up to personal preference, but at the very least Ahamkara reproduce in a way that requires two wish-dragons to do. Should you be a **Guardian of the Light**, you would likely be an existence resembling Taranis, while a **Disciple of the Deep** would be the far more typical "evil genie" version of Ahamkara.

Custom (EXCLUSIVE TO THOSE WITH THE "DISCIPLE" PERK, OR "TAKEN" SPECIES): Due to your status as a Disciple, it is likely you are the last remnant of a species never seen before by humanity, just like Nezarec and Rhulk. Because of this, you are allowed to create your own species or choose one of the many mentioned but unseen species in the Destiny universe; unlike the other species, this option does not have perks, but rather the tiers are included in this option itself. For **FREE**, you may be a species on the level of the various types of humanity in this universe (this is only your base, your paracausal abilities will lift you above this in the same way Guardians stand above normal humans). For **100CP**, you may be a species on the level of a Hive Knight or Wizard, a Fallen Captain, a Vex Minotaur, or a Cabal Centurion; strong enough to slaughter a group of humans with little issue. For **200CP**, you can be a species on the level of a "Major" or "Strike Boss", being powerful enough a dedicated fireteam of Guardians would be needed to deal with you. Other than the general level of power, the exact form, culture, history, powers, and age of your species is up to you, with the

caveat that they must have been destroyed by your own hand (or at least mostly by you) in order to join the Witness (or have been destroyed by another like Oryx, when you were Taken).

Gardener (-3000CP, DISCOUNTED FOR "Guardian of the Light"): The Traveler is a being of incredible power, but chooses to use that power to uplift and protect others. Do you follow its code, or perhaps a different one? It would be best to decide quickly, Jumper, as you now share a form with the Traveler itself: a massive white orb of unknown properties, practically brimming with the Light. So much so, in fact, that you gain **The Power to GIVE** for **FREE**, along with any abilities the Traveler would normally have.

Winnower (-3000CP, DISCOUNTED FOR "Disciple of the Deep"): Or perhaps you subscribe to the ideals of the Winnower, the Veil: that all life exists to prove itself or die trying, that destruction is not only an art but a lifestyle. You now share a form with the Veil: a strange, vaguely plant- or jellyfish-like entity which seems to be the Darkness' equivalent to the Traveler, containing so much Darkness and mind-related power that you gain **The Power to TAKE** for **FREE**, in addition to any abilities the Veil/Winnower would normally have.

Gaiaform (-2000CP, DISCOUNTED FOR "Transcendent Wanderer"): The Nine are… strange. Higher-dimensional beings which gain consciousness through the minor gravitational fluctuations produced by living beings and attached to a celestial body with a high enough level of gravity, the Nine are beings of dark matter which have a curious relationship with both paracausality and our dimension in general… in that entering our dimension will kill them in much the same way as squishing a human into a piece of paper would. You can choose which planet/star/planetoid/etc your new form is linked to in each Jump (not including the ones already connected to a member of the Nine, namely Sol, Mercury, Venus, Earth, Mars, Jupiter, Saturn, Uranus and Neptune for this Jump), or link yourself to a planet or star you own on a more permanent basis instead. Damage to your planet/star will harm you in some way, while damage to you will harm the planet/star (case in point, after III's death, parts of the Earth are converting to different elements such as oceans into mercury or oxygen into toxic gasses, and the planet is undergoing multiple unnaturally-occuring natural disasters). In addition to your new nature, you gain the ability to use **Dark Matter** for **FREE**, along with whatever abilities a member of the Nine would normally have (such as the ability to see all of time, past and future, like watching a movie, or dilating time in an area enough for a couple years to last a decade or more, or even pulling things forward in time, though explicitly not being able to pull them back to the past). Additionally, your existence is not tied to sapient life, unlike the other Nine, only your linked celestial body.

GENERAL PERKS:

***NOTE:** All Origins receive an additional **500CP** to be spent on General Perks only.*

Paracausal Nature (FREE): Paracausality is not just a word in this universe, it is an underlying force, the ability to warp reality. Paracausal forces quite literally do not operate on the rules of cause and effect, or any other conventional laws of physics; there is no “cause” for a Guardian creating a burning orb of Solar Light other than the fact that they decided to throw it, and the creation of that orb laughs at the Law of Conservation of Energy. Light and Darkness abilities may be *similar* to many of the different systems of magic you may have encountered before, but they are not the same. It would be more accurate to call these forces eldritch-style reality warping, as they come from outside our current reality and therefore do not operate on the principles thereof, ignoring them entirely as they see fit while still working within those rules to “stack the deck” so to speak. In fact, belief plays a major part in many forms of paracausal manipulation, from Ahamkara magics to the Sword Logic and more; enough belief can even birth a new law of reality, with the opposite also being true.

This allows for many abilities which would be seen as impossible normally, such as constantly fueling an energy shield that covers your armor and protects you from harm, creating miniature suns that burn enemies to ash while allowing allies to walk through them without issue, or creating crystals of ice by freezing all of the atoms within them in place, including those of your enemies, while merely pushing an ally into the air at the same time. Because these abilities operate only on their own internal logic (or lack thereof), they cannot be fully understood by beings of the current reality, making you immune to any form of simulation or precognition powers, all of their predictions being inaccurate no matter how much information they have (higher-dimensional beings such as gods *may* be able to see your future if they can view the future directly without “simulating” or “predicting” it, but even this can be prone to error depending on your and their actions). Additionally, as the Light and Dark are fundamental forces of the universe despite being originally from outside it, they are able to warp reality both in the obvious ways, but also in more subtle ones; allowing for minor weaknesses in an otherwise impenetrable shield (such as external generators, or enemies which uphold the shield but cannot be protected by it), or safe zones within a supposedly inescapable attack. No matter what form it takes, you will always have a chance to win in any situation, or at the very least escape to return later, so long as you have this paracausal power; this is only a *chance* (and oftentimes a miniscule one), not a *guarantee*, but that chance will always be present for those who are intelligent, fast, or strong enough to grasp it.

Power Creep (FREE): In this universe, paracausal power can be used to strengthen weapons and armor to the point that even a revolver could prove to be a dangerous threat to a being such as the Taken King or even the Witness. You share in this ability, finding yourself able to strengthen the equipment you use to make it perform just as well against gods and reality warpers as it does against a lonely Dreg in the Cosmodrome. As you use your weapons, they will grow to match you in power, until something as comical as a bucket on your head or a paper mache mask could defend against attacks from cosmic beings, and a simple pistol you bought from a vendor in the Last City could be used to destroy those very cosmic beings, or at the very least cause massive amounts of trauma to them. This has no upper limit beyond your own limits, and will work with anything you use, both CP-backed and not; so please, feel free to kill the Witness with a regular pencil, if you can. It'll be *really* funny.

Fashion Over Function (FREE): This universe has many different designs for weapons and armor, most of which are incredibly impractical. Luckily for you this won't be a problem, as you'll find that any armor you wear will not impede your movement and any weapons you use will somehow function perfectly despite their design. Spikes and giant pauldrons won't block your view or range of movement, weapons whose magazines definitely don't have a clear path to the chamber will somehow still load rounds, and your marks and capes and robes will flutter in the wind without getting in the way or catching on anything. This won't help you fight in something like a straightjacket, but if it's technically meant to be usable in combat, it'll work for you.

Finishing Touch (FREE, TEMPORARY): In this universe, there exist abilities known as "finishers"; these are limited abilities that can only be used on low-health, non-boss enemies, but when used on a target will instantly kill them in a flashy way and can even trigger certain abilities or perks. You now have access to finishers of your own; exactly how they look or what they do is up to you, as they share the same level of effectiveness at base (yes, slapping an enemy with a fish does the same damage as hitting them with an overhead sword jump-slam), and you can switch them up if things get too boring; this perk is **FREE** while here, and costs **50CP** to keep once you leave. (Should you decide not to keep this perk, abilities and perks that are triggered by finishers will instead be triggered by high-damage or "overkill" final blows on low-health enemies.)

Looting And Shooting (FREE, TEMPORARY): Despite what the magic abilities and such would imply, this universe is, first and foremost, a looter shooter game. Fighting off the forces of the Darkness is not done just because they want to kill everyone and everything you hold dear, but also because they drop cool toys when you beat them. With this perk, that will hold true no matter where you go; completing activities and

defeating enemies has a chance to drop rewards, from materials, to money, to weapons and armor, and even vehicles and cosmetics in some cases. The “rarity” and power of these rewards varies depending on what they come from; a standard patrol might only reward a handful of materials or a common weapon, while a dedicated strike against an enemy base might reward a pile of money and a legendary piece of equipment, and a dangerous showdown on the level of a dungeon or raid might even reward something of a more exotic quality. This perk is **FREE** during this jump, but costs **100CP** to keep.

Something Classical (-50CP): This universe has dozens of great songs in it, and it would be a shame to leave without hearing them all. That won’t be a problem for you with this perk, as now you can call up a mental soundtrack of every song in either Destiny game; these can even be projected from an unspecified point somewhere nearby, allowing others to hear them as well.

Pilot (-100CP): As many of this universe’s important events take place in different areas or even planets from each other, it is somewhat important to have a method to reach those places. With this perk, you have the skills to pilot any ship or other vehicles created by your species to expert levels, being good enough to even pilot them while being fired on by enemies. With this, you can be sure that as long as you have a vehicle capable of getting there, you can get it there. You can purchase this perk additional times, each time choosing the ability to drive and pilot the vehicles of a different species; the vehicles of Humans, Exo, and Awoken count as one “species” overall, as do those of the Cabal and Psions. As the Vex rely mainly on their gates to travel, this can instead give you the ability to control and operate those gates to an acceptable level.

Cryptarch (-100CP): In this universe, there are many amazing technologies, some of which have been recovered since the Collapse. Things like the programmable matter known as Glimmer, or the encoded energy storage method known as Engrams. Those who study to decrypt the secrets of these technologies and how to use them are known as Cryptarchs, and you now have the skills of one, able to decrypt and understand any form of information with enough time; including languages, blueprints, and more. In time, you could learn all the secrets this universe has to offer, though that would take *far* longer than the standard decade you would spend here…

Speaker (-100/300CP): While the Traveler cherishes all life, it has proven to be rather uncommunicative, preferring to “speak” in vague feelings or directions given by spectral animals. With this perk, however, things are a bit different for you; beings of great power that you have a connection to in some way (such as being a Guardian or wielding the Darkness) will actively reach out to you if you so desire, communicating their goals and

wants while lending you a helping hand if they can. Of course, a bit of equivalent exchange is to be expected; directions or advice may be repaid with small favors (such as delivering a message or dealing with a minor annoyance), while things on the level of divine intervention would require a truly impressive deed to match. You can always choose *not* to pay, but then you run the risk of offending them and losing their favor. The level of help and communication you gain will depend on how much you pay; for **100CP**, communication may still be somewhat cryptic (along the lines of difficult to interpret feelings or visions) and the help rendered would be limited in scope (perhaps a notable but small boost here and there, or an instinctive knowledge on which way to go). For **300CP** instead, communication will be a true two-way street, allowing you and your patron to converse as if you are both in the same room, speaking the same language; additionally, the help you receive would be far more common, with small boosts happening often and larger feats happening rarely (such as your patron intervening to strike down an enemy about to kill you, should they have the power to do so). Overuse of this perk may be exhausting for both yourself and your patron, and it would be wise to keep in mind that not every patron is as selfless as the Traveler or has your best interests in mind. In future worlds, this perk will extend to any beings you may have a connection to, though it cannot connect to patrons from previous worlds unless you bring them with you in some way (fragments of beings will still function as if they are the being itself, but in vastly reduced scope for this perk).

Combat Capable (-100/200/400/600CP): This universe is one of constant danger, so it would be dangerous to enter it with no way to defend yourself. With this, you won't have to worry about that, as this perk will grant you enough skill to fight off those who would do you harm. For **100CP** you receive the experience of an average soldier, enough to know how to use the various weapons here and how to perform maintenance on them, along with being able to instinctively know what battles you can win and which ones you should stay far away from. For **200CP**, you receive a level of training equivalent to elite forces, including skills with unarmed combat, staying unnoticed, and accurate long-range marksmanship; you could take on a standard Guardian with some planning, and with enough preparation you could even handle a fireteam. For **400CP**, you stand at the level of a veteran of the Crucible, able to fight multiple Guardian-level combatants at a time, hitting accurate shots while moving quickly and performing acrobatic maneuvers, and even quickly switching between your various weapons and paracausal abilities with no delays. Finally, for **600CP**, you stand at a level only equalled by Lord Shaxx, Ikora, or the most experienced and powerful minions of the Darkness, able to mix your abilities and weapons into a single style of fighting, beat a Vex Gate Lord to death with your bare hands, and even break a lesser Hive God such as Crota over your knee. You should have a match with Shaxx sometime, he's been hoping for a good challenge.

Forgemaster (-100/200/400/600CP): This universe is quite a dangerous one, and only the most foolish would travel without a weapon. You'll never need to worry about that yourself, as you now have the knowledge of a master weaponsmith and armorsmith for your species; for **100CP** this extends to equipment that would be considered "rare" quality, for **200CP** this expands to include "legendary"-tier weapons and armor, for **400CP** this includes the truly "exotic" in quality, and for **600CP** this includes the extraordinarily powerful equipment referred to as "artifacts", such as the Aegis. No matter your choice, you can of course purchase knowledge of the weapons and armor of additional species along with your own, with those further purchases costing an additional **100CP** each time; the quality of this further knowledge is dependent on the level of quality you purchased originally, being roughly equivalent. Being able to create a "legendary"-quality weapon would be on the level of an expert gunsmith; things like "exotics" would be at least master level, and "artifacts" would make you quite the mythical craftsman indeed.

- "Rare" weapons can be crafted to deal one of the elemental Light or Darkness damage types, though are otherwise fairly unremarkable compared to standard equipment.
- "Legendary" weapons and armor can be granted "perks" which can change how they function, such as weapons that cause enemies to explode on death or armor that returns energy on melee kills.
- "Exotic" weapons and armor will generally have one or two powerful synergies with certain Light or Darkness abilities, such as gauntlets that create an **overshield** on shotgun kills or a double-barreled shotgun that fires a **freezing** shot and an **igniting** one. Each piece of exotic equipment will generally only have one or two functions at most, but may prove game-changing with the right synergies.
- "Artifacts" are practically mythical in strength, generally only having a single main function but being unparalleled at it, such as the Aegis being able to protect those within its radius from being erased from reality, when not even the most powerful Exotic could do so.

Shipwright (-200CP): While piloting skills are important, they won't do much without a ship to pilot. You'll never need to worry about that, however, as you now have the knowledge of an expert mechanic and vehicle designer for your species, able to construct something like a Sparrow or even a Jumpship from scrap you can scavenge from old ruins in a few weeks, even less if you had an actual workshop and machined parts. **Humans** and **Exo** both get access to the Golden Age and post-Collapse knowledge of humanity, **Awoken** gain the knowledge of the best craftspeople of the Reef, **Eliksni** and **Scorn** gain knowledge of the ramshackle constructions of the Eliksni

(though with a bit more rust in the case of the Scorn), **Hive** gain the knowledge of their partially-biological crafts, **Cabal** and **Psions** both learn how to create the mighty vehicles of the Cabal Empire, and **Vex** learn how to craft the Vex Gates and whatever spacecraft they use to travel the galaxy. The **Taken**, of course, gain the knowledge of whatever species they were before, though they can craft vehicles out of Taken energies in a distinctly disturbing manner. The **Ahamkara** are a bit special, as they do not have any real forms of technology; instead, you gain the knowledge of the **Awoken**, though with a focus on power sources that run on wish energy. You can of course purchase this multiple times to receive the knowledge of other species, each time adding onto your own in a seamless manner, allowing you to combine different design philosophies to make incredible hybrid craft.

Classist (-200CP): While not a hard rule, many individuals in this universe fall within the bounds of three categories: strong and durable, fast and agile, or intelligent and gifted. Purchasing this option allows you to choose a single one of the options below, each of which grant a multitude of discounts (this perk may only be taken **once**):

- **Titan:** Strong and durable, these individuals tend to serve as either the unstoppable force or the immovable object.
- **Hunter:** Fast and agile, these individuals tend to serve as unparalleled scouts and assassins.
- **Warlock:** Intelligent and paracausally gifted, these individuals tend to delve into the depths of their powers, discovering new abilities to use against their foes.

Stat Boosters (-200CP PER):

- **Resilient (FREE FOR "Classist: Titan"):** You stand at the pinnacle of durability and endurance for your species. Combined with paracausal power, even a base-level human with this perk could practically ignore pistol-caliber rounds and run for hours without growing tired. Something like a Vex Mind in a Minotaur frame would prove durable enough that it would take a team of Guardians to take you down, even without access to paracausal powers or other perks. Additionally, your armor and paracausal energy shield both take reduced damage from incoming attacks, no matter if that damage is standard or paracausal.
- **Strong (FREE FOR "Classist: Titan"):** You stand at the pinnacle of strength and power for your species. Even without paracausal power, a base-level human with this perk could punch hard enough to break the chitin and bones of a Hive Acolyte, and combined with paracausal power it wouldn't be out of the question for you to throw cars or even small tanks. Something like a Hive Knight with this perk could swing their sword with enough force to split a Guardian in two with one blow, or shatter the armor of a Cabal Interceptor with a single punch. Additionally, your **Melee Abilities** use less energy to activate.

- **Fleet Footed (FREE FOR “Classist: Hunter”):** You stand at the pinnacle of speed and agility for your species. Even a base-level human could run at speeds surpassing most Olympic athletes, and perform leaps and flips that would make a professional acrobat jealous; combined with paracausal power, and it would be a miracle for most enemies to even be able to react to your presence, let alone land a shot on you. Something like an Eliksni Captain with this perk could dance circles around most Guardians, and strike faster than most enemies could react to. Additionally, your **Movement Abilities** are improved, allowing for stronger boosts and longer durations.
- **Disciplined (FREE FOR “Classist: Hunter”):** You stand at the pinnacle of discipline and focus for your species. Even a base-level human could resist the tempting call of the Darkness for years, and the direct attention of said call for months at least. Combined with paracausal power, even the most powerful mental effects and corruptive forces would struggle to affect you. Something like a Hive Wizard with this perk would find themself able to resist the hunger and attempted nudges of their Worm with only minor pains. Additionally, your **Grenade Abilities** use less energy to activate.
- **Quick Recovery (FREE FOR “Classist: Warlock”):** The speed and effectiveness of your body’s recovery is at the pinnacle of your species. Even a base-level human would heal from minor wounds within hours, and major ones within days; should they have a means to stay alive, they could even recover from fatal injuries in a week or two. Combined with paracausal power, your wounds will close before your very eyes, making it much harder to keep you down or permanently injure you. Something like a Cabal Centurion with this power would find themself with the ability to fight almost non-stop, recovering from lesser injuries with little issue. Additionally, your **Class Abilities** use less energy to activate.
- **Intelligent (FREE FOR “Classist: Warlock”):** Your intelligence is at the pinnacle of your species. Even a base-level human would find themself learning new languages and skills in weeks rather than months or years, and combined with paracausal power this would allow for theorizing and creating new abilities even mid-battle. A Cabal Psion with this power would be quite fearsome indeed, with vastly strengthened psionic abilities and increased control over said abilities. Additionally, your **Super Abilities** use less energy to activate.

Tech-Savvy (-300CP, DISCOUNTED FOR “Versatile” OR “Cryptarch”): There are many species that exist in this universe, and each one has their own form of technological advancements. With this, you now have access to an entire species’ technology base of things that aren’t included in the earlier options, from things like cybernetics to structures, or even things like food dispensers or stasis pods. Your first

purchase grants you access to technology matching your species (similar to the **Shipwright** perk), with further purchases granting access to the technology of other species as well, along with knowledge of combining their technologies to create powerful hybrids.

Paracausal Smith (-300CP, FREE FOR "Forgemaster: Legendary" OR "Forgemaster: Exotic" OR "Forgemaster: Artifact"): In this universe, normal weapons and armor can only take you so far on their own, which is where *paracausal* equipment comes in. You know how to infuse your energies (both paracausal and otherwise, including magic, ki, psionics and more) into your equipment to enhance its function and even grant new ones. Examples include weapons which cause enemies to explode on kills despite a lack of detonation method, or increase their rate of fire after each kill, or weapons which somehow deal more damage when you are above an enemy. The exact "perks" your equipment gains will be related to how you use them (both in practice and intent); a pistol used for precise and silent kills will gain vastly different perks from a rocket launcher used for mass destruction. Should you know how to craft equipment, you can imbue weaker versions of these perks at the creation step, then strengthen them by using the equipment in ways which match the perks. The maximum strength of these perks is always dependent on your own, as they will not outstrip your own power; however, they will keep the same level of power even when wielded by those who are weaker than the one who strengthened them.

Augmented (-300CP, DISCOUNTED FOR "Human" OR "Eliksni"): Your form has been enhanced by technology in some way. Perhaps this is similar to the Cloudstriders of Neomuna, or the SIVA Splicers of the House of Devils, or even something such as Atraks-1, an Eliksni Exo, or Panoptes, a Vex Hydra frame with attached arms. Whatever your choice, this is likely to provide several additional options, but its effectiveness against paracausal enemies may vary.

Personal Space (-300CP): There are several beings in this universe who possess something hated and feared by Guardians in equal measure: the "boss slam", an ability where an enemy can cause a shockwave that heavily damages those nearby and sends them flying into the distance. You share in this capability, being able to channel your abilities or maneuver your weight in such a way that you can produce these shockwaves; these are powerful enough to turn a normal human to paste and even kill an unsuspecting Guardian in one hit, but the sheer exertion takes a bit to recover from, limiting you to a single shockwave per minute and requiring a moment before you can return to normal combat. With enough skill you can combine this with your other abilities, creating something like a shockwave that **suppresses** those it hits, or spreads **scorch** to those within its radius. Yes, you will be a terrifying force indeed, Jumper.

Genius (-200CP, REQUIRES “Intelligent”): You are an absolute genius, comparable to the likes of Clovis Bray I or Maya Sundaresh in intelligence along with being cunning and perceptive enough to figure out even Savathun’s plans with some effort, let alone any pitiful “plans” made by lesser thinkers. With this perk alone, you could learn the entire tech base of at *least* one species before your decade here is up, perhaps even two or three different ones should you receive professional tutoring. With some effort, this could extend to (slowly) piecing together the “inner workings” of the Light and Darkness, from their “rules” to how they function; with enough time, you may even be able to create low-level expressions of these powers even without having access to paracausal abilities yourself, things like exotic-quality weaponry similar to the Tractor Cannon or a generator that pulls ambient Light from the surroundings to generate large amounts of power. This could make you a very dangerous opponent indeed, should you leverage your intelligence and cunning properly…

Lethal Solutions (-200CP, REQUIRES “Paracausal Smith”): In this universe, you’ll find quite a few enemies, from the weakest grunt to even beings such as Hive Gods or the Witness. Beating them is certainly no easy feat, which is why it’s quite a shame to let all their power go to waste; luckily, you’ll never have that problem, as you are now capable of the mythical ability of turning your enemies into weapons. This isn’t that simple, of course, nor is it easy, but with this perk you are guaranteed to be able to figure out a way to take the most important parts of your enemies, allies, or others, and use them as key components in your created equipment, greatly strengthening the final result. How you do this will likely depend on the entity you use; this could be something as simple as uploading an AI into a weapon to increase its targeting parameters, or simply launching an explosive Hive Worm at your enemies, all the way to things like turning the soul of your enemy into a rifle. On the bright side, you won’t have to worry about dealing with that particular enemy anymore; besides, the quiet whisperings you hear from your weapon are probably just hallucinations. This perk also covers the process of using *other* kinds of potent parts for your weapons, such as a shard of your enemy’s powerful blade making a strong sword, or a strange crystal staff being strapped to a rifle frame to launch powerful lightning at enemies. Of course, items with a relationship to the desired product (whether symbolic or literal) will greatly improve the end result, such as using Hive parts to create a weapon with a strong affinity for the Sword Logic, or slapping a superconductor into an SMG frame to create a powerful Arc-based weapon.

One of a Kind (-400CP, REQUIRES “Genius”): You are not just “a” genius, you are the peak that everyone else is measured against. You learn new technologies and scientific principles with ease, you could effortlessly discover how to repair and maintain an Exo

with a quick examination, you can even quickly develop new Light or Darkness abilities with a bit of trial and effort. Your genius eclipses any being in this universe, living or dead; the only beings even comparable to your mental might would be the Traveler or whatever entity exists behind the Veil, or perhaps the overall “leader” of the Vex if one exists. Your creations could make Clovis Bray I’s achievements look like a child playing with building blocks, and you could think circles around Savathun’s greatest plans. This doesn’t give you the *knowledge*, simply the *ability*; you’ll need to put forth the effort yourself to get the most out of this perk, but with how easy everything is for you that shouldn’t take long.

Cross-Contamination (-500CP): There are a handful of examples of one species gaining some of the abilities of another; for example, a human becoming a Hive God, or an Awoken managing to keep their individuality within the Vex network. You are one of these strange amalgams, being a mix of your original species and another of your choice. Exactly how this manifests is up to you, though it will likely have some effect on your physical form (such as three Hive eyes or limbs replaced by Vex parts), but no matter how this mix happens you will gain access to the perks of the species you mixed with. This access does not include discounts for that species, so all perks and items must be purchased at full price, but other than that there is no limit. These perks and abilities will likely be flavored by your original form in some way, but will be of the same general level of effectiveness overall. You may only have a single secondary “species” with this option, but this limit does not count any secondary species you already have (such as Scorn also being Eliksni, or Taken and their “original” species).

*NOTE: This cannot be used to splice yourself with the **Custom**, **Gardener**, **Winnower**, or **Gaiaform** options, though if you began as one of those it can be used to combine yourself with one of the “standard” options such as **Human** or **Eliksni**. Additionally, those who splice themselves with **Taken** will have their initial species counted as the species for **Altered Form**; you cannot use this to gain two additional species on top of what you started with.*

Champion (-600CP): In this universe, there exists a type of enemy feared and hated by all: the *Champions*. There are three types of these aforementioned menaces: Barrier Champions, who can put up an impenetrable barrier when their health is low in order to heal themselves back to full; Overload Champions, who constantly heal when not taking damage and tend to spam their abilities; and Unstoppable Champions, who do not heal but make up for it with massively increased health, defense, and damage. With this perk, you may choose a *single* type of Champion to gain the powers of; these powers are not foolproof, as certain abilities (or empowered weapons) may stun or suppress you, but even still this is a powerful addition to any arsenal.

Reflective (-800CP): Similar to the great Warlock Osiris, you have learned how to create “reflections” of yourself. These Reflections are paracausal entities made of your own energy (either Light or Darkness), capable of independent action and able to communicate with you no matter the distance, even through alternate dimensions or timelines. These Reflections are, for all intents and purposes, “you”; your memories, your instincts, your thoughts, just separate, allowing them to use your abilities as if you were using them yourself. Additionally, these reflections can work together with you to enhance both your strength and theirs, creating combination attacks which are greater than the sum of their parts. The exact limits of these Reflections are not fully understood by anyone in this universe, even Osiris; however, they are incredibly powerful if used creatively. The number of Reflections you can create at once is dependent on how much energy you have access to; a “standard” Guardian could create perhaps one or two, while a legendary figure such as Osiris could create a truly obscene number, at least dozens at a time.

The Craftening (-800CP, DISCOUNTED FOR “Forgemaster: Exotic” OR “Forgemaster: Artifact”): Be very responsible with the power you now wield, Jumper, for you now possess the shunned and feared power of *The Craftening*. This frightening power allows you to combine completely incompatible pieces in the things you build to make something far more than the sum of those parts; perhaps you will create an automatic rifle whose shots act like long-range shotgun blasts, or maybe you’ll make a shotgun that fires a spread of grenades. This can even apply to things such as vehicles, like combining a starship with a sparrow to make a hoverbike which can travel at ludicrous speeds and even traverse space, or structures, such as creating a *literal* tree house. With some creativity, who knows what beauty and horror you could release on the universe?

Prismatic (-800CP, DISCOUNTED FOR “Transcendent Wanderer”): The Light and Dark are generally seen as opposing forces by most, if not all, of this universe’s inhabitants. You, however, see the truth: both forces are just two sides of the same paracausal coin, each their own separate side but never fully apart. The Light governs the physical realm, while the Dark’s domain is that of the mind, and you have bridged the gap between them. With this power, you have the means to combine these normally separate forces, modifying and even creating abilities to use both forces at once. This also allows you to combine other seemingly incompatible forces from other universes, such as the Light and Dark Sides of the Force. For those who do not have it, this grants access to both the **Light** and **Dark Perks**, but does not grant a stipend for those sections if your origin does not grant one.

Some examples of this include: using the Light to fuel Dark abilities or vice versa, using Light and Dark abilities at the same time, combining Light and Dark together in a single ability such as a **Grenade Ability** that can both **jolt** and **suspend** targets, or even actively channeling both the Light and Dark at the same time to achieve a state of **Transcendence**, greatly increasing your energy regeneration and causing all abilities and weapons to do additional damage.

Dark Matter (-800CP, FREE FOR "Gaiaform"): Not much is known of the capabilities and limitations of the dark matter that the Nine use, but we've seen a few examples of it so far. Firstly, the Nine seem to be able to create simulated false-Taken entities, which behave similarly to the real thing and were used in both Gambit and the Prophecy dungeon. Secondly, in Edge of Fate, we are shown abilities and technology such as Matterspark (a transformation ability which is seemingly a union of dark matter and **Arc** energies), the Relocator Cannon (a teleportation device which appears to function via dark matter and **Void**), and Mattermorph (a technology that manipulates matter through a combination of dark matter and **Strand**); from these, it can be assumed that dark matter can form a sort of "symbiosis" with other energies and technologies to enhance them or facilitate functions which would normally be harder if not impossible without it. Thirdly, in Renegades, we see that VI is able to form an area of dilated time, allowing for a decade or more of time to pass in the span of two to three years of normal time; it is unknown if this (and the Nine's ability to pull things forward in time) are a result of normal dark matter or mostly their own innate nature, but it likely has some connection nonetheless. Something to keep in mind is that dark matter, despite its power, is *not* paracausal in nature; with a sufficient level of technology and knowledge, it can likely be simulated and understood in a way that the Light and Darkness cannot due to their nature.

With some (a lot of) time and effort, you could even manage to utilize the anti-paracausal Eclipse energy shown in Renegades and Monument of Triumph, though the exact applications and limitations of this power are unclear.

SPECIES PERKS:

NOTE: *All species perks are exclusive to the species related to them, unless stated otherwise; each species gains discounts on their own perks.*

Human:

Adaptive (-100CP): Humans have shown themselves to be able to survive pretty much any scenario or environment that isn't immediately fatal to them; you share in this adaptability, able to quickly learn or discover what you need to survive in your current predicament. This can extend to environments, cultures, or even things like Raid or Dungeon "puzzles" in a pinch.

Durable (-200CP): The human body is surprisingly durable, able to bounce back from injuries that would kill other animals with relative ease. This perk doesn't make you harder to *hurt*, per se, but it does make it harder to *permanently* harm you; given enough time and resources, you can recover from anything short of a missing limb or organ fairly easily, your body returning to peak condition with little trouble. This also helps keep you in shape, so long as your body has the resources to maintain its physique.

Versatile (-400CP): While they aren't quite as specialized as the other options, humans have shown themselves to be able to do pretty much anything with enough effort. There have been humans who wielded the Light to never-before-seen levels, humans who studied and repurposed Vex technology for their own ends, even a human who learned how to use Hive rituals to become a Hive God. You share in this nature, being able to learn quite literally anything so long as you are capable of performing the needed actions and putting in the effort to do so, from different technologies to entire magic systems and more.

Exo:

Superior Craftsmanship (-100CP): As an Exo, your body is much more durable than that of a human, and you do not tire as easily. Any food you consume is converted to energy for your body, and sleep is likewise less required (though still important).

Immortal Ego (-200CP): You do not suffer from Dissociative Exomind Rejection; you will never need a reset like the other Exo. In fact, you do not suffer from mental degradation of any kind, whether from poor code, old age, crossed wires, enemy curses or more; this does not protect against mind control, but *does* protect against things like

gaslighting or mental tampering. If they want to control you, they have to overpower your mind or puppet your body directly, as anything else bounces right off.

Warmind Exobody (-400CP): Similar to Felwinter, your body was used as an interface by a Warmind in the past; while none of their processes remain, they failed to completely wipe your system before exiting, leaving you with fragmented knowledge and, more importantly, admin-level access to any Golden Age civilian infrastructure. This even extends to all military-level infrastructure created by BrayTech, with you being seen as equivalent to a Warmind's importance in the eyes of the system, although an actual Warmind could overwrite your authority easily if alerted.

Awoken:

Beautiful (-100CP): Mara Sov was so beautiful that her attempted assassin immediately changed her mind and tried to woo her rather than kill her the moment she saw Mara's face. You share in this kind of beauty, able to make most enemies at least *think* about listening to you before they try killing you, so long as they have a concept of beauty. Unfortunately, beings like the Vex probably wouldn't even notice your sexiness.

Corsair (-200CP): The scouts and scavengers of the Reef, Corsairs are sent out to locate important items, retrieve them, and return safely. You share in this training, being a master scout, able to quickly observe a location, sneak past groups of enemies, grab the loot, and get out; on its own, this won't protect you from enemies actively looking for you, but given the time to plan you could pull off quite the heist.

Techeun (-400CP): The tech witches of the Awoken, the Techeuns study paracausal forces and have achieved several impressive feats, such as bonding with Harbingers, guiding Mara's soul into Oryx's Throne World, recovering from Taken corruption with the help of Guardians, and summoning the spirit of a dead Ahamkara to grant a final wish. You share in this knowledge and skill, having been trained as a Techeun of no small amount of skill (even if you are male). Interestingly enough, Techeun "magic" seems to be at least partially based in technology, as Techeuns are also known as Tech Witches, and their purpose seems to be closer to scientists than magicians.

Eliksni:

Vandal (-100CP): As an Eliksni, you possess four arms, and with this you certainly know how to use them. Your ability to scavenge and craft from scrap is equal to the best of your kind, able to make perfectly effective (if somewhat ugly and ramshackle)

equipment out of whatever you can scavenge nearby, and your version of "barely-functional" would be equal to the "average" of a different species.

This perk also gives you the body of a Vandal or Marauder level Fallen.

Captain (-200CP): You've got four arms, why not use them? You have no issue using all of your limbs in combat without them getting in the way, and you also have knowledge of how to use all Fallen weaponry to its fullest, able to correctly judge the effective range and projectile speed to hit the bullseye on a Guardian riding full speed on a Sparrow with ease.

This perk also gives you the body of a Captain level Fallen.

Kell (-400CP): The Eliksni equivalent to tribe chiefs or kings, Kells are leaders through and through, able to command entire Houses to great effect. They also happen to be massive, standing more than double the height of a human and with strength and durability to match. You share in this nature, being a natural leader good enough to command entire legions of Eliksni, both in war and in peace, with a body that stands as tall as Skolas, the so-called "Kell of Kells".

This perk greatly increases your height, strength, and durability.

Scorn:

Tainted Form (-100CP): You were resurrected from death by a twisted Wish, sustained by the tainted power of Dark Ether. Your body is a twisted version of an Eliksni, and you share access to the Eliksni-exclusive perks and item discounts. As a zombie-like existence, you do not require sustenance, and may even be able to survive without a head, though sufficient damage can cause your new form to shut down permanently.

With this, you can change your form to that of a Stalker, Wraith, or Lurker.

Corrupted Ether (-200CP): As a being sustained by Dark Ether, you can use it for quite a few purposes; some Scorn can turn into pure Dark Ether to become intangible and invisible, and the Scorn can use Dark Ether to resurrect other dead Eliksni, both normal and Scorn, along with using it to teleport by "wearing pinholes in reality". You have the knowledge on how to create this, both the Dark Ether itself and the crude rituals that use it.

With this, your form can be that of a Chieftain, Raider, or Abomination.

Fanatic (-400CP): Just like Fikrul, the “son” of Uldren Sov, you can use Dark Ether to resurrect yourself and others endlessly. While others will grow progressively more deformed, filled with tumor-like growths and eventually degrading into the abominations known as Screebs, you seem to be immune to this degradation, resurrecting yourself in perfect form so long as you have enough Dark Ether. This won’t make you truly unkillable, but you’d give a Guardian a run for their money.

With this, your form grows massively, matching the height of the Scorn Barons or Fikrul himself, with improved abilities to match.

Hive:

Acolyte (-100CP): The Hive, as a species, are quite terrifying opponents; not only do they have powerful weapons and armor crafted from living materials such as bone or chitin, they also have access to powerful dark magic and rituals that can do anything from singing a song that instantly kills anyone listening once complete, to summoning portals to a separate dimension with entirely different rules. You share in this potential, having a decent amount of skill with Hive magics such as levitation, forming energy shields, and more.

Your form is that of a Hive Acolyte by default.

Knight/Wizard (-200CP): An individual Hive is considered fully mature only once they take up their final morph, which in most cases is that of a Knight or a Wizard. While these are normally associated with a specific gender (with a handful of notable exceptions) you may choose either despite your personal gender, and you will gain abilities based on your choice. Knights are larger and more physically powerful, capable of carrying large weaponry and wearing heavy chitin plates that can effectively ignore most weapons. Wizards are magical powerhouses, always levitating and firing off powerful magic projectiles at rapid speeds to deal with their enemies.

Your form is now that of either a Knight or a Wizard, depending on your choice.

Ascendant (-400CP): You have proven yourself worthy of becoming an Ascendant Hive, a commander of legions who is allowed to enter the Throne Worlds of the Ascendant Realm. You have also gained access to a power referred to as an Oversoul, which allows you to separate your very soul from your body to become resistant to death; while separate, your Oversoul may be used for other purposes, such as a powerful attack against your enemies or to hide your death so that only a specific action

can permanently bring your end. With time, you could even learn how to draw tithe energy from a concept rather than just murder, such as Xivu Arath gaining power from all war and battle, both that of herself and her soldiers as well as that of her opponents.

With this, your form and its strengths have grown to new heights, second only to the Hive Gods and their offspring in stature.

Taken:

Altered Form (-100CP): While you may have been Taken, you were once something else, before the touch of the Deep corrupted you. Choose another **Species** option (other than **Gardener**, **Winnower**, or **Gaiaform**), including the **Custom** option (so long as you meet the requirements and pay the price for **Ahamkara** or higher level **Custom** options); this is the base that defines your new form, and you receive access to any perk or item discounts that species would, though in a distinctly “Taken” form.

Unknown Logic (-200CP): Somehow, someway, you have kept your mind despite your new form, something thought practically impossible before now. Very, very few have managed to maintain more than a sliver of independent thought, and none at all have managed what you have: complete control over your new state, with no corrupting whispers to temp you into giving in and becoming another mindless abomination. This feat brings with it an ability to break through any form of erasure of “self”; there exists no being that can corrupt or overwrite your mind, for no power or skill can even touch it at all.

Sharpened Body (-400CP): Your nature as a Taken has given you something *more* than you had before. You receive a paracausal ability based on your original form, such as a Phalanx being able to send forth a blast of force from their shield, or a Minotaur being able to turn perpetually invisible unless attacking; you may optionally choose an ability from the Dire Taken instead of the normal option for your form. These abilities are an innate part of your body now, and each of your forms will have its own ability on the level of the various Taken gimmicks in this universe. In addition to these form-specific abilities, you also gain the ability to create Taken Blights; radiating orbs of sterile neutrinos, Blights can also flow across the ground as a viscous fluid, seeping into the soil and contaminating water they come into contact with. Blights can be used for many things, including being used as shield generators, interdimensional communicators, or portals to the Ascendant Realm. Each one you create takes around twice the energy of a **Super Ability** for one of normal size (with greater costs for larger sizes), but is self-sustaining once created (so long as it is not destroyed or loses its connection to the Ascendant Realm).

Cabal:

Bracus (-100CP): Any soldier of the Cabal Empire is trained in the arts of warfare, and all of them have tested themselves against some of the greatest warriors the galaxy has to offer. You are no exception, knowing how to utilize all pieces of Cabal weaponry, armor, artillery and vehicles, and strong enough to wear armor that is closer to that of a human APC than anything else.

With this, your height is equal to that of a standard Legionary or Phalanx.

Valus (-200CP): All Cabal soldiers will obey the orders of their superiors, but it is those commanders who can forge true bonds between their soldiers and themselves that are the most effective overall. You have learned this truth, and find it easy to gain respect and camaraderie from your subordinates and superiors alike, with any team-based tactics being far better with those you have a good relationship with.

Your height has increased to the level of a “Strike Boss” Centurion or Colossus.

Primus (-400CP): A Primus is the equivalent of a human admiral, second only to the Emperor or Dominus themselves. You have ascended to this vaunted rank, finding yourself venerated by your lessers, a veneration that only increases as you bring them more and more victories. And victory you shall bring, as your knowledge and planning prowess rivals that of Dominus Ghaul, a Cabal who managed to bring the Last City and the Traveler to their knees in one fell swoop. There is very little in this galaxy you could not conquer if you put your mind to it, a list that becomes even shorter should you have enough troops and ammunition to throw at the problem.

With this, your height grows even higher, making you comparable to the Dominus himself in height; a Cabal who, in his armor, was more than twice the height of the Chosen Guardian.

Psion:

Psychic Potential (-100CP): Psions have potential with psychokinesis, telekinesis, telepathy, and clairvoyance, enough to send forth blasts of psychic energy, slow their breathing and steady weapons with telekinesis, dive deeply into the minds of others, and casually see the future to use during conversations with others. You share in this potential, being able to perform at the level of an above-average Psion warrior.

Engineer (-200CP): Psions are the mechanics and equipment operators of the Cabal, being able to repair and handle all of the various types of equipment the Cabal Empire relies on. This is quite impressive, given that Cabal technologies aren't standardized, with various pieces of equipment having power sources incompatible with each other (often to explosive results) and other similar things; despite this, you have the ability to make any technology work with any other, even things that would normally be completely incompatible. This also grants you a discount on all **Cabal** items in this document.

Metaconcert (-400CP): Psions are able to synchronize their minds and those of others to combine thoughts and intentions, which also boosts the psychic abilities of those within it to the point of being able to detect hidden ships by the emotions of their crew alone. A permanent version of this ability can be performed as well, fusing bodies and minds into a larger, more powerful form; this is quite rare, as little knowledge of it exists in the modern day.

This gives you the psionic power of a Psion Flayer, and can optionally give you a much larger body, putting you at the height of a Strike Boss level Psion.

Vex:

Acausality (-100CP): The Vex seem to quite literally come from *outside* of space and time; their origin was apparently before the current iteration of reality, and their time manipulating technologies and powerful simulations that are so realistic they *become* reality make them difficult to understand or predict. They are unknowable, their actions work because they are done, and they are done because they work; you share in this strange, eldritch nature, being completely immune to any form of time manipulation besides your own, and in fact can use your acausal nature to "sidestep" the rules of cause and effect using time manipulation; your enemies are destroyed before you met them *because* you met them in the future (or your simulations of the future) and went back to destroy them in the present. Effectively, this allows for rewriting timelines and similar things without worry of paradoxes or the like. This is not foolproof however, as a sufficiently powerful force or individual could stop or even rewrite your changes themselves, and your acausal nature is overruled by paracausal forces such as certain forms of magic, or the Light and Darkness. Even still, this is quite a powerful ability, being an almost guaranteed victory against anything that can't resist your changes.

This gives you the choice between a Goblin or Hobgoblin chassis for your form.

Simulator (-200CP): All Vex, by nature, experience reality through an unending series of calculations and simulations. Even the most basic of Goblins can run hundreds of simulations at a time for a single scenario, with those simulations being so realistic that outside observers looking in would be unable to tell who the “real” version of themselves are; many who delve into the minds and simulations of the Vex have gone insane. You now share in this ability to create impossibly detailed simulations of anything you desire, with the only limit to their number and detail being the sophistication of your chassis and your inability to simulate things that have no concept of cause and effect, such as the paracausal powers of the Light and Darkness.

This also gives you the option to upgrade your chassis to that of a Minotaur, Hydra, or Wyvern variant if you so desire.

Axis Mind (-400CP): Even the most basic Vex units are a major threat; a single stranded Goblin, with substandard materials, built the massive Vex Gate contained within the Glassway on Europa on its own. So, just how much more impressive would their leaders, the so-called Axis Minds be? With this, you have become one of these Minds; a vastly improved chassis with much greater computational power, durability, strength and size, along with the ability and authority to command vast quantities of subservient Vex platforms. You are able to create plans that span billions of years and millions of timelines in order to destroy your enemies. You also share the Vex ability to convert literally anything to more Vex, from inorganic and organic materials all the way to infecting *information and thoughts*; anything that finds itself the focus of your attention will certainly become Vex, it is only a matter of time. Given a few hundred or thousand years, you could even convert a planet to a Machine World.

This upgrades your chassis to massive proportions, large enough to dwarf a standard Goblin platform, with enough durability to shrug off almost anything that isn’t paracausal; Vex platforms can survive concentrated solar energies, after all.

Ahamkara:

Ethereal Form (-100CP): The form of an Ahamkara is ephemeral, ever-changing; generally they will take on forms based on the expectations of those who behold them, such as powerful dragons or the like. Additionally, Ahamkara are masters of illusions; the only way to tell what is real or not is to look into a reflective surface, as the illusions are not visible through them, only to those affected. You are no different than the rest of your kind, sharing in these two abilities; the forms you can take are myriad and varied, ranging from the size of a smaller animal to massive beasts or even the form of humans or aliens, though most of these forms tend to resemble serpents or dragons in some

way. Your illusions are powerful and accurate enough to fool any human, though they would have difficulty tricking more powerful or intelligent individuals or those who are already suspicious of them.

Powerful Parts (-200CP): The power of the Ahamkara is not just in their shapeshifting, illusions, or wish-granting; indeed, one of their most powerful abilities is the capability to persist after death through pieces of their body, such as bones or scales. Should you be killed, you can choose to live on in your pieces, and those who use those pieces to craft trophies or equipment to use will find themselves open to whispers and illusions from your persisting spirit. This won't allow you to possess them or anything like that, but a subtle, slow corruption is possible, even for beings as powerful as Guardians. Do be careful not to alert your new victim, however, as you can still be exorcised by certain abilities, a process that will end in your death, as would your remains being destroyed.

Anthem Anatheme (-400CP): Ah, and what would a wish-dragon be without their ability to grant wishes, O Jumper mine? You have now found yourself with the ability to invoke the Anthem Anatheme, the ability to transform desire into reality. This ability is not without limits, however; firstly, attempting to grant your *own* wish will end with your death, even if said wish is successfully granted. Secondly, while you draw power from the wishes you grant, the amount of power you receive depends on how you twist the wishes; the more you do, the more power you gain, while not twisting them at all would lead to such a small gain it would be practically unnoticeable. Additionally, you receive the ability to invoke paracausal ownership of a being through a curse, generally in the form of "O (subject) mine"; this not only grants you certain powers over them, but can be used for quite a few things with some trial and error.

LIGHT PERKS:

NOTE: *Those with the* ***Guardian of the Light*** *Origin gain* ***1000CP*** *to be spent in this section along with discounts on* ***6 PERKS*** *of their choice, while* ***Transcendent Wanderers*** *gain* ***500CP*** *and discounts on* ***4 PERKS*** *of their choice (discounted* ***50CP*** *and* ***100CP*** *options are* ***FREE****). These discounts cannot be used on the* ***800CP*** *perks. You can learn how to use all of these abilities (other than the* ***800CP*** *options) throughout the Jump, but purchasing them here grants immediate knowledge and mastery.*

General:

Reborn in the Light (FREE, REQUIRES "Ghost" OR "Prismatic"): The Light is the domain of the physical reality: heat, electricity, gravity, light, biology, and more. You have been remade by this force, finding yourself infused with the Light, able to use your internal energies to affect physical forces such as shooting lightning from your fingers, throwing orbs that burn with the force of a star, or disintegrating your enemies by distorting space-time. While this normally requires a connection to the Traveler through a **Ghost**, those with the **Prismatic** perk will find their Light wells up from within with no need for such a thing.

Grenade Abilities (-50CP PER, 3 FREE): One of the myriad abilities shown by paracausal warriors is the ability to throw explosives made of energy, commonly referred to as grenades. With each purchase of this option, you may choose one of the following options to have mastery of, able to channel and use them to the level of a veteran Guardian, even if you do not have experience with the associated Light element, all of which use a moderate amount of energy to activate. Similar grenades have been grouped together for convenience.

- **Lingering Energy Spheres:**
    - **Solar Grenade:** An orb of **Solar** energy that, when thrown, creates a large sphere of **Solar** Light which damages and **scorches** enemies inside or touching it.
    - **Pulse Grenade:** A grenade that creates a large sphere of **Arc** energy on impact, periodically sending out bursts of **Arc** energy to damage enemies in its radius.
    - **Vortex Grenade:** A grenade that creates a vortex that pulls targets inward and continuously damages those trapped inside.
- **Scanning Grenades:**
    - **Firebolt Grenade:** A grenade that, when thrown, creates a ring of flame that implodes towards the center of the impact point. Once finished, bolts of **Solar** fire are unleashed at enemies the ring passes through, with a maximum of three targets, dealing moderate damage and slightly **scorching** them.

    - **Arcbolt Grenade:** A grenade that, on impact, scans the surrounding area before unleashing bolts of **Arc** lightning at up to three enemies.
    - **Axion Bolt:** A grenade that, on impact, generates a wave that implodes towards the impact point, then unleashes seeking **Void** projectiles on up to three targets the wave passed over, each dealing considerable damage.
- **Sticky Grenades:**
    - **Fusion Grenade:** A small orb of **Solar** Light that attaches to surfaces or targets, dealing high damage and moderately **scorching** them on detonation. More effective when attached directly to the target, but can be used as a standard grenade if needed.
    - **Flux Grenade:** An explosive that flies in an almost straight line, attaching to surfaces and targets before detonating and dealing an enormous amount of damage.
    - **Magnetic Grenade:** A grenade that attaches to surfaces and targets before exploding twice; this grenade has strong tracking towards enemies in its path.
- **Bouncing Grenades:**
    - **Incendiary Grenade:** A grenade that explodes in a fiery burst, heavily **scorching** nearby targets. Effectively a fire-based fragmentation grenade; will bounce once before exploding.
    - **Flashbang Grenade:** An explosive orb that damages enemies and **blinds** nearby targets when it explodes; will bounce once before exploding.
    - **Suppressor Grenade:** A grenade that deals damage and **suppresses** targets caught in its explosion; will bounce once before exploding.
- **Area Denial/Walls:**
    - **Thermite Grenade:** A grenade that sends out a line of fire, dealing damage and **scorching** targets in its path.
    - **Storm Grenade:** A grenade that calls forth a focused lightning storm in a radius around its impact point.
    - **Void Wall:** A grenade that creates a horizontal wall of burning **Void** Light that damages enemies who walk over it.
- **Submunitions:**
    - **Swarm Grenade:** A grenade that detonates on impact, releasing seeker drones that track nearby enemies. Each seeker slightly **scorches** hit targets.
    - **Skip Grenade:** A grenade that splits apart on impact, creating submunitions that seek out targets.
    - **Scatter Grenade:** A grenade that splits into multiple submunitions, covering a large area with multiple explosions similar to a cluster bomb.
- **Triggered/Trap Grenades:**

    - **Tripmine Grenade:** A shaped charge that sticks to surfaces, detonating in a forward-facing cone when targets pass through its laser trigger. Enemies hit are damaged and moderately **scorched**.
    - **Lightning Grenade:** A grenade that sticks to surfaces and emits bolts of lightning in a straight line from its tip.
    - **Void Spike:** A grenade that attaches to surfaces and emits a torrent of damaging **Void** energy from its tip.
- **Healing:**
    - **Healing Grenade:** A grenade that **cures** allies on impact and creates an orb of **Solar** Light, granting **restoration** when picked up.

Melee Abilities (-100CP PER): One of the myriad abilities shown by paracausal warriors is the ability to infuse their fists or knives with energy or throw forth a conic blast of energy, commonly referred to as melee abilities. With each purchase of this option, you may choose one of the following options to have mastery of, able to channel and use them to the level of a veteran Guardian, even if you do not have experience with the associated Light element, all of which use a moderate amount of energy to activate. Grouped by class.

- **Titan (1 FREE FOR "Classist: Titan"):**
    - **Throwing Hammer:** Create a flaming hammer out of **Solar** Light, throwing it at your enemies from a distance. Picking up the hammer refunds the energy spent to make it. If it struck a target, picking it up grants **cure**. If not picked up, the hammer will explode like a grenade after a few seconds.
    - **Hammer Strike:** Using the momentum from sprinting, you can launch yourself forward, swinging your **Solar** hammer to hit an enemy, **scorching** them and dealing **Solar** damage in a cone behind them. If the target is killed by the impact, they **ignite**.
    - **Thunderclap:** While on the ground, you can plant your feet and focus your energy into your fist to charge it, then release a devastating blast of **Arc** energy in a cone in front of you, dealing damage that increases with longer charge time. At maximum charge, this deals enough damage to completely disintegrate a Guardian.
    - **Ballistic Slam:** While in the air, you can greatly increase your downward momentum to slam into the ground, dealing damage to nearby enemies.
    - **Seismic Strike:** Using the momentum from sprinting, you can charge yourself with **Arc** energy and slam your shoulder into your target, damaging them and **blinding** nearby enemies. While **amplified**, the **blind** radius is increased.

    - **Shield Throw:** Create a round shield out of **Void** energy that can be thrown at enemies. The shield can ricochet off targets and surfaces, granting you **overshield** with each target hit.
    - **Shield Bash:** Using the momentum from sprinting, you can summon your shield and unleash a devastating bash that **suppresses** targets it hits. Kills with this ability grant an **overshield**.
- **Hunter (1 FREE FOR "Classist: Hunter"):**
    - **Knife Trick:** Throw out a fan of knives created from **Solar** energy, **scorching** any targets hit by them.
    - **Lightweight Knife:** Quickly throw a lightweight **Solar** knife that deals moderate damage. Precision hits with this ability make you **radiant** for a short time.
    - **Weighted Throwing Knife:** Throw a heavy knife that deals increased precision damage and causes **scorched** targets to **ignite**. Precision final blows with this weapon restore a small amount of energy.
    - **Proximity Explosive Knife:** Throw a knife that attaches to surfaces on impact and explodes when it detects a nearby target.
    - **Combination Blow:** A quick **Arc**-infused palm strike that increases melee damage when killing an enemy, stacking three times. Killing enemies with this ability also restores a small amount of energy and health.
    - **Disorienting Blow:** Striking an enemy with this ability **blinds** them and **amplifies** you.
    - **Snare Bomb:** Throw a smoke bomb that attaches to surfaces. It pings enemy radar systems, then detonates into a disorienting smoke cloud that **weakens** nearby enemies. Enemies inside the cloud take damage over time.
    - **Phantom Surge:** Dash forward, slashing enemies as you pass through them. Deals significantly more damage to enemies inflicted with **Void** debuffs, or enemies marked by the **On The Prowl** aspect. Generate **overshield** for each enemy hit; defeating at least one enemy grants additional **overshield** and refunds energy.
- **Warlock (1 FREE FOR "Classist: Warlock"):**
    - **Incinerator Snap:** Snap your fingers to create a fan of burning sparks that explode and **scorch** targets.
    - **Celestial Fire:** Send out a spiral of three explosive Solar energy blasts, **scorching** targets with each hit.
    - **Chain Lightning:** Send out a pulse of **Arc** Light that **jolts** your target and chains lightning to nearby enemies. While **amplified**, it creates an additional lightning chain.

    - **Ball Lightning:** Fire an **Arc** projectile that releases a perpendicular strike of lightning after a short time. While **amplified**, this ability releases additional strikes before detonating.
    - **Pocket Singularity:** Launch an unstable ball of **Void** energy that detonates near enemies, pushing targets away from the blast and making them **volatile**.

Movement Abilities (-100CP PER): Many paracausal warriors have shown the ability to use their energy in the form of mobility enhancements of various types. With each purchase of this option, you may choose one of the following options to have mastery of, able to channel and use them to the level of a veteran Guardian; none of which are reliant on Light or Dark energies due to their high efficiency, but rather your own stamina and ability to channel them.

- **Lift (FREE FOR "Classist: Titan"):** Channel your energy to launch yourself in a direction of your choice. You can trade off total boost time for a stronger initial boost, focus on better directional control, or focus on vertical height.
- **Jump (FREE FOR "Classist: Hunter"):** Channel your energy to literally jump off of air, enabling you to change direction midair or reach greater heights. You can focus on height, directional control, or even trade strength-per-jump for a third jump total.
- **Glide (FREE FOR "Classist: Warlock"):** While in the air, you can channel your energy to reduce gravity's hold on you, drifting through the air in the direction of your choice. You can trade total airtime for better initial speed, focus on better directional control, or strike a balance between speed and control.
- **Blink (FREE FOR "Arcstrider", "Stormcaller", OR "Voidwalker"):** Teleport a short distance, either towards where you are looking or in a direction based on your current momentum. This ability requires a moment to recover before it can be used again.

Class Abilities (-100CP PER): Many paracausal warriors have shown the capability to use their energy in the form of defensive abilities of various types. With each purchase of this option, you may choose one of the following options to have mastery of, able to channel and use them to the level of a veteran Guardian, all of which use a small amount of paracausal energy to activate.

- **Barricade (FREE FOR "Classist: Titan"):** Channel your energy to summon a wall of pure paracausal energy in front of you to block enemy fire. Depending on how you circulate your energy, this could be a large wall that can cover a wide area, or a smaller barricade which can be ducked behind and fired over, increasing reload speed, stability, and weapon range for those using it.

- **Dodge (FREE FOR "Classist: Hunter"):** Infuse yourself with energy before dodging to the side, avoiding incoming fire. Depending on how you circulate your energy, this ability could refund a moderate amount of energy when dodging near enemies, or reload your current weapon during the dodge.
- **Rift (FREE FOR "Classist: Warlock"):** Channel your energy to conjure a well of power beneath your feet. Depending on how you circulate your energy, this rift could constantly heal those standing inside it, or increase the amount of damage their weapons deal.
- **Thruster:** While on the ground, you can send out a burst of energy to quickly push yourself to the side, evading enemy attacks.
- **Acrobat's Dodge:** Perform an acrobatic leap, making yourself and nearby allies **radiant** upon landing.
- **Phoenix Dive:** While airborne, dive to the ground and create a burst of **Solar** Light that **cures** nearby allies. If **Heat Rises** is active, you gain **restoration** during your dive and **scorch** nearby enemies when you land.

Super Abilities (-200CP PER): Many paracausal warriors have shown the capability to expend large amounts of their energy in the form of "ultimate" abilities of various types, though the masterful and powerful may find themselves able to use these quite regularly. With each purchase of this option, you may choose one of the following options to have mastery of, able to channel and use them to the level of a veteran Guardian, all of which use a large amount of paracausal energy to activate. Grouped by class.

- **Titan Class (1 FREE FOR "Classist: Titan"):**
    - **Sunbreaker:** Channel **Solar** Light to form a **Hammer of Sol** that can be thrown to wreak destruction on your enemies. On impact, this hammer shatters into explosive molten shards. Alternatively, you can summon forth a much larger **Burning Maul** to crush your enemies. This maul can be swung as a melee weapon, or slammed into the ground to create a seeking cyclone of **Solar** flames that damage and **scorch** targets.
    - **Striker:** Supercharge your fists and slam the ground with the maelstrom force of your **Fists of Havoc**. While active, you can enhance your lunges with **Arc** energy to deal damage to impacted targets, or slam your fists into the ground to **blind** nearby enemies and deal damage in a radius around you, leaving electric aftershocks in your wake. Performing a slam attack from the air does additional damage. Alternatively, you can hurtle yourself through the air like a missile, crashing into targets and dealing massive damage in the form of a **Thundercrash**.
    - **Sentinel:** Channel your **Void** energy to create a circular **Sentinel Shield** that can be thrown at enemies similar to a **Shield Throw**, used as a melee

weapon, or used to guard against attacks. While guarding, **Sentinel Shield** creates a large defensive wall of energy that increases the damage of allied weapons that shoot through it, and this wall uses less energy when guarding allies from harm. Alternatively, this defense can be taken to extremes by creating a **Ward of Dawn**, an almost indestructible dome of energy that protects those inside while granting allies within or nearby an **overshield**, increased weapon damage, and **weakening** enemies inside; also increases melee damage for the creator, and has a core that can be picked up and repositioned up to two times. Or, for those of a more offensive mindset, you can call forth your energy to throw forth a **Twilight Arsenal** of three large **Void** axes at your enemies; on impact, these axes pull in enemies before detonating in a **weakening** explosion. After exploding, these axes can be picked up by you or your allies to use as melee weapons, or can be thrown again to deal a large amount of damage to targets.

- **Hunter Class (1 FREE FOR "Classist: Hunter"):**
    - **Gunslinger:** Channel **Solar** Light to form a **Golden Gun** revolver that disintegrates enemies with overwhelming **Solar** energy. The **Deadshot** variant fires rounds that cost less energy and refund that energy when causing **ignitions**. The **Marksman** variant fires shots that cost twice the energy of the previous variant but deal massively increased precision damage, overpenetrate targets, and create **Orbs of Power** on precision hits. Both variants benefit from being **radiant**. Alternatively, you can create a **Blade Barrage** composed of a large number of knives made from **Solar** energy before throwing them at targets, causing them to pierce targets before exploding.
    - **Arcstrider:** Form a staff of pure **Arc** energy, using it to acrobatically dance between your foes and defeat them with melee. This **Arc Staff** can also be used to deflect incoming projectiles when blocking. Alternatively, this **Arc Staff** can be hurled in the form of a **Gathering Storm** that embeds into surfaces or large objects and **jolts** nearby targets. After a short time, it calls down a devastating lightning bolt to strike the staff, overcharging it with **Arc** energy and causing it to discharge lightning at nearby foes. For those who prefer a blade, you can instead summon forth the **Storm's Edge** in the form of an electrified dagger and throw it; when the dagger hits a surface or a target, you can **Blink** to its location and perform a powerful whirling strike, damaging nearby targets. This dagger can be thrown multiple times per activation, and if it travels long enough without hitting anything it will detonate, dealing damage and allowing you to **Blink** to the location it detonated.

    - **Nightstalker:** Form a bow out of **Void** energy, using it to launch a **Shadowshot** that tethers nearby foes to an anchor of **Void** that **weakens** and **suppresses** them. This can be done in the form of a **Deadfall Shadowshot** whose longer-lasting and longer-ranged anchors pull targets towards the impact point, leaving behind traps that wait for prey, or can be used in the form of a **Mobius Quiver** that fires two volleys of three arrows each that seek out nearby targets, making them **volatile** and dealing increased damage to already-tethered targets while creating **Orbs of Power** with each tether enemy that is killed. Alternatively, you can call forth a pair of deadly **Spectral Blades** and stalk the battlefield in a veil of shadows that makes you **invisible**, able to perform quick melee attacks or a heavier attack that **weakens** your target and makes you **invisible** once more.
- **Warlock Class (1 FREE FOR "Classist: Warlock"):**
    - **Dawnblade:** Channel **Solar** Light to create a flaming **Daybreak** sword that sends forth seeking explosive **Solar** projectiles when swung. This also greatly enhances **Glide** and **Lift** abilities, allowing them to be used more efficiently and hover longer than normal. Alternatively, you can instead plunge the sword into the ground, damaging and **scorching** nearby targets while creating a **Well of Radiance** that projects an aura that continuously grants **restoration** and **radiant** effects to those within, while also protecting from **Stasis** effects. Another alternative is that instead of forming a sword, you can instead infuse yourself with **Solar** energy in the form of a **Song of Flame**, granting yourself **radiant** and enhancing your abilities, while making you and nearby allies regenerate energy more quickly and more resistant to damage, and making your **Solar** and **Kinetic** weapons apply **scorch** to targets they hit. While this is active, your **Melee** and **Grenade** abilities are supercharged, allowing you to send out a supercharged melee attack that launches additional **Solar** projectiles or create a sentient wisp of flame that seeks out targets before detonating in a **scorching** explosion, then seeks out other nearby targets.
    - **Stormcaller:** Enter a **Stormtrance**, hovering over the ground and launching chain lightning from your hands to electrify targets with devastating streams of **Arc** Light that intensify over time. Activating **Stormtrance** creates a **jolting** shockwave underneath you, and while active you can use a small amount of energy to **Blink** forward to reach enemies or cover. Alternatively, you can channel all of this energy in the form of a deadly **Chaos Reach**, a long-range concentrated beam of **Arc** energy. Dealing sustained damage to a single target creates a strike of

jolting lightning at their position, and this ability can be deactivated early, allowing you to save the remaining energy to use later.
    - **Voidwalker:** Hurl an explosive bolt of **Void** Light in the form of a **Nova Bomb** that disintegrates those caught in its blast. This can take the form of a **Nova Bomb Vortex** which creates a singularity to pull targets inward, continually damaging those inside, or the form of a **Nova Bomb Cataclysm**, which travels much slower than a **Vortex** but seeks targets, and once it detonates it shatters into smaller seeking projectiles that deal additional damage. Alternatively, you can channel your energy to step between dimensions and subvert the laws of physics in the form of a **Nova Warp**, allowing you to **Blink** short distances before unleashing deadly **Void** eruptions; a fully-charged eruption will make targets **volatile**.

Bomb Logic (-400CP): The Awoken Queen Mara Sov once proposed the idea of the opposite of the Sword Logic; rather than one individual taking all power unto itself, this "Bomb Logic" would instead be multiple moving parts working together to create a far more powerful whole. You now have access to this logic, finding that while you are working together with others, each individual's coordination, powers, and overall effectiveness is increased proportionally to the number of individuals working with the group. With enough people working together, there is quite literally nothing you couldn't accomplish, though this power requires careful coordination and, most importantly, *teamwork*; mindless robots and mind-controlled slaves do not count as "individuals" for this perk, but rather extensions of their controller.

The Power to GIVE (-800CP, FREE FOR "Gardener"): The Light is a powerful force, and there is no greater example of this than the achievements of the Traveler; achievements that you now share the capability to achieve, to a lesser degree. At its base, you have the ability to heal anything: the old, the infirm, the diseased, the blind, and even the recently deceased. Additionally, you have a firm grasp on the Light's ability to purge corruption, allowing you to counter and, with time, even cure the Taken and their Blights, or remove the Worms of the Hive without killing them. With enough skill, experience, and power, you could even find yourself able to revert more powerful corruptions such as the Witness's Final Shape, or learn how to terraform barren planets into garden worlds like the Traveler did for humanity. With time, you may even stand above the Traveler as the grandest champion of the Light.

Guardian (-800CP, DISCOUNTED FOR "GUARDIAN OF THE LIGHT", INCOMPATIBLE WITH "Disciple"): You died, I'm sure it was quite traumatic, but the important part is that you live again, having been brought back by a Ghost and turned into a Guardian. At its most basic level, this grants you the ability to use the Light

through the connection you have to the Traveler through your Ghost, and also allows your Ghost to heal you and even resurrect you if needed. This can of course be stopped by a powerful enough enemy, an area infused with suffocating Darkness, or simply by destroying your Ghost, though that last one would require either a paracausal ability or a full-on orbital bombardment to happen, or at the very least a precise targeted strike directly at its core (such as a bomb inside its shell). The most important thing this ability gives you however, is the power to *protect*. The more people you are protecting, the more innocents you are fighting to save, the more powerful the threat, the more dangerous the enemy; all of these and more contribute to a boost to your power that only grows larger the more your need grows. At its most powerful, defending the entire population of a species against a galaxy-level threat, you would find your blows landing with the force of meteors, your abilities hitting with the force of a supernova, and your durability stronger than an entire planet. Go forth, Jumper; go forth, and be a Guardian… and remember, “Guardians make their own Fate”.

Solar:

Blessed Heat (-100CP): Solar Light is related to heat in all its forms, combustion, nuclear fusion, and healing. Using it requires an understanding of the stars and their contributions to both creation and destruction; an understanding you now have, as you have enough basic skill to heal minor injuries and produce enough heat to light campfires or cause minor burns. More skill will come with time as your understanding and experience grow.

Some advanced examples of **Solar** manipulation include healing, regeneration, increased weapon damage, burning and igniting enemies, and self-resurrection. ***(NOTE:** some abilities have additional effects in the form of **"keywords"** which are explained in the **NOTES** section, separated by "element".)*

Solar Aspects (-200CP EACH, 2 FREE WITH Blessed Heat): Aspects are powerful additional abilities or changes to existing ones, each of which can lead to changes in your fighting style if implemented.

- **Sol Invictus: Solar** ability kills, **Hammer of Sol** impacts, and defeating **scorched** targets create **Sunspots**. Your Light energy and stamina regenerate faster and your Light energy drains slower while standing in a **Sunspot**. **Sunspots** apply **scorch** and deal damage to enemies inside them. Standing in a **Sunspot** applies **restoration** to you. This aspect grants **2 FREE Solar Fragments**.
- **Roaring Flames:** Killing enemies with **Solar** abilities or **ignitions** increases the damage of your **Solar** abilities. This increase maxes out at triple damage with three stacks, one stack per kill. This aspect grants **2 FREE Solar Fragments**.
- **Consecration:** You can overcharge your **Melee Ability** to send forth a wave of **Solar** energy, damaging and **scorching** targets while you leap into the air, slamming into the ground to create a second, even larger wave of **Solar** energy. If the wave hits a **scorched** target, they **ignite**. This aspect grants **2 FREE Solar Fragments**.
- **Knock 'Em Down:** Certain **Solar Supers** are enhanced. **Deadshot Golden Gun** uses less energy to keep active, **Marksman Golden Gun** increases your damage resistance while active and has more duration, and **Blade Barrage** launches more knives. While **radiant**, kills with **Melee Abilities** refund the energy used to activate them. This aspect grants **2 FREE Solar Fragments**.
- **On Your Mark:** Precision kills such as headshots grant you and nearby allies better weapon handling and reload speed for a short time. Stacks up to three times, for triple the handling and reload speed at three precision kills. Activating a

Class Ability immediately grants maximum stacks. This aspect grants **3 FREE Solar Fragments**.

- **Gunpowder Gamble:** Defeating targets with abilities, **Solar Debuffs**, or **Solar** weapons charges up an improvised **Solar** explosive. This explosive sticks to enemies and can be shot while attached or mid-air, causing a large explosion that **ignites** enemies. This aspect grants **2 FREE Solar Fragments**.
- **Icarus Dash:** While in the air, you can quickly dodge in a horizontal direction by spending a moderate amount of stamina. While **Heat Rises** is active, this ability uses half the stamina it normally would. While airborne, rapidly killing targets with your **Super Ability** or weapons **cures** you. This aspect grants **2 FREE Solar Fragments**.
- **Heat Rises:** Firing weapons, activating a **Melee Ability**, and throwing **Grenade Abilities** are all easier and more stable while airborne. You can spend a moderate amount of energy or absorb a formed **Grenade Ability** to gain **Heat Rises** and release a burst of healing energy that **cures** nearby allies. The strength of the burst is increased if a **Healing Grenade** is used. Kills while airborne increase the duration of **Heat Rises** and restore a small amount of Light energy. This aspect grants **2 FREE Solar Fragments**.
- **Touch of Flame:** Certain **Solar** grenades are enhanced. This aspect grants **2 FREE Solar Fragments**.
    - **Healing Grenades** have improved **cure** and **restoration** effects, and using a **Healing Grenade** to fuel **Heat Rises** will apply **restoration** to nearby allies.
    - **Solar Grenades** last longer and periodically pour out blobs of lava around them.
    - **Firebolt Grenades** have a larger ring search radius and maximum target count.
    - **Fusion Grenades** explode a second time before dissipating.
- **Hellion:** Activating your **Class Ability** summons a **Solar** mortar that fires flaming projectiles at distant enemies. Targets damaged by the mortar are **scorched**. This aspect grants **2 FREE Solar Fragments**.
- **Shieldburst:** Enhances your **Barricade** with **Solar** energies. While your **Barricade** (or **Rift**) is deployed, you can remotely detonate it, **scorching** enemies caught in the blast. Dealing damage before activation increases the power of this blast. This aspect grants **3 FREE Solar Fragments**.
    - **Tower Barricades** slide forward across the ground before stopping a short distance away.
    - **Rally Barricades** grant allies standing behind them **scorching** rounds for their **Kinetic** and **Solar** weapons.

- **Crackshot:** Activate your **Class Ability** to fire up to three **scorching** shots at enemies (via a summoned **Golden Gun**). Landing all three shots **cures** you. This aspect grants **2 FREE Solar Fragments**.

Solar Fragments (-100CP EACH): Fragments are minor changes to your abilities, mainly strengthening them or yourself in small ways that make you a more effective fighter.

- **Ember of Ashes:** You apply more **scorch** stacks to targets.
- **Ember of Beams:** Your **Solar Super** projectiles have stronger tracking/target acquisition.
- **Ember of Benevolence:** Applying **restoration**, **cure**, or **radiant** effects to allies grants increased energy and stamina regeneration for a short duration.
- **Ember of Blistering:** Defeating targets with **ignitions** restores a small amount of energy for each target.
- **Ember of Char:** Your **ignitions** spread **scorch** to targets in their radius.
- **Ember of Combustion:** Kills with **Solar Super Abilities** cause targets to **ignite** and create a **firesprite**.
- **Ember of Eruption:** Your **ignitions** have a wider area of effect.
- **Ember of Empyrean: Solar** weapon or ability final blows extend your active **restoration** and **radiant** effects.
- **Ember of Mercy:** When you revive an ally, you and other nearby allies gain **restoration**. Picking up a **firesprite** grants **restoration**.
- **Ember of Resolve: Solar Grenade Ability** kills apply **cure** to you.
- **Ember of Searing:** Defeating **scorched** targets grants a small amount of energy and creates a **firesprite**.
- **Ember of Singeing:** Your stamina recharges faster when you **scorch** targets.
- **Ember of Solace: Radiant** and **restoration** effects applied to you last longer.
- **Ember of Tempering: Solar** weapon final blows grant increased recovery to you and your allies for a short duration and create a **firesprite**. Stacks up to three times for tripled recovery. While active, weapons have increased airborne accuracy.
- **Ember of Torches:** Paracausal melee attacks against enemies make you and nearby allies **radiant**.
- **Ember of Wonder:** Rapidly defeating multiple targets with **ignitions** generates an **Orb of Power**.

Arc:

Riding the Current (-100CP): Arc Light is related to electricity and electromagnetism, and to an extent nuclear fission. Using it is like becoming one with the current, requiring a willingness to "go with the flow"; something you now have, as you have enough basic skill to fire short-ranged bolts of electricity, enough to either charge small devices or shock your enemies. More skill will come with time as your understanding and experience grow.

Some advanced examples of **Arc** manipulation include blinding enemies, increasing your speed and jump height, restoring energy, chaining lightning between enemies, and invisibility. ***(NOTE:** some abilities have additional effects in the form of **"keywords"** which are explained in the **NOTES** section, separated by "element".)*

Arc Aspects (-200CP EACH, 2 FREE WITH Riding the Current): Aspects are powerful additional abilities or changes to existing ones, each of which can lead to changes in your fighting style if implemented.

- **Touch of Thunder:** Certain Arc Light grenades are enhanced. This aspect grants **2 FREE Arc Fragments**.
    - **Flashbang Grenades** emit an additional **blinding** flash on bounce.
    - **Pulse Grenades** create **ionic traces** over time as they damage targets.
    - **Lightning Grenades** require less energy to create and **jolt** targets hit by the initial blast.
    - **Storm Grenades** create a roaming thundercloud that tracks nearby targets and fires bolts of lightning at them.
- **Knockout:** Critically wounding a target or breaking an energy shield infuses melee strikes with Arc energy, increasing melee range and damage for a short time. Defeating targets while Arc-infused enhances health regeneration and makes you **amplified**. This aspect grants **2 FREE Arc Fragments**.
- **Juggernaut:** While sprinting, you can channel energy into a front-facing shield of Light that blocks incoming damage. This ability takes no energy to activate, but drains a moderate amount of stamina if the shield is broken by attacks. While **amplified**, the shield can absorb significantly more damage before breaking. This aspect grants **2 FREE Arc Fragments**.
- **Storm's Keep:** Activating a **Class Ability** grants a moderate amount of **bolt charge** stacks to you and nearby allies. While behind a **Barricade** or inside a **Rift**, you and allies gain stacks of **bolt charge** over time and your weapons can discharge max stacks of **bolt charge**. This aspect grants **2 FREE Arc Fragments**.

- **Flow State:** Defeating a **jolted** target makes you **amplified**. While **amplified**, your stamina recharges more quickly, you are more durable while using a **Class Ability**, and you reload weapons much more quickly. This aspect grants **2 FREE Arc Fragments**.
- **Tempest Strike:** You can overcharge your **Melee Ability** with **Arc** energy to unleash a devastating uppercut that sends forth a short-ranged arc of lightning along the ground, damaging and **jolting** any targets hit. This aspect grants **2 FREE Arc Fragments**.
- **Lethal Current:** After activating a **Class Ability**, your next melee attack has increased lunge range, **jolts** the target, and sends out a damaging aftershock. Damaging any **jolted** target with melee attacks will also **blind** them. This aspect grants **2 FREE Arc Fragments**.
- **Ascension:** While in the air, you can use a moderate amount of stamina to summon forth a staff made of Arc energy and use it to propel yourself upward, creating a burst of energy around you that **amplifies** nearby allies and **jolts** enemies. This aspect grants **2 FREE Arc Fragments**.
- **Electrostatic Mind:** Defeating targets with **Arc** abilities or defeating **jolted** or **blinded** enemies creates an **ionic trace**. Collecting an **ionic trace** makes you **amplified**. This aspect grants **2 FREE Arc Fragments**.
- **Arc Soul:** Using a **Class Ability** creates an **Arc Soul** that fires at enemies around you. Allies who are nearby when you activate your ability or pass through/behind persistent **Class Abilities** will gain an **Arc Soul** of their own. Your stamina recovers faster when allies are near. While you are **amplified**, your Arc Souls are supercharged and have an increased rate of fire. This aspect grants **2 FREE Arc Fragments**.
- **Lightning Surge:** You can overcharge your **Melee Ability** with **Arc** energy to **Blink** forward, calling down lightning strikes to **jolt** enemies as you rematerialize. This aspect grants **2 FREE Arc Fragments**.
- **Ionic Sentry:** Defeating targets with **Kinetic** or **Arc** weapons or **Arc** abilities charges up an **Arc** turret that periodically chains lightning between nearby targets, granting a stack of **bolt charge** with each hit. The Ionic Sentry **blinds** nearby targets when it is first created. This aspect grants **2 FREE Arc Fragments**.

Arc Fragments (-100CP EACH): Fragments are minor changes to your abilities, mainly strengthening them or yourself in small ways that make you a more effective fighter.

- **Spark of Amplitude:** Rapidly defeating targets while you are **amplified** creates an **Orb of Power**.
- **Spark of Beacons:** While you are **amplified**, your **Arc** Special or Heavy ammo weapon final blows create a **blinding** explosion.

- **Spark of Brilliance:** Defeating a **blinded** target with precision damage creates a **blinding** explosion.
- **Spark of Discharge:** Arc weapon final blows have a chance to create an **ionic trace**. Collecting an **ionic trace** grants you a stack of **bolt charge**.
- **Spark of Feedback:** Taking melee damage briefly increases your outgoing melee damage.
- **Spark of Focus:** While sprinting for more than a short duration, your energy regeneration is increased.
- **Spark of Frequency:** Melee hits greatly increase your reload speed for a short duration. While **amplified**, the effects are increased and you gain increased stacks of **bolt charge** from all sources.
- **Spark of Haste:** You have greatly increased speed, resilience, and health recovery while sprinting.
- **Spark of Instinct:** When critically wounded, taking damage from nearby targets emits a burst of damaging **Arc** energy that **jolts** targets.
- **Spark of Ions:** Defeating a **jolted** target or defeating a target with **bolt charge** creates an **ionic trace**.
- **Spark of Magnitude:** Your lingering **Arc** grenades (**Lightning Grenade**, **Pulse Grenade**, and **Storm Grenade**) have extended duration.
- **Spark of Momentum:** Sliding over ammo bricks reloads your equipped weapon and grants a small amount of **bolt charge**.
- **Spark of Recharge:** While critically wounded, your energy regenerates more quickly.
- **Spark of Resistance:** While surrounded by enemies, you are more resistant to incoming damage.
- **Spark of Shock:** Your grenades **jolt** targets.
- **Spark of Volts:** Finishers make you **amplified** and grant you a stack of **bolt charge**.

Void:

The Spaces Between (-100CP): Void Light is related to gravity, dark matter, dark energy, and spacetime, along with the concepts of entropy, emptiness and negation. Using it requires understanding of the unknown and a lack of fear of the same, and its effects will depend heavily on the user's mindset as well. At base, you have enough skill to slowly disintegrate targets and use that energy as a weak shield over your skin, though this will improve with better understanding and experience.

Some advanced examples of **Void** manipulation include destroying enemies to either heal yourself or fuel a powerful overshield, invisibility, weakening enemies, priming enemies with volatile energies to make them explode and spread said energies to others, and even suppressing enemies to prevent the use of their abilities, from technological to innate and even paracausal ones. ***(NOTE:** some abilities have additional effects in the form of "**keywords**" which are explained in the **NOTES** section, separated by "element".)*

Void Aspects (-200CP EACH, 2 FREE WITH The Spaces Between): Aspects are powerful additional abilities or changes to existing ones, each of which can lead to changes in your fighting style if implemented.

- **Controlled Demolition:** Enemies hit by **Void** abilities or **volatile** explosions are made **volatile**. Further damage makes them explode, dealing damage in a radius and restoring health to you and nearby allies when **volatile** targets explode nearby. This aspect grants **2 FREE Void Fragments**.
- **Offensive Bulwark:** While you have an active **overshield** or are inside a **Ward of Dawn**, your Light energy recharges much faster, you have increased melee range and damage, and melee kills extend your **overshield** duration. Your **Shield Throws** (both normal and from **Sentinel Shield**) are more efficient, using half the energy they normally would. This aspect grants **2 FREE Void Fragments**.
- **Bastion:** Casting your **Super Ability** grants an **overshield** to nearby allies. Activating a **Class Ability** grants **overshield** to yourself and nearby allies, and slowly regenerates and extends the duration of the **overshield** of allies who stand behind a **Barricade** or within a **Rift**. This aspect grants **2 FREE Void Fragments**.
- **Unbreakable:** Summon forth a **Void** shield using your Light, blocking a large portion of incoming damage and granting an **overshield** while gradually draining your Light energy while active. Releasing the ability (or running out of Light energy) releases a blast of **Void** energy from the front of the shield, dealing increased damage based on how much damage was blocked beforehand.

Enemies within touch-range of your shield become disoriented temporarily. This aspect grants **2 FREE Void Fragments**.

- **Stylish Executioner:** Defeating an enemy inflicted with any **Debuff** makes you **invisible** and grants Truesight, allowing you to see the outline of enemies even through walls. After this ability activates, your next melee attack while **invisible** will **weaken** targets. This aspect grants **2 FREE Void Fragments**.
- **Trapper's Ambush:** While in the air, expend energy to dive to the ground, damaging nearby targets on impact; deals greatly increased damage while you have any **Void** buff (**invisibility**, **overshield**, **Devour**). Damaging enemies with this ability heals you, and defeating enemies with this ability grants **Devour**. Using this ability while **invisible** refreshes the **invisibility** timer. This aspect grants **2 FREE Void Fragments**.
- **Vanishing Step:** Activating a **Class Ability** makes you **invisible**. This aspect grants **2 FREE Void Fragments**.
- **On The Prowl:** Entering **invisibility** marks a nearby enemy as a priority target for you and your team. Defeating priority targets creates a **weakening** cloud of smoke that makes you and allies **invisible** when passing through it. When priority targets are defeated, you and nearby allies gain increased weapon reload speed and stability, and are granted a moderate amount of paracausal energy. This aspect grants **3 FREE Void Fragments**.
- **Child of the Old Gods:** Activating your **Class Ability** creates a **Void Soul**. When you damage a target with a weapon, your **Void Soul** flies to their location and drains them, doing damage and **weakening** them. When a target is drained, your stores of Light energy and health are restored relative to the amount drained. Defeating a target who is actively being drained by a **Void Soul** restores your stamina. This aspect grants **2 FREE Void Fragments**.
- **Feed the Void:** Defeating a target with a **Void** ability activates **devour**. Your **devour** buffs are improved, restoring additional health and Light energy. This aspect grants **2 FREE Void Fragments**.
- **Chaos Accelerant:** You can overcharge your **Void** grenades, making them deadlier and more effective. This aspect grants **2 FREE Void Fragments**.
    - **Vortex Grenades** have increased vortex size and duration.
    - **Axion Bolts** create an extra seeking projectile.
    - **Scatter Grenades** have their submunitions track targets.
    - **Magnetic Grenades** release a short range **Void** blast.
- **Soul Siphon:** Ready this ability by striking an enemy with a powered **Melee Ability**. Once readied, activate your **Melee Ability** to begin siphoning energy from all enemies in front of you, dealing damage and gathering **overshield** and energy from each target.

Void Fragments (-100CP EACH): Fragments are minor changes to your abilities, mainly strengthening them or yourself in small ways that make you a more effective fighter.

- **Echo of Cessation:** Finisher final blows create a burst of **Void** damage that causes nearby enemies to become **volatile**. Defeating **volatile** targets creates a **void breach**.
- **Echo of Dilation:** When crouched, you sneak faster and gain enhanced radar resolution.
- **Echo of Domineering:** After **suppressing** a target, you gain greatly increased speed for a short duration and your equipped weapon is reloaded from reserves. Defeating a **suppressed** target creates a **void breach**.
- **Echo of Exchange:** Melee final blows restore a small amount of energy.
- **Echo of Expulsion:** Void ability final blows cause targets to explode.
- **Echo of Harvest:** Defeating **weakened** targets with precision final blows will create an **Orb of Power** and a **void breach**.
- **Echo of Instability:** Defeating targets with **Void** **Grenade Abilities** grants **volatile rounds** to your **Void** weapons, causing them to spread **volatile** on hits.
- **Echo of Leeching:** Melee final blows start health regeneration for you and nearby allies.
- **Echo of Obscurity:** Finisher final blows grant Invisibility.
- **Echo of Persistence:** **Void** **Buffs** applied to you (**invisibility**, **overshield**, and **devour**) have increased duration.
- **Echo of Provision:** Damaging targets with grenades grants a small amount of energy.
- **Echo of Remnants:** Your lingering grenade effects (**Vortex Grenade**, **Void Wall**, **Void Spike**, and **Axion Bolt**) have increased duration.
- **Echo of Reprisal:** Final blows while surrounded by combatants grant energy.
- **Echo of Starvation:** Picking up an **Orb of Power** or a **void breach** grants **devour**.
- **Echo of Undermining:** Your **Void** **Grenade Abilities** **weaken** targets.
- **Echo of Vigilance:** Defeating a target when your shields are depleted grants you a temporary **overshield**.

DARK PERKS:

NOTE: *Those with the* ***Disciple of the Deep*** *Origin gain* ***1000CP*** *to be spent in this section along with discounts on* ***6 PERKS*** *of their choice, while* ***Transcendent Wanderers*** *gain* ***500CP*** *and discounts on* ***4 PERKS*** *of their choice (discounted* ***50CP*** *and* ***100CP*** *options are* ***FREE****). These discounts cannot be used on the* ***800CP*** *perks. You can learn how to use all of these abilities (other than the* ***800CP*** *options) throughout the Jump, but purchasing them here grants immediate knowledge and mastery. (Note: the* ***Manic*** *abilities are original creations for this Jump to balance out the elements for Light and Dark; they are based on existing lore abilities, but are not canonical to the original universe)*

General:

Drowned in the Deep (FREE): The Darkness is the domain of the mind: control, connection, empathy, hatred, memory, and more. You have been remade by this force, finding yourself infused with the Dark, able to use these energies to freeze your enemies solid by preventing their atoms from moving, unraveling their forms with the strings that connect all beings, or rediscover lost or destroyed memories of both people and objects by looking into their past. While this normally requires a strong mind and specific mindset to use, with said mindset differing for each power, those with the **Prismatic** perk will find that the Darkness yields to their instruction far easier than most.

Grenade Abilities (-50CP PER, 3 FREE): One of the myriad abilities shown by paracausal warriors is the ability to throw explosives made of energy, commonly referred to as grenades. With each purchase of this option, you may choose one of the following options to have mastery of, able to channel and use them to the level of a veteran Guardian, even if you do not have experience with the associated Darkness element, all of which use a moderate amount of energy to activate.

- **Glacier Grenade:** A grenade that freezes the molecules in the area it detonates, creating a wall of **Stasis crystals** to block damage and **freeze** targets caught within; these walls can be **shattered** to deal damage.
- **Duskfield Grenade:** A grenade that shatters on impact, leaving behind a large spherical field of **Stasis** energy that **slows** and eventually **freezes** enemies caught within.
- **Coldsnap Grenade:** A grenade that **freezes** on impact and sends out a seeker to find and **freeze** targets.
- **Shatter Grenade:** A grenade that sticks to targets before exploding into razor-sharp **Stasis** shrapnel that ricochets off surfaces, dealing damage to all in its path. Hitting a **frozen** target **shatters** it instantly and deals bonus damage. Direct hits with the grenade **freeze** targets.
- **Grapple:** Weave a grappling hook from **Strand** matter to quickly pull yourself forward. Grappling to a **tangle** refunds the energy spent to fuel this ability. While

mid-grapple or for a short duration afterward, your **Melee Abilities** are strengthened, dealing damage in an area and **unraveling** targets.
- **Threadling Grenade:** A woven projectile that reweaves itself into **threadlings** while in flight.
- **Shackle Grenade:** A thrown weapon of weighted **Strand** matter that detonates on impact, **suspending** targets and creating additional **suspending** projectiles.
- **Slicewire Grenade:** A grenade that bounces and releases multiple whirling threads that **sever** targets; can strike enemies up to four times.
- **Manic Grenade:** A grenade that, on impact, creates a short-lived field of **Memory** energy that spreads **mania** to enemies caught inside it.
- **Dowsing Grenade:** A grenade with a large explosion which **reveals** any targets caught in its radius; will bounce once before exploding.
- **Insight Bolt:** A grenade that, on impact, creates seekers of solidified **Memory** that seek out enemies, tracking to **weakpoints** and exposing them for allies.

Melee Abilities (-100CP PER): One of the myriad abilities shown by paracausal warriors is the ability to infuse their fists or knives with energy or throw forth a conic blast of energy, commonly referred to as melee abilities. With each purchase of this option, you may choose one of the following options to have mastery of, able to channel and use them to the level of a veteran Guardian, even if you do not have experience with the associated Darkness element, all of which use a moderate amount of energy to activate. Grouped by class.

- **Titan (1 FREE FOR "Classist: Titan"):**
    - **Shiver Strike:** Leap through the air, unleashing a powerful lunge attack that knocks targets back, **slowing** and damaging them. This also plants a delayed **Stasis** explosive that detonates after a short time.
    - **Frenzied Blade:** Unleash claws that **sever** targets. This ability is notably efficient, using less energy than most other **Melee Abilities**, and can be used in quick succession.
    - **Grim Reap:** Summon a scythe made of nightmarish **Memory** matter and lunge forward while slashing in a downward arc, dealing damage to all enemies caught in its arc.
- **Hunter (1 FREE FOR "Classist: Hunter"):**
    - **Withering Blade:** Toss a **Stasis** shuriken at targets to damage and **slow** them. These shurikens can ricochet, and use less energy to activate than most other **Melee Abilities**.
    - **Threaded Spike:** Throw a rope dart that bounces between targets, damaging and **severing** them. The dart will return to you once it's done, restoring energy for each enemy hit. Catching the dart as it returns increases the amount of energy restored.

    - **Precise Blow:** Striking an enemy immediately reveals all of their **weakpoints**. Killing an enemy that has their **weakpoints** revealed with this ability will reveal the **weakpoints** of nearby enemies.
- **Warlock (1 FREE FOR "Classist: Warlock"):**
    - **Penumbral Blast:** Raise your **Stasis** staff, sending forth a blast of **Stasis** matter forward to **freeze** your targets.
    - **Arcane Needle:** Sling a woven needle that embeds in your target, **unraveling** them. This ability can be quickly chained twice more in succession.
    - **Nightmarish Grasp:** Reach out and *twist* the **Memory** energy of a target, dealing damage and inflicting them with **mania**. Killing a **manic** enemy with this ability refunds the energy spent to cast it.

Movement Abilities (-100CP PER): Many paracausal warriors have shown the ability to use their energy in the form of mobility enhancements of various types. With each purchase of this option, you may choose one of the following options to have mastery of, able to channel and use them to the level of a veteran Guardian; none of which are reliant on Light or Dark energies due to their high efficiency, but rather your own stamina and ability to channel them.

- **Lift (FREE FOR "Classist: Titan"):** Channel your energy to launch yourself in a direction of your choice. You can trade off total boost time for a stronger initial boost, focus on better directional control, or focus on vertical height.
- **Jump (FREE FOR "Classist: Hunter"):** Channel your energy to literally jump off of air, enabling you to change direction midair or reach greater heights. You can focus on height, directional control, or even trade strength-per-jump for a third jump total.
- **Glide (FREE FOR "Classist: Warlock"):** While in the air, you can channel your energy to reduce gravity's hold on you, drifting through the air in the direction of your choice. You can trade total airtime for better initial speed, focus on better directional control, or strike a balance between speed and control.
- **Blink:** Teleport a short distance, either towards where you are looking or in a direction based on your current momentum. This ability requires a moment to recover before it can be used again.

Class Abilities (-100CP PER): Many paracausal warriors have shown the capability to use their energy in the form of defensive abilities of various types. With each purchase of this option, you may choose one of the following options to have mastery of, able to channel and use them to the level of a veteran Guardian, all of which use a small amount of paracausal energy to activate.

- **Barricade (FREE FOR "Classist: Titan"):** Channel your energy to summon a wall of pure paracausal energy in front of you to block enemy fire. Depending on how you circulate your energy, this could be a large wall that can cover a wide area, or a smaller barricade which can be ducked behind and fired over, increasing reload speed, stability, and weapon range for those using it.
- **Dodge (FREE FOR "Classist: Hunter"):** Infuse yourself with energy before dodging to the side, avoiding incoming fire. Depending on how you circulate your energy, this ability could refund a moderate amount of energy when dodging near enemies, or reload your current weapon during the dodge.
- **Rift (FREE FOR "Classist: Warlock"):** Channel your energy to conjure a well of power beneath your feet. Depending on how you circulate your energy, this rift could constantly heal those standing inside it, or increase the amount of damage their weapons deal.

Super Abilities (-200CP PER): Many paracausal warriors have shown the capability to expend large amounts of their energy in the form of "ultimate" abilities of various types, though the masterful and powerful may find themselves able to use these quite regularly. With each purchase of this option, you may choose one of the following options to have mastery of, able to channel and use them to the level of a veteran Guardian, all of which use a large amount of paracausal energy to activate. Grouped by class.

- **Titan Class (1 FREE FOR "Classist: Titan"):**
    - **Behemoth:** Channel your energy to summon forth a gauntlet made of **Stasis** energy. While active, this **Glacial Quake** can be slammed into the ground to create a **freezing** shockwave that sends out **Stasis crystals** to **freeze** enemies, or can be used to channel a supercharged **Shiver Strike** into your foes. Coming into contact with allied **crystals** or **frozen** targets will **shatter** them.
    - **Berserker:** Create large claws out of **Strand** energy. While active, your **Bladefury** can be used to **sever** targets on quick blows, increasing the speed of the next attack, or can be used to deliver an uppercut that launches a shockwave that damages and **suspends** targets caught in its path.
    - **Dullahan:** Channel your **Reaper's Rage** to call forth a massive scythe made of solid **Memory** from your enemies' fears. Each strike from the scythe calls forth your enemies' darkest memories, inflicting **mania** with each blow and causing **terror** in enemies who are already **manic**. Each enemy killed strengthens the scythe with their fears, increasing the stacks of **mania** it applies with each blow. The scythe can be thrown, condensing all of its power to deal a massive amount of damage in a radius wherever

it hits, even being powerful enough to cause **terror** in incredibly powerful beings should it contain enough fearful energy.

- **Hunter Class (1 FREE FOR "Classist: Hunter"):**
  - **Revenant:** Summon two **Stasis** kamas, **Silence and Squall**, that can be thrown at enemies. **Silence** creates a flash-freeze blast that **freezes** and damages targets, while **Squall** creates a **Stasis** storm that **slows** and damages targets caught inside.
  - **Threadrunner:** Weave a vicious rope dart to tear through your targets. This **Silkstrike** can be swung in front of you to deal damage, with the tip of the dart dealing more damage and causing defeated targets to **unravel** and explode, or can be swung in a circular motion to deal heavy damage to enemies around you. This ability also lessens the energy cost of **Grapple**, allowing you to use it in quick succession to quickly move across the battlefield.
  - **Banshee:** Summon forth a ghastly bell made of solidified **Memory**, ringing it to sound out a psychic **Death Knell** that causes nearby enemies to be stricken with **terror**. Enemies within a large radius have their **weakpoints** exposed, and damage to exposed **weakpoints** is massively increased so long as the bell's echoes still sound.
- **Warlock Class (1 FREE FOR "Classist: Warlock"):**
  - **Shadebinder:** Summon forth a powerful **Stasis** staff. While active, your **Winter's Wrath** can be used to fire projectiles that **freeze** targets on impact, or raised in the air to unleash a powerful shockwave that **shatters** any nearby **frozen** targets.
  - **Broodweaver:** Conjure a hail of deadly woven needles. After embedding themselves in the environment, the needles will re-weave into a host of **threadlings**. Any **threadlings** you create will return to you and perch if they can't find any nearby targets. Damaging targets with your weapons or **Melee Abilities** will send out perched **threadlings** to attack.
  - **Witchdoctor:** Your enemies will fear you as you summon forth a powerful **Phylactery** in the form of a dark chalice, which absorbs the memories of slain enemies to summon forth a powerful Nightmare Champion from their collective fears. This Champion has a large amount of health and durability and inflicts enemies with **mania** on each hit, along with dealing additional damage to **terrified** enemies. The form of this Champion is dependent on the species of enemy you have killed, being a large, twisted mockery of their forms and wielding similar weapons and armor. Your **Phylactery** floats above the head of this Champion to sustain its existence, but enough damage could destroy the chalice and end this ability prematurely should your enemies manage to regather their wits.

Sword Logic (-400CP): The Sword Logic of the Hive is based on the truest rule of the Darkness: all life will eventually be winnowed down to one singular pattern. The Hive's take on that truth was that killing is the best way to prove your existence; killing others proves that you deserved to exist while they didn't, meaning you have a better claim on their life than they did. This isn't just metaphorical, either, as the act of killing enemies, bystanders, and even allies will see your own power grow by a small amount; more powerful enemies will grant more power, and the more powerful you grow, the more powerful the enemies you can kill. You can even learn how to draw power from your servants tithing their own kills to you, creating a cosmic pyramid scheme where the lower levels tithe a portion of their kills to their betters, which tithe a portion of those kills and their own to *their* betters, and so on and so forth, until the one at the top is constantly gaining the power from an uncountable number of kills constantly. Is it any wonder the Hive turned out the way they did, with this Logic as the foundation of their culture and society?

The Power to TAKE (-800CP, FREE FOR "Winnower"): The Darkness is a powerful force, with some of the greatest examples of this being Oryx's ability to Take, or the Witness's ability to warp reality and minds to form its Final Shape. With this, you have joined the ranks of these champions of the Darkness; at base, you are capable of Taking like Oryx, though at a lesser scale, crushing an enemy's body and will and reforming them into just another one of your minions. Additionally, this strengthens any form of corrupting powers you have, from Taking to mind control and more; with time, this could grow powerful enough for you to Take a Guardian, or perhaps corrupt a being like the Traveler, similar to the Witness, or even mimic the ability of the Witness to move planets between realities. With enough skill, experience, and power, you could even find yourself able to match and even exceed the Witness's attempt at the Final Shape, or corrupt entire planets as easily as the Traveler could terraform them. With enough time, you could stand as the last remaining being in the universe, destroying even the Traveler and Winnower to become the final pattern, the last Flower in this Garden and all the ones after.

Disciple (-800CP, DISCOUNTED FOR "DISCIPLE OF THE DEEP", INCOMPATIBLE WITH "Guardian"): You've been quite the naughty one, having slaughtered your entire species down to the last man at the behest of the Witness; or perhaps you haven't quite finished that task yet? Either way, you have proven yourself to be quite the capable murderer, and have joined the ranks of the Witness's Disciples. At its most basic, this grants you access to a Pyramid Ship, along with what I'm sure are some interesting powers from your new, changed form, one of which is the ability to grow more powerful the more *victims* you face, along with how fearful of you they are. Against a team of

Guardians who just watched you erase one of them from existence, the power gain would be notable, but substantially less than what you would gain when genociding an entire species who are completely at your mercy, powerless to stop you as they watch in terror as you eliminate all life on the planet, country by country, city by city. Against an entire galactic civilization which only speaks of you in whispers in the hopes you won't return? You'd find your powers increased to the level that you could face their entire pantheon of gods and *slaughter* them, let alone any mortal champions.

Stasis:

Frigid Grasp (-100CP): Stasis is the embodiment of control, slowing, detaining, and shattering, and is generally related to "cold" and lack of energy. Using it requires firm control and exercising authority over both yourself and your enemies; a control and authority you now have, as you have enough basic skill to slow and even stop movement of weaker objects and enemies, effectively freezing your targets, and then shattering those targets. More skill will come with time as your understanding and experience grow.

Some advanced examples of **Stasis** manipulation include slowing your targets or even freezing them and their atoms in thick ice, creating constructs out of this ice to use against enemies, and coating yourself in layers of thick ice in the form of armor. ***(NOTE:** some abilities have additional effects in the form of "**keywords**" which are explained in the **NOTES** section, separated by "element".)*

Stasis Aspects (-200CP EACH, 2 FREE WITH Frigid Grasp): Aspects are powerful additional abilities or changes to existing ones, each of which can lead to changes in your fighting style if implemented.

- **Cryoclasm:** Empowers your slide, allowing you to slide longer and further. Sliding into **Stasis crystals** or **frozen** targets **shatters** them and any nearby **frozen** targets. This aspect grants **2 FREE Stasis Fragments**.
- **Tectonic Harvest: Shattering** a **crystal** creates a **shard**. This **shard** grants energy when picked up, along with stacks of **frost armor**. This aspect grants **2 FREE Stasis Fragments**.
- **Howl of the Storm:** You can overcharge your **Melee Ability** to launch a wave of **Stasis** energy that **freezes** targets and creates **crystals**. This aspect grants **2 FREE Stasis Fragments**.
- **Diamond Lance: Shatter** or defeat targets with **Stasis** abilities to create a **Diamond Lance**. The lance that can be thrown to **freeze** targets on impact, or slammed into the ground to **freeze** targets in an area around you and grant stacks of **frost armor**. This aspect grants **3 FREE Stasis Fragments**.

- **Shatterdive:** While in the air, you can quickly descend and **shatter** nearby targets on impact. This aspect grants **2 FREE Stasis Fragments**.
- **Winter's Shroud:** Activating your **Class Ability** **slows** nearby targets. **Slowing** targets briefly increases your energy regeneration. This aspect grants **2 FREE Stasis Fragments**.
- **Grim Harvest:** Defeating **slowed** or **frozen** targets creates **Stasis** **shards**. These **shards** grant energy when picked up, along with stacks of **frost armor**. This aspect grants **3 FREE Stasis Fragments**.
- **Touch of Winter:** Your **Stasis** grenades are enhanced. This aspect grants **2 FREE Stasis Fragments**.
    - **Glacier Grenades** create an additional **crystal** and have a changed formation.
    - **Duskfield Grenades** have an increased radius and create a small **crystal** on impact.
    - **Coldsnap Grenade** seekers create a **crystal** on detonation and chain an additional time.
    - **Shatter Grenades** create additional shrapnel projectiles on detonation; hitting **frozen** targets with this grenade refunds some energy.
- **Iceflare Bolts: Shattering** a **frozen** target spawns seekers that track and **freeze** other targets. This aspect grants **2 FREE Stasis Fragments**.
- **Frostpulse:** Activating your **Class Ability** generates a shockwave that **freezes** nearby targets. This aspect grants **2 FREE Stasis Fragments**.
- **Bleak Watcher:** You can overcharge your **Grenade Ability** to create a stationary **Stasis** turret that autonomously attacks nearby targets, **slowing** them with each hit. This aspect grants **2 FREE Stasis Fragments**.
- **Glacial Harvest: Freezing** targets creates **shards** around them. Stronger targets create more **shards**. Picking up these **shards** grants stacks of **frost armor**. This aspect grants **2 FREE Stasis Fragments**.

Stasis Fragments (-100CP EACH): Fragments are minor changes to your abilities, mainly strengthening them or yourself in small ways that make you a more effective fighter.

- **Whisper of Bonds:** Defeating **frozen** targets with weapons grants energy.
- **Whisper of Chains:** Defeating targets while you have **frost armor** has a chance to create a **shard**.
- **Whisper of Chill: Stasis** weapon final blows have a chance to create a **shard**.
- **Whisper of Conduction:** Nearby **shards** track to your position.
- **Whisper of Durance:** Increases the duration of **slow** effects and abilities with lingering effects also last longer.

- **Whisper of Fissures:** Increases the damage and burst radius of **Stasis** when you destroy a **crystal** or defeat a **frozen** target.
- **Whisper of Fractures: Shattering** a **frozen** target with a melee attack grants a stack of **frost armor**.
- **Whisper of Hedrons:** Dramatically increases weapon stability, accuracy, airborne effectiveness, speed, resilience, and health recovery after **freezing** a target with **Stasis**.
- **Whisper of Hunger:** Increases the energy gained from picking up **shards**.
- **Whisper of Impetus:** Damaging targets with a **Stasis** **Melee Ability** reloads your stowed weapons and grants you a temporary boost to weapon ready speed.
- **Whisper of Refraction:** Defeating a **slowed** or **frozen** enemy provides a small amount of energy.
- **Whisper of Rending:** Primary ammo weapons do increased damage to **crystals** and **frozen** targets.
- **Whisper of Reversal:** While you have **frost armor**, melee damage **slows** your target.
- **Whisper of Rime:** Your **frost armor** has increased duration and maximum stack count.
- **Whisper of Shards: Shattering** a **crystal** boosts your energy recharge rate; **shatter** additional **crystals** to increase the duration of the effect.
- **Whisper of Torment:** You gain a small amount of energy each time you take damage from targets. Having **frost armor** increases the amount of energy gained.

Strand:

Twisting Strings (-100CP): Strand manipulation is the act of manipulating the Weave, the paracausal matrix of psychic energy that connects all things and minds in the universe, manifesting in the form of a web of “threads”. Using this element requires one to relinquish control, embracing the threads and flow as one with them, rather than attempting to control them as only a part of them; you now have this capability, having enough basic skill to see and pluck on these threads between things, making it easier to traverse your environment or reduce the ability of your enemies to cause damage to you. More skill will come with time as your understanding and experience grow.

Some advanced examples of **Strand** manipulation include tangling your opponents in threads to suspend them, weave constructs from this energy, and even unravel your enemies from reality; even more terrifying is that only those of paracausal nature can see the threads of **Strand**, so for most enemies you would appear to be attacking them with invisible constructs. ***(NOTE:** some abilities have additional effects in the form of **“keywords”** which are explained in the **NOTES** section, separated by “element”.)*

Strand Aspects (-200CP EACH, 2 FREE WITH Twisting Strings): Aspects are powerful additional abilities or changes to existing ones, each of which can lead to changes in your fighting style if implemented.

- **Into the Fray:** Destroying a **tangle** or activating your **Super Ability** grants **woven mail** for nearby allies. While you have **woven mail**, your energy regeneration is increased. This aspect grants **2 FREE Strand Fragments**.
- **Drengr’s Lash:** Activating your **Class Ability** creates a ripple that travels along the ground, **suspending** and damaging targets it hits. Alternatively, you can leave behind a knot of **Strand** matter that explodes when enemies are near, **suspending** and damaging them. This aspect grants **2 FREE Strand Fragments**.
- **Flechette Storm:** You can overcharge your **Melee Ability** to leap into the air, knocking nearby targets back and dealing damage. While in the air, you can launch a cluster of damaging, **unraveling** projectiles. These projectiles can be chained rapidly. This aspect grants **2 FREE Strand Fragments**.
- **Banner of War:** Defeating a target with a melee attack or melee weapon raises a **Banner of War** that pulses with energy, periodically healing nearby allies and increasing melee and melee weapon damage. Targets defeated by you and nearby allies charge the banner, increasing the speed of its pulses. This aspect grants **2 FREE Strand Fragments**.

- **Widow's Silk:** Your **Grenade Abilities** use less energy. Your **Grapple** creates a **grapple tangle** at the grapple point. This aspect grants **2 FREE Strand Fragments**.
- **Ensnaring Slam:** While in the air you can use energy to dive to the ground, **suspending** all nearby targets on impact. This aspect grants **2 FREE Strand Fragments**.
- **Threaded Specter:** Activating your **Class Ability** leaves behind a decoy woven from **Strand** matter that draws the attention of nearby enemies. After taking significant damage or when enemies approach, the decoy detonates, dealing damage and releasing **threadlings** that seek out and attack nearby foes. This aspect grants **2 FREE Strand Fragments**.
- **Whirling Maelstrom:** Destroying a **tangle** will weave a violent, writhing mass of **Strand** fibers. This mass seeks out and damages targets, emitting **unraveling** projectiles when it defeats them. This aspect grants **2 FREE Strand Fragments**.
- **Weaver's Call:** Activate your **Class Ability** to weave three **threadlings** and deploy any **threadlings** you have perched. This aspect grants **2 FREE Strand Fragments**.
- **Mindspun Invocation:** Your **Strand** grenades are enhanced. This aspect grants **2 FREE Strand Fragments**.
    - **Grapple** melee attacks spawn three **threadling** eggs.
    - **Shackle Grenades** can be charged to activate **Weaver's Trance**. Kills while **Weaver's Trance** is active create a **suspending** explosion.
    - **Threadling Grenades** can be charged, causing them to weave Threadling Nest at the impact location that repeatedly spawns **threadlings**.
    - **Slicewire Grenades** can be charged, causing the grenade's final detonation to launch submunitions and leave a **Tangle** behind.
- **The Wanderer:** Kills from **threadlings** create a **tangle**. **Tangles** you throw attach to enemies and detonate in a **suspending** burst. This aspect grants **2 FREE Strand Fragments**.
- **Weavewalk:** While airborne, you can consume a moderate amount of energy to enter the weave, gaining high damage resistance but being unable to attack. You can leave the weave by consuming more energy or by activating your **Class Ability**. While in the weave, your energy is slowly drained and you generate perched **threadlings** over time. This aspect grants **2 FREE Strand Fragments**.

Strand Fragments (-100CP EACH): Fragments are minor changes to your abilities, mainly strengthening them or yourself in small ways that make you a more effective fighter.

- **Thread of Ascent:** Activating your **Grenade Ability** reloads your equipped weapons and grants bonus airborne effectiveness and handling for a short duration.
- **Thread of Binding: Super Ability** final blows emit a **suspending** burst from the target.
- **Thread of Continuity: Suspend**, **unravel**, and **sever** effects applied to targets have increased duration.
- **Thread of Evolution: Threadlings** travel farther and deal additional damage.
- **Thread of Finality:** Finisher final blows create **threadlings**.
- **Thread of Fury:** Damaging targets with a **tangle** grants energy.
- **Thread of Generation:** Dealing damage generates small amounts of energy.
- **Thread of Isolation:** Landing rapid precision hits emits a **severing** burst from the target.
- **Thread of Mind:** Defeating **suspended** targets grants energy.
- **Thread of Propagation: Melee Ability** final blows grant your **Strand** weapons **unraveling rounds**, causing them to **unravel** enemies they hit.
- **Thread of Rebirth: Strand** weapon final blows have a chance to create a **threadling**.
- **Thread of Transmutation:** While you have **woven mail**, weapon final blows create a **tangle**.
- **Thread of Warding:** Picking up an **Orb of Power** generates **woven mail**.
- **Thread of Wisdom:** Defeating **suspended** targets with precision final blows generates an **Orb of Power**.

Memory:

Sight Beyond Eyes (-100CP): **Memory** energy is the embodiment of thought and memory. Using it requires the curiosity to explore the depths of the mind, but also a certain amount of cruelty and a willingness to twist the thoughts of others to your own ends; a curiosity and cruelty you now have, as you have enough basic skill to view the recent past of an object or person or read surface thoughts, along with harvesting minor amounts of mental energies to use for your own ends. More skill will come with time as your understanding and experience grow.

Some advanced examples of **Memory** manipulation include viewing events in the distant past of objects or people, sharpening your mind to see through concealment or invisibility, revealing the weakpoints of enemies, and inducing mania and terror in those you face. ***(NOTE:** some abilities have additional effects in the form of **"keywords"** which are explained in the **NOTES** section, separated by "element".)*

Memory Aspects (-200CP EACH, 2 FREE WITH Sight Beyond Eyes): Aspects are powerful additional abilities or changes to existing ones, each of which can lead to changes in your fighting style if implemented.

- **Resonance Cascade:** Taking damage builds up stacks of **Resonance Cascade**, up to five stacks at critical health. Striking an enemy with a **Melee Ability** consumes all stacks of **Resonance Cascade**, granting a stack of **resonance** for each stack of **Resonance Cascade** consumed. This aspect grants **2 FREE Memory Fragments**.
- **Terror's Harvest:** Overcharge your **Melee Ability** to summon a scythe made of **Memory** matter, slashing twice and sending forth two wide horizontal waves of short-lived energy that each inflict stacks of **mania** to enemies struck by them. Enemies hit by both waves will be inflicted with **terror**. This aspect grants **2 FREE Memory Fragments**.
- **Touch of Perception:** **Memory** grenades are enhanced. This aspect grants **2 FREE Memory Fragments**.
    - **Manic Grenades** inflict more **mania** stacks and inflict **terror** on enemies who are already suffering from **mania**.
    - **Dowsing Grenades** emit additional **revealing** pulses on bounces, and bounce twice before exploding.
    - **Insight Bolts** create more seeking projectiles.
- **Grim Reaper's Sprint:** Killing enemies inflicted with **terror** restores a small amount of energy and adds a stack of **Grim Reaper's Sprint**, increasing the movement speed of yourself and nearby allies for each stack, up to double speed at four stacks. While **Resonance Cascade** is active, **Grim Reaper's Sprint**

instead restores a moderate amount of energy and grants full stacks of **Grim Reaper's Sprint**. This aspect grants **2 FREE Memory Fragments**.

- **River's Flow:** Defeating an enemy with precision damage to their **weakpoint** or rapidly defeating enemies inflicted with **Memory Debuffs** grants you **clairvoyance**. Your **clairvoyance** effects are more accurate than normal, granting you a higher chance to avoid enemy attacks. This ability has a cooldown between activations, and cannot refresh the duration of an active **clairvoyance**. This aspect grants **2 FREE Memory Fragments**.
- **Artistic Insight:** Activating your **Class Ability** reveals the **weakpoints** of nearby enemies. Exposing **weakpoints** restores a small amount of energy. This aspect grants **2 FREE Memory Fragments**.
- **Professional Precision:** Abilities and weapons which cannot normally deal precision damage can now deal precision damage when hitting enemy **weakpoints**. This aspect grants **2 FREE Memory Fragments**.
- **Wailing Dirge:** Your **Death Knell** also inflicts **mania** on enemies within its radius, and causes **terror** in enemies that are already **manic**. Enemies who are already **terrified** are immediately killed, the **terror** overtaking their minds and causing the equivalent of a heart attack; this can be resisted by enemies who are sufficiently powerful. This aspect grants **2 FREE Memory Fragments**.
- **Traumatic Reminiscence:** When you use your **Class Ability**, nearby enemies are inflicted with **mania**. Any **mania** effects you inflict will be more powerful and controllable, lasting longer and causing enemies to prioritize **revealed** targets or those with **weakpoints** revealed. This aspect grants **2 FREE Memory Fragments**.
- **Mystic Sight:** Rapidly applying **Memory Debuffs** to enemies or killing an enemy inflicted with a **Memory Debuff** grants **deepsight** for a short duration. This duration refreshes on further procs of this aspect. This aspect grants **2 FREE Memory Fragments**.
- **Keen Senses:** Being surrounded by enemies grants a single stack of **clairvoyance** for a short duration. Being surrounded by **manic** enemies grants two stacks instead. This ability has a short cooldown before it can activate again. This aspect grants **2 FREE Memory Fragments**.
- **Careful Cognition:** While you have **deepsight**, you automatically **reveal** any enemies within your field of view. You deal additional damage to **revealed** enemies, and killing **revealed** enemies restores a small amount of energy with each kill. This aspect grants **2 FREE Memory Fragments**.

Memory Fragments (-100CP EACH): Fragments are minor changes to your abilities, mainly strengthening them or yourself in small ways that make you a more effective fighter.

- **Wisp of Anxiety:** Defeating **manic** or **terrified** targets grants energy.
- **Wisp of Belief:** You have increased speed and health recovery while you have an active **Memory Buff**.
- **Wisp of Conviction:** Taking damage from **manic** enemies restores energy and reloads your stowed weapons.
- **Wisp of Focus:** Your **Memory** weapons deal additional damage to enemy **weakpoints**.
- **Wisp of Imagination:** Any **mania** and **terror** effects you apply have increased duration.
- **Wisp of Insanity:** Your abilities spread more **mania** stacks.
- **Wisp of Intelligence:** Any **Memory Buffs** applied to you have increased duration.
- **Wisp of Intimidation:** Finisher kills make nearby enemies **terrified**.
- **Wisp of Pondering:** Your **deepsight** effects highlight enemies at longer range, and **revealed** enemies are constantly marked on your HUD minimap.
- **Wisp of Reason:** Any elemental **Debuffs** applied to you have reduced duration.
- **Wisp of Rumination:** Applying **Memory Debuffs** to enemies restores energy.
- **Wisp of Study:** You take less damage from **revealed** enemies.

GENERAL ITEMS:

NOTE: *All origins receive an additional* ***500CP*** *to be spent in this section. Any "personal"-scale items will be restored in a day if misplaced, stolen, or broken, with vehicles taking a week to replenish, and larger items such as structures or cities will be restored at the start of the next Jump should they somehow be lost or destroyed.*

Glimmer (FREE): Glimmer is a type of programmable matter that can be transmuted into many different forms, able to be used for the manufacturing of several different things such as weapons and armor, ammunition, and even vehicles or structures. It isn't the *perfect* material, but it's certainly extremely useful nonetheless. You receive a tidy sum of 500,000 "units" of Glimmer, enough to manufacture quite a few smaller things or a handful of larger objects like vehicles, and this supply replenishes once every month. You also receive the blueprints to create more Glimmer, a process which likely requires paracausal power in some form during its steps.

Fashionable Microtransactions (FREE): Ah, the most dreaded part of any online multiplayer game… *microtransactions*. Lucky you, then, that you don't have to deal with the horrors of Eververse, instead receiving all purely cosmetic items from this universe for free. This even includes an infinite collection of synthweave templates, allowing you to copy the appearance of armor you come across and apply that appearance to other armors; this cannot overwrite the appearance of truly powerful items such as exotics or artifacts, but anything else can be made to look however you desire so long as you have something with that look already. Go forth, Jumper, and be *fabulous*.

Grimoire (FREE): This universe is filled with enough stories and lore that it would take more than a single human lifetime to discover them all. Luckily, you've got a bit of a headstart with this item, which is a small journal filled with an uncountable number of pages, each one containing the various "grimoire cards" and "lorebooks" from Destiny. This includes everything from the loretabs of weapons and armor to the Books of Sorrow and even Unveiling, and updates with new lore you come across both here and in future worlds. It even sorts them by related topics, and includes a mental "search function" for your convenience. This journal cannot be read by others, seeming to be something mundane such as a recipe book unless you explicitly show its contents to them (which may require some explanation of how you know these things), and if destroyed it will return to your person as soon as possible, appearing in a bag or pocket if possible, or in your Warehouse if no safe locations exist nearby.

Ammo Synths (FREE): A curious technology, these ammunition synthesis devices contain all the Glimmer and components needed to flash-forge various types of ammunition, even in the wilderness or on the battlefield. You receive a total of five each

of primary synths (which can create ammunition for guns like revolvers, sidearms, or rifles), special synths (which create ammunition for things like shotguns or sniper rifles), and heavy synths (which create ammunition for heavier equipment such as rocket launchers or light machine guns). A single one of these synths is enough to fill your reserves for a single weapon (generally at least four to six “reloads”, depending on the weapon). If any are used up, you receive one replacement synth of each depleted type per day, until you have five of each type.

Vault and Postmaster (FREE): This universe is full of powerful gear, enough to fill the average Warehouse more than twice over. To help clear up some of that clutter, you receive access to a Vault and Postmaster; the Vault is capable of storing an unlimited number of man-portable weapons and armor and resources, while the Postmaster will mysteriously gather any loot or resources that you are unable to pick up during your missions, holding them in storage until you return to claim them. These options cannot be used for more than their stated purposes, but even then they’re likely to be indispensable for you during your time here.

Assorted Loot (VARIABLE): There are so many incredible things on offer in this universe… far, far too many to list them all in this document. This option allows you to purchase any structure or vehicle or other piece of technology mentioned or alluded to in the Destiny universe that isn’t otherwise offered in this document; the price will vary depending on what you purchase. A small piece of personal technology such as a cellphone or high-tech radio would be **50CP**, while a massive arcology or colony ship would be at least **600CP**. Use your best judgement for this, using the other items on offer as reference points.

Materials Cache (-50CP PER): This universe is not just full of strange and mystical powers, but also strange and mystical materials as well. With each purchase of this item, you gain a regenerating supply of a single material from the Destiny universe (such as Spinmetal, Relic Iron, Hadium Flakes, or Datalattice), receiving 200 “units” of that material per week (enough to craft several mid-sized items or a handful of much larger ones). You may purchase this multiple times for more materials, or you may instead pay a one-time charge of **600CP** to gain a supply of *all* materials from the Destiny universe.

Sparrow (-50/100CP): This universe has no shortage of what can only be referred to as “hoverbikes”, which are quite useful to cover ground quickly and in style. For **50CP** you receive a common, uncommon, rare, or legendary-quality Sparrow of your choice; these can reach a speed of up to 190 kilometers per hour, and are surprisingly capable of handling high-speed maneuvers and collisions. For **100CP** instead, you may receive an

exotic-quality Sparrow of your choice, which is even more durable and can reach speeds of 220 kilometers per hour; this version can also be an Eliksni Pike or Cabal Interceptor instead, or otherwise come with weapons pre-installed. No matter what, this hoverbike can be summoned to your side in any location large enough to support it, and will be repaired over the course of a few seconds should it take enough damage to destroy it. Strangely, no matter your form, this hoverbike will be a perfect fit, and you will never get sore while riding it.

Jumpship (-100/200CP): Of course, as useful as a hoverbike may be, a spaceship is certainly needed to travel between planets. For **100CP** you receive a common, uncommon, rare, or legendary-quality Jumpship of your choice, able to travel between planets in the span of a few minutes thanks to its equipped Jumpdrive and capable of holding at least three occupants; this ship comes with weapons strong enough to hold its own against ships of similar power, and is durable enough that it would take multiple shots from most ship-mounted weapons to disable or destroy it. For **200CP** instead, you receive an exotic-quality Jumpship, which is even faster, larger, and more durable, and even comes with some experimental features of your choice, such as a Jumpdrive that utilizes Taken energies; this version may instead be one of the smaller ships from the various alien species, such as an Eliksni Skiff, Cabal Thresher, or Hive Tombship, with its form and capabilities changing accordingly.

Paracausal Keepsake (-100CP PER): Not every item enhanced by paracausal forces is meant for combat; in fact, there are quite a number of objects that function as more of a focus for certain abilities rather than a weapon on their own. With each purchase of this item, you receive either a canonical focus, or a focus of your own design on the same general level as those that already exist in this universe. These objects *cannot* be true weapons, armor, equipment, or any other things actually useful in combat; anything weapon-related will be too old, rusted or brittle to use in a real fight, and any armor will crumple at any real hit. This focus will make it easier to learn and control abilities related to the object in a metaphorical or personal way, or even develop entirely new abilities along those lines, with examples including:

- A championship ring, dented and dirtied; enhances your ability to get up close and personal, and makes it easier to use abilities that facilitate that. Led to the development of a projected frontal shield when sprinting.
- An improvised electromagnet, crudely constructed; enhances your abilities that focus on manipulating electrical forces, and allows you more versatile options involving such. Led to the development of a powerful lightning-enhanced melee ability.
- A roughly-hewn hatchet, covered in dirt and moss; enhances your hunting and stalking abilities, and abilities related to such things (invisibility, weakening, etc).

- A shard of obsidian, brimming with the light of day; enhances your flame-based abilities, “stoking” the fires higher and brighter as you continue to “warm up”.
- A book of matches, with only a single match left; enhances your “explosive” skills and abilities, making it easier to create bigger and better booms. Led to the development of a powerful Solar grenade ability.
- A handful of lavender ribbons, gently wrapped around your forearm; enhances your ability to defend and counter, enduring attacks in order to send them back twice as hard. Led to the development of a powerful Void shield ability.

Legendary Equipment (-200CP): Combat is quite common in this universe, which is why all but the most desperate or foolish travel armed. With each purchase of this item, you may choose between receiving a full set (helmet, gauntlets, chest piece, boots, and class item) of legendary armor of your choice, *or* receiving three legendary weapons of your choice (neither the armor nor the weapons need to be from the same set, so feel free to mix and match). These can be any existing weapons or armor, or you can instead import weapons or a set of armor you own to grant them legendary quality and perks. This universe has a variety of styles, ranging from grounded sci-fi to space knights and more, so I’m sure you’ll find something you like here. You can instead purchase individual weapons for **100CP** each, or individual armor pieces for **50CP** each.

Exotic Equipment (-200CP): If legendary quality isn’t enough, might I interest you in something a bit more “exotic”? With each purchase of this item, you may choose between either a single exotic weapon or armor piece that exists in the Destiny universe, *or* you can create a new weapon or piece of armor that has a similar level of power to already-existing exotics. Exactly what makes it “exotic” is up to you; perhaps it is a weapon with a built-in artificial intelligence that guides your shots, or a helmet coated in Ahamkara bones that increases the damage of certain abilities, or maybe even a sword made entirely of solidified paracausal energy that can change between a whole suite of different abilities and damage types. Whatever it is, this piece of equipment will be a powerful addition to any arsenal, and may even become an inseparable part of your appearance, similar to Saint-14 and his helmet. You may import items into this to grant them exotic quality, so long as the item imported matches the exotic (helmets into helmets, rifles into rifles, etc). Some examples of in-universe exotics (for reference when creating a new one) include:

- Weapons that build up an alternate fire by doing damage (Quicksilver Storm, Symmetry) or have powerful combo effects (Ticuu’s Divination, Polaris Lance)
- Weapons that apply debuffs (Thorn, Conditional Finality) or weapons that are unique and powerful archetypes (Last Word, Forerunner)

- Weapons that have special effects such as ignoring shields (Bastion, Skyburner's Oath) or deal large amounts of damage/have secondary effects (Gjallarhorn, Dragon's Breath)
- Armor that increases the effectiveness of certain abilities (Second Chance, Sunbracers) or increases ability regen (Nezarec's Sin, Eye of Another World)
- Armor that strengthens certain weapons (Peacekeepers, Lucky Pants)

Armored Assault (-300CP): While the vast majority of combat in this universe is done on foot, there's just something about having a tank that feels *better*. With this option, you may purchase one of the armored vehicles in this universe, such as a Drake Tank, a Cabal Goliath Tank, an Imperium Behemoth, or a Fallen Walker or Brig. This can of course be purchased multiple times for additional vehicles if you wish, and you may choose between the different variants of each (such as the SIVA-enhanced Fallen Walkers used by the Devil Splicers).

Artifact Equipment (-300/500CP): This universe has many mystical and powerful pieces of equipment, and only a few of them are weapons or armor. For each payment of **300CP** you receive one of the many seasonal artifacts of Destiny 2, such as the eye of a Vex Gate Lord, a seed from a Tree of Silver Wings, or a Wayfinder's Compass. These artifacts, in addition to their standard functions, include all of the "artifact mods" from that season, which can increase the strength of certain weapons and abilities greatly. Or, should you wish for an artifact of greater power, you may pay **500CP** to receive a device on the level of the Aegis from the Vault of Glass, the Taken Essence from Last Wish, a Light-infused Synaptic Spear, or a Resonant Shard from Vow of the Disciple; or, instead of one of these options, you may create a weapon or piece of armor on the level of the aforementioned artifacts, granting it powerful paracausal qualities even beyond that of an exotic-quality item (generally, this item will have a very specific, almost niche use, but be unmatched in that specific niche). You may import items into this to grant them artifact quality, so long as the item imported matches the form (shields into shields, spears into spears, etc). Some examples of in-universe artifacts (for reference when creating a new one) include:

- An otherwise normal shield made from scavenged Vex parts and infused with Light that was powerful enough to protect the wielder and those around them from attempts to erase them from all of reality/time (effectively a "safe spot" to defend against an otherwise perfect attack), and break otherwise unbreakable energy shields with its most powerful attack, with both of these uses requiring the shield to be "charged" to use
- A concentration of Taken energies that allows the wielder to use Taken-based abilities (replacing their normal ones) for a time, such as shooting bolts of Taken

energy, or unleashing a blast of energy around them; when its duration expires, the user is returned to normal with no detrimental effects
- A spear designed to permanently destroy an enemy's connection to the Light, but only works if the following criteria are met:
    - The spear is wielded by a Lightbearer
    - It is used in an environment charged with psionic energy (ex: the mind)
    - It is used to destroy an Aspect, a mental manifestation of the target's Light that is only created if the target believes they are in danger of dying

ADU (-300CP): Standing for "Advanced Defense Unit", an ADU is, as the name implies, a highly-advanced piece of technology that manages the various defenses of an area, from turrets and tripwires to holographic decoys and even airstrikes, all of which can be upgraded for increased effectiveness (such as tripwires with **Stasis** energies to **slow** and **freeze** targets caught in the detonation). Provided enough materials in the form of either Glimmer or scrapmetal from enemies, the ADU can create these various defenses to assist defenders with holding an area against enemy forces. If damaged, the ADU can even automatically self-repair itself if provided with enough power, which generally comes in the form of several spherical batteries attached to the unit's exposed internal area. You receive one of these ADUs, along with the blueprints to create more of both the ADU and its batteries, all of which will certainly be quite useful for area defense.

H.E.L.M. (-400CP): A large Vanguard-commissioned space vessel, with the acronym of its name standing for the "Hub for Emergency Logistics and Maneuvers". Besides its obvious use as a mobile operations center, the H.E.L.M. is highly modular, with one main area and three attached "wings" which may be modified in various ways depending on the needs of the user. You receive a copy of this vessel, along with your choice of pre-installed "wing" attachments (either canonical ones or new ones of similar capabilities); while its combat capabilities leave much to be desired, it is one of the best utility-based options offered here.

SIVA Replication Chamber (-500/800CP): During the Golden Age, humanity made many scientific advances that would be seen as miraculous by the standards of the 21st Century, only some of which was thanks to the Traveler. One of these advancements was a form of self-replicating nanotechnology known as SIVA, composed of uncountable numbers of nanomachines that are each their own independently thinking machine, using a quantum network to coordinate with other SIVA nanomachines. Originally designed to assist in the construction of space colonies by breaking down and reconstituting matter in various forms, its most recent use was as a weapon, burrowing into targets and consuming them before twisting and enhancing their forms to suit its

directives, all the while replicating itself and spreading further. It could also be implemented into weapons and armor, allowing them to fire SIVA nanomachines that burrow into targets or create armor that has better impact mitigation and redirection. You receive a dedicated SIVA production facility similar to Site 6 attached to your Warehouse, along with top-level administrative privileges for said facility. Alternatively, you can gain administrator access and security clearance for the real Site 6 for this Jump, with the facility following along on your chain afterwards. The nanomachines it produces will follow your directives to the best of their ability, and will never bring harm to you or those you care about unless explicitly ordered to by you.

Optionally, you may change this item to produce the Neomuna-made Quicksilver rather than SIVA, which is closer to shape-shifting liquid metal rather than the more "brute force" organic tendrils and pyramidal nodes of SIVA. Both forms of nanotechnology seem to share similar capabilities, however, so it's mostly up to personal preference. For an additional **300CP**, you may have this item produce both SIVA *and* Quicksilver.

The Relic (-600CP): A strange Darkness-derived device that appeared on Mars when it returned from wherever the Witness hid it, this Relic has an interesting purpose: it uses the power of Deepsight to read the past of objects in order to create them anew. Any weapons or objects you come across, even the broken shards of one, can be "read" by this device, creating a "pattern" which can then be used to make copies of that item given the resources needed for it. There is nothing this device cannot read, so long as it is small enough to fit; from standard firearms to more exotic options, from creatures to divine constructs, this can read their past and either repair or create them anew so long as you have the necessary materials for such. So go ahead, make a copy of Excalibur, all the reactions would be *amazing*.

Paracausal Suppression Device (-600CP): A device used by the forces of the Witness to suppress the paracausal abilities of Guardians during the Shadow Legion's assault on Neomuna, this strange geometric generator makes it difficult for those within its radius to use their powers. Those who use heavy paracausal powers (such as **Super Abilities** or several weaker abilities in quick succession) within the radius experience nausea and distorted vision, and those inside the area of effect find it difficult to properly channel their powers. Even better, the device cannot be destroyed except by something it has not been designed to suppress (for example, the **Strand** abilities newly discovered by the Chosen Guardian), making them almost invulnerable to attempts to shut them down (and even then, the device is durable enough to ignore paracausally-enhanced man-portable weaponry). This one in particular has a range large enough to cover a small building, and can suppress *every* form of Light and Dark ability, including all of the "standard" elements, Deepsight, Nezarec's Nightmares, and

more. Unfortunately, you only get one, and creating more would take a lot of rare materials and knowledge of paracausal energies, but the one you receive will automatically update to suppress any abilities in other universes you visit (although you'll have to personally update any you create yourself). If destroyed, this device will be replaced in a week.

Radial Mast (-600CP): A paracausal artifact constructed by the Witness with the purpose of forming a faster-than-light connection between the Traveler and the Veil in order for the Witness to open a portal into the Traveler's Pale Heart. You receive a copy of this device, which can be used to create a connection between any two powerful beings in order to manipulate them in some way; in this universe that would be the Traveler and the Veil, but in others it may be gods or demons or even eldritch monstrosities. This connection requires you to get close to both entities (not necessarily at the same time), and the inner core of the device is exposed when it resonates, exposing it to external threats, but if used correctly this could do quite a few things in the hands of someone smart or creative enough to use it.

Settlement (-600CP): There exist quite a few "cities" in this universe; the Last City, Riis-Reborn, the Scarlet Keep… and with this option, you possess a city of your own. This may be either a city-sized settlement aligned with your species (whether it be currently active or deserted), or you may instead design and create your own settlement of roughly similar size to the above examples. This comes with a population of several million members of your species and related ones (such as Humans/Exo/Awoken, or Hive/Taken), and has enough defenses to hold off an attack on the level of the Six Fronts for a time even without your help. None of the inhabitants has any real power or skill beyond the base level for your species, but this can always be changed should you put in the effort needed… Should you desire, this settlement may come with a figurehead ruler (or group of such) who will implement laws and programs that you would yourself, and will run the city as well as you could with all of your leadership perks even without your direct supervision.

Echo of the Past (-800CP, DISCOUNTED FOR "Prismatic"): Even after the defeat of the Witness, the Guardian forces faced several problems thanks to the Echoes, memories which were contained by the Darkness and given form through the Light, granting power to those who came across them. With this, you now possess an Echo of your own; whether this is one of the canonical ones or one of those that have yet to be revealed, you can rest assured that this will be a powerful addition to your abilities. For example, the Echo possessed by Maya Sundaresh is able to control others (from the Vex to even a member of the Nine), while the one possessed by Fikrul was able to

create pseudo-Guardian Scorn Revenants and forcibly convert living Eliksni into Scorn in seconds.

Ghost (-800CP, FREE FOR "Guardian"): After the Collapse, with its dying breath, the Traveler created the Ghosts, whose purpose was to seek out those who could wield its Light as a weapon against the Darkness. Ghosts are sentient Light constructs, generally surrounded by a machine shell that protects them from harm; this shell can be changed as they wish, and functions more as armor than a true part of their form. The most important function of a Ghost is their ability to resurrect a being from the dead, connecting with them and allowing the new "Guardian" access to the Traveler's Light through the Ghost's own link to the Traveler. Ghosts have other functions as well: they can heal and resurrect their Guardians as needed (though this can be blocked by powerful enough forces), they can hack into various devices to serve as support, and they can turn into energy to hide within their Guardian's "backpack". Be warned, however; each Ghost has their own identity and personality (though not a true name, as they are generally granted that by their partner), and they can and will withhold resurrection should their partner prove unworthy of them. Additionally, while Ghosts are incredibly resilient, they can still be destroyed by paracausal forces or enough brute force (generally requiring dedicated bombardment at the least); should a Ghost die, their Guardian will lose access to the Light, and their next death will be final.

You have bonded with a Ghost of your own, finding yourself risen from death and granted access to the Traveler's Light; this Ghost is connected only to you, and neither of you will find a replacement for the other no matter how many eons pass. The exact personality and the name you grant your Ghost is up to you, but keep in mind they are fully sapient. While this is an "item", that is only due to the nature of the Ghost's connection to you; they are less a separate entity and more something akin to a platonic soulmate, connected directly to you on the deepest level possible and automatically following you into future jumps without requiring an import. Should the unthinkable happen and your Ghost die, you will lose access to all of your Light perks (unless you have **Prismatic**), and your Ghost will only be revived upon the start of the next Jump. While your Ghost is alive, any deaths you experience will not end your chain so long as your Ghost is able to resurrect you within the day; should they be unable to do so (or simply decide not to), you will be forced to use a 1-Up or end your chain.

Pyramid Ship (-800CP, FREE FOR "Disciple"): A Pyramid is one of the massive tetrahedral vessels that make up the Black Fleet; the size of these vary, but the most common ones are around twice the size of an Eliksni Ketch. This one is far larger, around 28 kilometers in length, more than large enough to blot out the sky for those beneath it. Pyramids have a defensive mechanism where projectiles seem to simply disappear on impact, while still physically existing in some form; this also seems to

suppress electromagnetic radiation to a degree, requiring a fully-equipped relay system to remain detectable from the outside. These vessels are also capable of emitting a field of Darkness that blocks out visible light and stifles Light energies, and can manipulate gravitational fields on a massive scale, with multiple ships having been used to manipulate the oceans of Titan to create apocalyptic tidal waves across the entire moon. Pyramids can also emit Resonance energy to destroy other vessels and even neutralize the Traveler's defenses with enough working together.

You receive one of these vessels, under your direct control similar to the Pyramids of Nezarec and Rhulk; its insides shift at your command, and it is autonomous enough that it can travel purely by following your will, no crew required. Additionally, this specific Pyramid has a defense system based on the special power you gained from becoming a Disciple; Nezarec had a system that spawned his Nightmares to mentally attack intruders, while Rhulk had the Upended, a massive energy converter which originally siphoned power from his home planet's sun, but was repurposed into a superweapon capable of destroying entire celestial bodies given enough power. Whatever it is, your own weapon is likely to be incredibly useful in your pursuit of the Final Shape. Do keep in mind, however, that while this Pyramid is powerful, it is not invincible; a powerful enough force can disable or destroy it, as seen by Rhulk's own Pyramid within Savathun's Throne World, and any damage done to this vessel will not be repaired until the start of the next Jump unless you do so yourself. Even still, though this vessel is not invulnerable, it is still a powerful engine of war that will strike terror into the hearts of your enemies.

Capstone Project (-1000CP): There are quite a few absolutely insane things that exist in this universe; things like the Almighty, a massive spaceship that destabilizes stars to destroy entire solar systems, or the Vex Dyson Spheres where they are forcibly keeping a dying star alive to tap for power and resources, or even the new Nightfall Station which was able to forcibly sever the Light from Guardians within the radius of its attack. With this, you have your own crazy superproject on the level of the aforementioned options; whether you want a super factory pumping out billions of robot soldiers, a superweapon that can destroy planets or even systems, an energy extractor that siphons paracausal energies to grant you abilities despite not having access to them normally, or something else entirely, the limit to this item is that it needs to be *generally* comparable to other seasonal/DLC superprojects in Destiny in either power or versatility. The more powerful, the less versatile it can be, while the more versatility it has the less powerful its functions are.

SPECIES ITEMS:

NOTE: *Each species gains discounts on its respective item tree (and any others granted by their perks); any species may purchase items from other trees at full price if desired.*

Human:

Black Armory Gear (-100CP): Towards the end of humanity's Golden Age, a group of weapons manufacturers formed a clandestine weapons foundry. After the Collapse, their forges were abandoned, but it seems you have come across a collection of the equipment they produced. This collection includes a full set of armor (your choice of light, medium, or heavy) along with three weapons of choice (one each of primary, special, and heavy ammo types), all manufactured by the legendary Black Armory.

The weapons you receive come with the **Forge's Kin** origin trait: kills with Black Armory weapons briefly grant enhanced reload speed and damage when the weapon is redrawn. The potency and duration of this buff increases with each equipped Black Armory weapon.

The armor you receive will grant the **Warmup Process** bonus at two pieces worn, and the **Forge Ignited** bonus at four pieces. **Warmup Process** grants stacks of Warming Up for a short time on weapon precision kills, increasing accuracy and range while improving horizontal recoil for each stack; stack timer refreshes on precision kills, but is accelerated on non-precision kills. **Forge Ignited** activates at full stacks of Warming Up, granting all Black Armory weapons explosive rounds and causing a small elemental explosion on precision kills (kinetic weapons cause **Solar** explosions, while all other explosions match the equipped weapon's element).

Transmat Firing (-200CP): An extremely useful technology, the process of transmat transportation involves turning matter into energy, moving that energy extremely fast through a system similar to comms devices, and reconstituting said energy back into matter at the destination. On its own, this process is incredibly short-ranged, perhaps a few hundred meters at most, but paired with beacons or a full orbital grid this range can increase to planetary range or perhaps even further. You receive a supply of 5 transmat beacons, enough to cover an area the size of a "patrol zone", along with the blueprints to make more beacons *and* blueprints to establish an orbital grid for communication and teleportation across an entire solar system at its fullest potential, and continental range at its minimum. Transmat technology seems to share many similarities with Vex Gate technology, and perhaps was even reverse-engineered from said technology; with enough understanding and effort, this transport system could be improved to a level comparable to those gates, though this would likely take some time to do.

Advanced Forge (-400CP): The Black Armory, in their pursuit of more advanced firearms to defend against extraterrestrial enemies, created four highly-advanced forges that could create weapons on their own if supplied with materials and power. You have come into possession of one of these forges, or perhaps an undiscovered fifth one, along with the Black Armory's extensive collection of blueprints, including those of the powerful sniper rifle Izanagi's Burden, the poisonous bow Le Monarque, and the Jotunn fusion rifle. Should you have a mechanical alt-form or a robotic companion, you also receive the blueprints to implant a similar forge into their body, allowing them to create all of the weapons with their own hands similar to Ada-1.

Exodus Gray (-600CP): Before the Collapse, humanity created numerous massive colony ships meant to transport tens of thousands of colonists to new worlds, and each contained all of the resources needed to establish colonies there. During the Collapse, humanity attempted to evacuate the people of Earth using these ships, though sadly only a handful managed to even leave Earth, and only two successfully established colonies (though in one case that "colony" was a bit different than the standard kind). The rest found themselves rusting away on Earth or crashed into a planet's surface… except for this one. Somehow, you have come across an almost-pristine Exodus-class colony ship, a massive spire of metal topped by three spheres which contain the passenger stasis pods and the majority of the ship's fuel reserves, and with truly massive engines to propel it into orbit and through space. This also comes with three attached shuttle craft, and the spherical pods can be converted into living space once the fuel has been exhausted. Additionally, this craft seems to have been especially well-prepared, containing a sample of colony-grade SIVA nanites that are completely safe to use for construction purposes, and a Golden Age AI who is starved for *any* social interactions and would happily appoint you as captain of the vessel if you merely talk with it. Whether you use this vessel for a personal base or its intended purpose, it has enough space to comfortably fit several hundred "active" inhabitants and crew members, with enough stasis pods to hold a total of 40,000 people in suspended animation. The fuel reserves are currently a bit low, but even still the ship contains enough to make its way to Neptune at the least. Of course, you also receive the craft's fueling and launch facility, which can be attached to your Warehouse or imported into future Jumps at your discretion. If you wish, you can instead have this item be one of the existing Exodus ships from this universe (other than Exodus Yellow, Green, or Indigo; those who choose Exodus White (also known as the Devil's Spire) will also have to contend with the House of Devils who have taken up residence), with the included AI changing accordingly (such as the Exodus Black including Failsafe); post-Jump, any crashed ships will be returned to full functionality and you will be granted a dedicated facility for launching and refueling any and all that you buy.

Exo:

Seraph Gear (-100CP): Prior to the Collapse, the AI Warmind known as Rasputin employed a selection of agents to undertake important peacekeeping missions and other tasks, entrusting them with experimental weapons and armor. You have come across a collection of this equipment, finding yourself in possession of a full set of armor (in your choice of light, medium, or heavy variants) and three weapons (one each of primary, special, and heavy ammo types), the same kind which were wielded by the Seven Seraphs during the Golden Age.

The weapons you receive come with the **Rasputin's Arsenal** origin trait: breaking a target's shield partially reloads the weapon's magazine.

The armor you receive will grant the **Rasputin's Wrath** bonus at two pieces worn, and the **Rasputin's Reprisal** bonus at four pieces. **Rasputin's Wrath** causes kills with area-of-effect damage, **Solar** abilities, and Seventh Seraph or IKELOS weapons (including those from this item) to grant a stack of Warmind Charge; each stack of Warmind Charge increases your **Weapons** and **Grenade** stats. While you have Warmind Charge, **Rasputin's Reprisal** makes it so that killing a powerful enemy, destroying constructs (such as barricades, turrets, **Stasis** crystals, etc), or destroying a **Tangle** releases a **Solar** detonation that damages enemies and heals allies.

Fragmented Submind (-200CP): While Rasputin is the only known Warmind, or at least the only one to survive the Collapse, there still existed various Subminds that were beholden to him. You have come across the fragmented memories of one such Submind; while it no longer contains anything resembling intelligence or a consciousness, the cache is still a treasure trove of Golden Age data, should you manage to repair it and work past the security measures within. Being a **Warmind Exobody** might just help with that task…

WARSAT Network (-400CP): Rasputin was not called a Warmind for nothing; before the Collapse, he controlled the entire Solar System's network of WARSATs, orbital military satellites that formed a vast communication and defense network. Most of these WARSATs were equipped with powerful X-ray lasers, able to destroy targets on a planet's surface from orbit, and their sturdy construction allowed them to be used as powerful, if wasteful, makeshift meteors, dropping from orbit to slam into the ground and cause large amounts of destruction. You receive a network of around twenty of these WARSATs, arranged around your starting planet; while they do not respawn if destroyed, they will slowly repair themselves over time, and you receive the blueprints to make more of them if desired. These WARSATs can be controlled by you from any

device capable of connecting to them, and they will not respond to any commands other than your own.

Seraph Station (-600CP): Or perhaps you want more than a handful of WARSATs when it comes to your arsenal; if so, this is the option for you. With this, you will receive a copy of the Seraph Station (including both the station itself and the ground-bound facility that offers access to it). This self-sustaining station has several functions, including (but not limited to): being a hub for any and all of your weapon networks (including the **WARSAT Network** from the previous item), shooting down powerful warships from five kilometers away, acting as a mobile headquarters, and being able to manufacture multiple Golden Age technologies such as combat frames (both normal and heavy), WARSATs, and both Seraph and IKELOS weaponry. This is a powerful addition to any arsenal, Jumper; try to exercise a bit of self-control and not press the shiny red self-destruct button on your first visit.

Awoken:

Queensguard Equipment (-100CP): When establishing their own society, the Awoken created weapons and armor to go along with their beautiful architecture. You have come across a collection of this equipment, finding yourself in possession of a full set of armor (in your choice of light, medium, or heavy variants) and three weapons (one each of primary, special, and heavy ammo types), the same kind used by the Awoken warriors.

The weapons you receive come with the **Noble Deeds** origin trait: gain charges by assisting allies (reviving, healing, granting overshields or subclass buffs, etc) and consume charges by defeating enemies. While charged, this weapon is granted bonus handling and reload speed, and swords are granted increased charge rate.

The armor you receive will grant the **Gift of the Ley Lines** bonus at two pieces worn, and the **Techeun's Foresight** bonus at four pieces. With **Gift of the Ley Lines**, rapidly defeating enemies with **Void** energy spawns a **Void breach**. With **Techeun's Foresight**, collecting a **Void breach** causes your next kill with a **Void** weapon to trigger a detonation; the detonation is more powerful if triggered quickly after collecting a **Void breach**.

Blind Well (-200CP): A piece of ancient Awoken technology designed to split the seams between realities, opening pathways into and through the Ley Lines and the Ascendant Plane. The Well requires charging and alignment before use, which can take days or even weeks depending on the desired pathway, but once charged it can open a rift leading to other locations within the material world or the Ascendant Plane. Traveling

through the Ley Line pathways can cover more distance in reality than covered in the pathway, and having a personal source of paracausal power can make it far easier to navigate and control these pathways. Should you wish to make use of the Ley Lines in a way that does not require weeks of alignment and charging, a Wayfinder's Compass **Artifact Equipment** would be a useful aid…

Harbinger (-400CP): The Harbingers are a mysterious weapon of the Awoken; little is known about them besides that they resemble shining orbs of energy, are intelligent, can be summoned, and can manipulate gravity in an effective enough manner that a group of them could destroy most of Oryx's fleet. Whether this is a being of magic, a Golden Age weapon, or an entity made of pure Void energy matters not; whatever the case, you possess the loyalty of your own Harbinger, which will answer your call and carry out your orders. This is a powerful thing indeed, though it lacks finesse, and it would be unwise to show your hand too early lest it be destroyed by a powerful opponent. Should it be destroyed, the Harbinger will reappear after a year, ready and willing to serve once more.

Oracle Engine (-600CP): An arcane device crafted around the singularity formed from the body of a possessed Techeun, the Oracle Engine's function is to connect different planes of reality for communication or transportation. This functions in a different way from the Blind Well; rather than being used to travel paracausal pathways, this device directly connects the starting and ending locations, and can be used to commune with certain individuals such as those within the Ascendant Plane or even the mysterious "Ancients" known to the Awoken. Exactly what this device can truly do is unknown to any but the Ancients and Awoken, though there is most definitely a large amount of possibilities for an intelligent or creative individual…

Eliksni:

Eliksni Equipment (-100CP): Even after the collapse of their society and far from their home system, the Eliksni have managed to make do with whatever they can scavenge, crafting weapons and armor from whatever they can find. You have come across a collection of this equipment, finding yourself in possession of a full set of armor (in your choice of light, medium, or heavy variants) and three weapons (one each of primary, special, and heavy ammo types), the same kind used by the Eliksni.

The weapons you receive come with the **Splicer Surge** origin trait: reloading this weapon after dealing damage grants the weapon a stacking reload speed and handling bonus until stowed.

The armor you receive will grant the **Scrounger** bonus at two pieces worn, and the **House United** bonus at four pieces. When collecting ammunition, **Orbs of Power**, or elemental pickups, **Scrounger** grants stacks of increased weapon handling, ready and stow speed. **House United** grants increased damage resistance and weapon damage when near allies, and assists or kills near allies start health regeneration.

Splicer Gauntlet (-200CP): A tool used by Eliksni Splicers to focus traces of residual Light energy in the environment, using them to hack into devices and networks such as the Vex Network. On its own the access granted by this device is very limited, but when paired with a personal source of paracausal power this can allow you to physically enter the device or network you are hacking, using your abilities to destroy firewalls and programs within while physically shifting the code blocks inside to reprogram them.

Personal Ketch (-400CP): A massive starship used by the Eliksni for housing and interstellar travel; these ships are how the Eliksni arrived in the system after the Collapse, and are very important in Eliksni culture due to serving as transport and homes alike, often housing entire generations of families within a single Ketch. You receive a Ketch of your own, adorned with the colors of your House and filled with all the amenities needed to house hundreds of Eliksni at a time. Whether you use this as a home, mobile base, or warship is up to you, but no matter what it will serve you well.

Prime Servitor (-600CP): An incredibly important part of Eliksni culture, Prime Servitors are often viewed as gods by their Houses due to their ability to produce the hormonal substance known as Ether needed by the Eliksni to grow and survive. This Prime Servitor also comes with a squad of five High Servitors and twenty regular Servitors, all tied to it as subordinates, and together these Servitors can produce enough Ether to sustain a House of thousands of Eliksni. These Servitors can also be used as support units in combat, shielding nearby allies and launching energy blasts at enemies, though most Houses would never risk a Prime Servitor in such a manner. The most important part of this item, however, is the blueprints you receive for all three types of Servitor; it would take a large amount of rare resources, but with these you could create new Prime Servitors, an ability that would earn you the envy (and hatred) of the other Fallen Houses.

Scorn:

Scrapmetal Gear (-100CP): Along with their forms being twisted mockeries of normal Eliksni, the Scorn also use scrapmetal equipment that only vaguely resembles that of their original lives. You have come across a collection of this equipment, finding yourself in possession of a full set of armor (in your choice of light, medium, or heavy variants)

and three weapons (one each of primary, special, and heavy ammo types), the same kind used by the Scorn.

The weapons you receive come with the **Dark Ether Reaper** origin trait: final blows with this weapon periodically spawn Dark Ether charges. Charges can be detonated early with weapons fire or by contact, refilling this weapon from reserves.

The armor you receive will grant the **Screeb Matriarch** bonus at two pieces worn, and the **Revenant Totem** bonus at four pieces. The **Screeb Matriarch** bonus causes rapid **Arc** kills to spawn a Mini Screeb which runs at the nearest enemy and explodes; rapidly killing **jolted** or **blinded** enemies has a chance to spawn an additional Mini Screeb. When you reach critical health, **Revenant Totem** will summon a totem above your head which follows your movements and regenerates your health and shields; this totem lasts ten seconds before expiring, but is fragile and can be destroyed prematurely if sufficiently damaged.

Ether Totems (-200CP): A form of device used by the Scorn in battle, each of these three totems has a different function. The Ether Torch acts as a flame turret that burns enemies in its radius, with the smallest range of all totems and a median lifespan. The Ether Bind tethers any enemies close to it so long as it remains active, though breaking the totem will destroy the tethers; this type of totem has a median range but the longest lifespan. Finally, the Ether Shield totem shields and heals nearby allies, rendering them invulnerable so long as the totem exists; this type has the longest range but the shortest lifespan. You receive one of each totem, and can summon them at will; depleted or destroyed totems are restored at the start of the next day.

Ether Harvester (-400CP): A defiled Servitor used by the Scorn to produce Dark Ether, a corrupted form of normal Ether. These Harvesters are generally used for Ether Rituals, attracting Dark Ether from nearby Emitters for nefarious purposes. You receive one Harvester and three Emitters, to use in the production and usage of Dark Ether for your own purposes, along with the blueprints to create additional devices from the remains of Servitors.

Hive:

Chitinous Equipment (-100CP): The weapons and armor of the Hive appear to be plated in chitin and bone, with varying designs and colors depending on the brood they belong to. You have come across a collection of this equipment, finding yourself in possession of a full set of armor (in your choice of light, medium, or heavy variants; for

Hive, this will depend on your current morph) and three weapons (one each of primary, special, and heavy ammo types), the same kind used by the Hive.

The weapons you receive come with the **Cursed Thrall** origin trait: for a short time after a melee kill, weapon final blows cause enemies to explode.

The armor you receive will grant the **Cursed Fist** bonus at two pieces worn, and the **Power of the Son** bonus at four pieces. **Cursed Fist** causes your melee kills to trigger a devastating Cursed Thrall explosion, dealing damage to nearby enemies. Remaining in active combat for an extended duration triggers **Power of the Son**, granting you progressively higher flinch resistance and damage resistance until out of combat.

Hive Runes (-200CP): The language of the Hive is a series of runes, each of which draws power from the Ascendant Realm, where the difference between a word and its meaning is nonexistent. These runes are not “letters”, instead being logograms each representing a word or idea; they draw power from the meaning etched onto them, and can be used to cast spells depending on their orientation. When the barrier between the Ascendant Realm and reality is eroded, these runes bring their concepts to life; the rune meaning “death” brings literal death, and so on. These runes can be used for spells, rituals, and even locking doors or sealing away creatures. This item is not necessarily a set of runes, but rather the materials and patterns necessary to create runes of your own, all of which can be used to draw power from the Ascendant Plane and manipulate the paracausal forces of the Light and Darkness.

Hive Warship (-400CP): Large spaceships used by the Hive, each warship is powerful and durable enough to fight multiple lesser ships at once with little issue, and is large enough to carry an army of Hive into battle. You receive one of these ships, equipped with eight large cannons that fire Solar-based tracking shots at enemies along with a powerful engine that uses Solar energies. The insides of this ship are partially alive, able to “grow” new passageways within itself, and comes with a breeding area for Thrall and Worms within itself to replenish your army.

Throne World (-600CP): The Ascendant Realm is a vast place with plenty of space for those powerful enough to carve out their own pocket realms within. The form and laws of reality for these personal dimensions are up to their creator, and serve as a refuge for their creator’s soul in the case of their death in the “real” world. Creating a Throne World normally requires the usage of the Sword Logic (and a lot of murder), but with this you receive your own Throne World designed to your specifications. It starts around the size of a dozen city blocks, but with time (and murder) it can expand to rival even Savathun’s

Throne World. If you die, your soul will reform in this realm, and you will slowly build up the power required to reform your physical body, although outside help would speed up this process greatly; you can instead spend a 1-Up to complete this process instantly. Should you wish, you can “invert” this realm in the same manner that Oryx did, bringing your Throne World into the normal world, though this would require a powerful enough “anchor” to do so (similar to Oryx’s Dreadnaught); this process is permanent, however, anchoring your Throne World to whatever you connect it to (and including that location or vessel in this item, granting it fiat-backing and bringing it with you into future Jumps).

Taken:

Acolyte’s Eye (-100CP): A Taken construct that acts as a long-range stationary turret, rapidly firing bolts of energy at targets. You gain the capability to summon these Eyes using your own energy; summoning a single Eye requires an energy expenditure roughly equivalent to two **Grenade Abilities** (and functions as a **Grenade Ability** for triggering related perks or abilities), and they will remain in place so long as you feed them a minute (but constant) stream of energy. There is no maximum number of these you can have active, though the average Taken Acolyte could only support a single one at a time, and a powerful entity such as a Dungeon Boss would find it difficult to support more than a dozen or so at the same time.

Motes of Dark (-200CP): Strange tetrahedral objects with a black center and glowing white outline, these motes are used in the Drifter’s “Gambit” activity to summon Taken entities and even control them to an extent. The ones you receive can be used to do these things, as well as being able to corrupt others with Taken energies if implanted within them, eventually turning them into a Taken themself if implanted with enough of them, though they will be their own entity and not under your control. You receive 15 of these motes every day, and cannot have more than 100 total at a time, though you *can* store them in a suitable receptacle should you have one (stored motes will not count against your maximum total). Given some time and a few billion motes, who knows what you could do?

Tablet of Ruin (-400CP): One of a series of artifacts created by Oryx as a means of communication with the Darkness and to record his knowledge of how to Take, these tablets are highly sought-after treasures. Any Hive would gladly slaughter everything you hold dear for just a peak at what you now have, for the knowledge contained within is incredibly valuable. Exactly which tablet you have is up to you, but no matter what it will contain useful information on how to control your Taken energies and improve your power, and with enough time you may even be able to discover the means and knowledge to Take others the way Oryx did… Additionally, this tablet serves as a

powerful focus for Darkness abilities, especially those related to the Sword Logic or Taking.

Cabal:

Standard-Issue Equipment (-100CP): The Cabal generally require pressure suits to survive on the planets of our solar system, and they tend to prefer heavy armor and even heavier weapons, most of which launch rocket-propelled rounds which bore into targets before exploding. You have come across a collection of this equipment, finding yourself in possession of a full set of armor (in your choice of light, medium, or heavy variants, though for the Cabal this is more like medium, heavy, and heavier) and three weapons (one each of primary, special, and heavy ammo types), the same kind used by the Cabal legions.

The weapons you receive come with the **Land Tank** origin trait: kills with this weapon grant increased **Health** and damage resistance for a short time.

The armor you receive will grant the **Legionnaire** bonus at two pieces worn, and the **Phalanx Formation** bonus at four pieces. **Legionnaire** grants stacks of increased weapon damage and reload speed when killing enemies with weapons while near allies; these stacks fade slower when near allies. **Phalanx Formation** grants increased damage resistance and improves the duration of defensive buffs (**restoration**, **amplified**, **overshield**, **frost armor**, and **woven mail**) while near allies.

Autonomous Weaponry (-200CP): Scorpius turrets are autonomous machines deployed by the Cabal to guard areas from intruders. You receive three different versions of this turret, including a standard Scorpius, a Volcanic Scorpius, and a Watcher turret. The standard Scorpius is fairly fragile but launches rapid-fire ballistic shots at detected foes. The Volcanic Scorpius is similar to the standard variant, but is instead equipped with a flamethrower that has less range but deals more overall damage. Finally, the Watcher is a curious variant that detects enemies in its “gaze” before shielding itself and calling for reinforcements; its shields are only disabled once these reinforcements are defeated, and once destroyed it explodes with enough force to kill nearby enemies. You now have three Scorpius, two Volcanic Scorpius, and one Watcher turret, each of which replenishes once per day if used or destroyed, along with the blueprints to create more of each variant.

Heavy Armor (-400CP): What is a commander without their command center? Something you won’t need to worry about, as you now have your very own mobile command center in the form of either a Cabal Land Tank or a Cabal Carrier; the Land

Tank is a massive treaded vehicle meant to be used as a mobile command structure, while the Carrier is a giant spaceship meant to be used to transport entire legions of Cabal as well as armored vehicles. Both of these options come with a handful of Interceptors and a single Goliath Tank each, though these included vehicles do not repair or respawn if destroyed until the next Jump, and each vehicle comes with their standard armament of weapons. You can purchase this option twice, each time choosing a different vehicle to receive.

Cabal Superweapon (-600CP): Or perhaps you desire something a bit more imposing than the previous options; good for you, already thinking like a true Cabal. This option promotes you to the captain of the Almighty, a massive vessel whose purpose is to annihilate *stars* (and the systems around them) by consuming nearby planets for fuel that powers an energy beam which destabilizes a star's magnetic field until it collapses into a supernova. This vessel will retain any upgrades you give it, and if destroyed it will not be repaired or replaced until the start of the next Jump.

Psion:

Psion Gear (-100CP): As part of the Cabal army, the Psions use similar equipment, only scaled down and less bulky. You have come across a collection of this equipment, finding yourself in possession of a full set of armor (in your choice of light, medium, or heavy variants) and three weapons (one each of primary, special, and heavy ammo types), the same kind used by the Psions.

The weapons you receive come with the **Advanced Reflexes** origin trait: upon taking damage from a target, quickly guard or aim down sights with this weapon to gain bonus mobility, handling, and charge rate for a short time.

The armor you receive will grant the **Mind Over Matter** bonus at two pieces worn, and the **Brainblast** bonus at four pieces. **Mind Over Matter** grants stacks of increased **Grenade Ability** damage on melee kills; at max stacks, this refunds the energy spent for your **Grenade Ability** if said ability kills at least three enemies. With **Brainblast**, activating your **Super Ability** while having stacks of **Mind Over Matter** consumes all stacks and improves your **Super Ability** damage based on the number of stacks consumed; activating at maximum stacks refunds energy based on how many enemies are killed by your **Super Ability**.

Psisorium (-200CP): As the premier psychics in this universe, the Psions have many technologies which amplify their capabilities. This is one such machine, in the form of a large containment unit and psychic amplifier; a Psion (or similar psychic) sitting in the

chair in the middle will find it much easier to delve deep into the minds of those contained in the attached pods, and comatose occupants or those with no active brain activity will be utterly defenseless to stop you. Do be careful however, as the user is unable to sense the outside world while inside, and if the power source is disconnected while in use the user's consciousness will be severed, rendering their body completely braindead.

Lightcatcher (-400CP): A miniaturized version of the Traveler Cage, small enough to be fired from a sniper rifle and capable of disabling a Ghost. This process is not permanent, as breaking the device will free the Ghost, but while bound their Guardian cannot be resurrected and the Ghost is vulnerable to destruction, should you have a weapon or ability capable of doing such. Truly, this is a terrifying technology; should the Guardians learn you have it, they would stop at nothing to destroy both it and you with it.

OXA Machine (-600CP): The Odyle Xenotaph Anarchive is a mysterious device used by the Psions in the past before its destruction. Said to be capable of clairvoyance, both revealing the past and supposedly predicting future events, it also functioned as a "black box" for many civilizations, being used to record their destruction and the knowledge they had to pass on to future users. The device is old enough to contain information about the Hive, and its records and capabilities will likely prove quite valuable to you, its new owner. Whether this is the original device or the recreation made by Otzot is up to you, though both seem to be effectively the same.

Vex:

Vex Equipment (-100CP): For the weapons and frames used by the Vex, combat is only a secondary function, albeit one they excel in; instead, Vex technology is primarily built as tools for the tasks of construction and conversion, and those tools are quite good at these things. You have come across a collection of this equipment, finding yourself in possession of a full set of armor (in your choice of light, medium, or heavy variants, though for the Vex this would instead be the "frame" that your radiolarian fluid resides in) and three weapons (one each of primary, special, and heavy ammo types), the same kind used by the time-traveling Vex.

The weapons you receive come with the **Timelost Magazine** origin trait: final blows with this weapon grant bonus energy. When your **Super Ability** expires, this weapon's magazine size is doubled for a long duration and reloads itself automatically from reserves.

The armor you receive will grant the **Network Admin** bonus at two pieces worn, and the **Network Upload** bonus at four pieces. With **Network Admin**, standing near allies creates a relay network that grants improved weapon handling and reload speed; being near fellow **Network Admins** additionally grants a bonus to the **Health** stat. With **Network Upload**, weapon final blows grant energy to you and your nearby allies.

Gate Network (-200CP): While all Vex can “teleport” (which is closer to traveling between timelines, simulated or otherwise), most need external technology to travel to truly distant places; enter the Vex Gate, a circular portal generator which allows for travel to far-away locations, whether interplanetary or interstellar. You receive a collection of several dozen of these gates, at least a dozen portals on each planet of the solar system placed in hidden or otherwise advantageous locations, along with the blueprints to create more of them as needed. In future Jumps, this network will cover whatever solar system you begin in, along with a handful of portals to otherwise important locations in the galaxy (such as a portal in the underbelly of the Mass Effect Citadel). All portals are connected to the same network, and users are able to travel to any portal from any other portal instantaneously, though you can instead separate these portals into various unconnected subnets and even set passwords to restrict their use.

Vex Oracles (-400CP): Unlike most of the other items on offer, this one is a bit more ephemeral; rather than a physical item, this is instead a collection of seven Vex Oracles, sentient calculations that are able to manipulate time. These take on the form of vaguely-crystalline energy constructs, and act to foresee a world as you desire, the perfect design to fit your plans; and, with enough power, they will shape reality to make it come true. The number of Oracles you receive is enough to manipulate entire battlefields and even countries of non-paracausal entities, but should you require more power you also gain the knowledge to create more of these calculations; it would take around forty to path the defeat of a six-man fireteam of Guardians, and would likely take thousands to create a timeline where the Vex reign supreme, but it doesn’t really matter how long it takes when you have an infinite amount of time…

Pyramidion (-600CP): The Vex desire to create a reality where only they exist, and to facilitate this they convert entire moons and planets into “machine worlds” to serve as bases and factories. This process is incredibly quick, taking only days in some cases, though the machinoforming process requires an engine known as a Pyramidion. These Pyramidions are believed to be connected to each other, leading to the same internal space, although this interior can vary wildly between “visits”, either being capable of rearranging a singular internal space or leading to several common spaces. You receive a Pyramidion of your own, capable of converting any planet or moon you place it on into machine worlds, and you can create additional Pyramidions to do the same to other

worlds; these machinoformed worlds will be covered in the signature geometric architecture of the Vex and any water sources will be replaced with oceans of radiolaria, from which you can create additional Vex programs. When you are done, *all* will be Vex.

Ahamkara:

Wish-Dragon Parts (-100CP): Ahamkara are powerful creatures; there is no greater example of this than their wish magic, but a secondary example is in how their bodies retain paracausal power even after death. The pieces of an Ahamkara's body, such as bones or scales, can be used to create new equipment or strengthen existing ones with paracausal abilities comparable to legendary or exotic quality. This is good news for you, as you receive a collection of several dozen Ahamkara bones, scales, and teeth to use in crafting or whatever else you can think of. Even better, these parts do not contain any wisps of consciousness like others might, greatly reducing the risk of corruption or hallucinations when using equipment made from them. These parts replenish once a year; more powerful equipment will require greater amounts of these resources to create or improve them.

Unless changed, Legendary-quality weapons made with these parts will naturally have the **Dragon's Vengeance** origin trait: when an ally dies or you reach critical health, this weapon's magazine refills and it gains bonus range, charge rate (for swords), and handling.

Unless changed, Legendary-quality armor made with these parts will naturally grant the **A Wish For Protection** bonus at two pieces worn, and the **A Wish Fulfilled** bonus at four pieces. **A Wish For Protection** generates a temporary Protective Wish after taking significant damage over a short period of time; the Protective Wish makes it harder for enemies to hit you, and grants increased reload speed and flinch resistance. With **A Wish Fulfilled**, when the Protective Wish expires you are immediately **cured**; rapid kills will prematurely end the Protective Wish.

Ahamkara Egg (-200CP): What's better than one Ahamkara? Two Ahamkara! Or three, or four… With each purchase of this item, you receive an Ahamkara egg; with enough time and after being fed enough energy this egg will hatch into a baby Ahamkara, known as a "whim". While it will start small enough to fit in a human hand, it will quickly grow to a much larger size (though this size will vary due to their shapeshifting). The personality of this Ahamkara will depend heavily on how it is raised; most will likely end up as the standard wish-twisting type, but if you are incredibly lucky the Ahamkara that hatches from this will be a well-meaning one, only twisting a wish to the minimum level required for them to not die of starvation. Unfortunately, the power of an Ahamkara

depends on how much they twist wishes and how many they lead to their deaths, so a “good” Ahamkara would also be a weak one. Should you be an **Ahamkara**, this egg could be your own offspring; for others, the Ahamkara will likely acknowledge you as a parental figure, though this does not mean they will be obedient.

Wall of Wishes (-400CP): A device built by the Awoken to be used as a way to make “safe” wishes and bargains with Riven, making it more difficult to exploit loopholes in their requests; not *impossible*, but difficult. This version of the wall connects mainly to yourself, allowing others to make wishes to you; while these wishes will of course be difficult to twist, they will also grant you more power than they should, allowing you to gain a similar level of power even without twisting the requests of your petitioners. Alternatively, you may attune this device to a different entity at the start of each Jump, allowing you to make requests of them that have far fewer loopholes or “wiggle-room” for them to exploit.

Dream of Safety (-600CP): The Dreaming City was created by Riven to fulfill the wishes of the Awoken, and it served as both her home and prison, both protecting and caging her. You receive a realm of your own design similar to the Dreaming City, filled with beautiful structures and traps alike; unlike Riven, however, you are not caged here, but rather this is a place of safety for yourself and others you invite within. While others may be able to find and invade, it would take a focused effort, as no being can just stumble upon its entrance, and its defenses would be more than capable of handling most “regular” invaders. Those within will find this realm to be surprisingly comforting and peaceful, and those you invite will always feel welcome while those who invade will feel as if the realm itself hates them. Keep in mind, while this realm does exist in the Ascendant Realm, it does *not* function as a Throne World due to its construction.

COMPANIONS:

Fireteam (-50/100/200CP): Of course, you aren't expected to go through this universe alone; for **50CP** you may import or create a single Companion, for **100CP** this expands to 4, and for **200CP** you may have up to 8 Companions here. For an additional **300CP** (**500CP** total) this expands to as many as you wish to import, though for creating Companions you may create an additional 8 for every **100CP** you spend after the first 8. All of these options grant Companions **1500CP** to spend on perks and items, along with **800CP** for Light and/or Darkness perks depending on their origin; this paracausal stipend may be exchanged for an additional **800CP** for items instead. Companions may take the **Transcendent Wanderer** origin, so long as they pay the requisite price. Companions receive any discounts that a Jumper with their choices would, though they do not receive the additional stipends for general perks and items, nor do they receive any stipends for paracausal perks other than what is granted here.

Canon Companion (FREE): This universe has quite a few colorful characters within it, from steadfast friends to staunch enemies, selfless pacifists to genocidal maniacs. With this, you may take any and all people from this Jump who you have managed to convince to follow you on your chain; this will likely be quite difficult, as this convincing must be done without the aid of charisma perks or mind control powers, and many of this universe's inhabitants are… quite *attached* and set in their ways. You may pay **100CP** to guarantee a good first impression and favorable meeting with a character, though depending on your origin this may be less effective than you'd think. A human meeting Savathun for the first time would be quite lucky if they simply ended up as an amusing pet rather than being consumed by her brood, after all.

Adorable Pet (-50/200CP): This universe will likely be quite terrifying and traumatic for most, which is why it can be nice to have a constant companion. This option grants you a single "pet", ranging from a dog or chicken all the way to Cabal warbeasts or a proto-amphibian from Nessus, or even the annoying pests known as Lucent Moths. This pet won't be much help in the pitched combat Destiny is known for, but you'll find that petting them is incredibly soothing, and they will go out of their way to try and cheer you up when you're feeling down. Do be careful to wear gloves when petting a proto-amphibian though, I hear their mucus is a deadly neurotoxin. For **200CP**, you may instead have a "star" creature similar to the Impossible Equine known as the Starhorse; in addition to your new pet appearing to be made out of stardust and apparently containing a galaxy within itself, it also has the ability to grant you its Favor once per day, greatly increasing your energy regeneration and granting your weapons ammo regeneration for ten minutes.

Your Own Army (-800CP, DISCOUNTED FOR "Settlement"): While it is certainly *possible* to succeed on your own, it would be far easier to do so with the backing of an entire faction. With this, you receive an army of your very own, with the specifics being up to you. As a general rule, the more powerful the members, the less of them you have, and vice-versa; at most, you could have around five hundred thousand "normal" combatants (around the level of regular foot soldiers), or a couple hundred "elites" (around the level of veteran Guardians or powerful boss-level enemies). You can mix and match if you'd like, something like having a few dozen elites backed up by tens of thousands of regular troops, or a hundred thousand footsoldiers backed up by thousands of specialized forces similar to Ogres or Shriekers, or something else entirely; in general, the overall strength of your army can *at most* be comparable in strength to a "faction" such as the Vanguard, a smaller Hive Brood, or a Fallen House. Additionally, you may choose to forgo "initial" strength in exchange for "potential" strength; for example, while normally you could only have two hundred or so "veteran" Guardians, you could have up to a thousand "newborn" Guardians (or the equivalent) instead; they would individually be only a bit above the "regular" troops, but given time and experience they could all grow to the level of veterans, possibly even higher should you have the perks to improve them.

The forces you command will be members of your own species, those of your companions, or a mix of both (with all three "humanity" options counting as one species), with the absolute most powerful "elites" being comparable to (but still noticeably weaker than) important "named" characters in this universe (beings such as the Vanguard, or the Vex Axis Minds, or even weaker Hive Gods) as well as these elites being capable of using any Destiny powers you may have (though at lesser levels of power and skill); lesser soldiers may gain some of these abilities as well, but much more limited in both scope and power (if an elite could use **Solar** Light like a true Guardian, a footsoldier might be able to toss out a **Solar Grenade Ability** every minute or so, or perhaps infuse their weapon with a weakened form of **Radiant** for a few seconds once per fight). Each will be at least as skilled as the "standard" options for your species and others, and will be loyal to you; you may decide if this loyalty is zealotry or not, but either way they would happily follow you into hell or partake in suicide missions as long as it would advance your goals. All members will receive a set of gear that could be considered "standard" for their species, along with a skillset that would be useful to you; some may be snipers, others weaponsmiths, and yet others might be demolitionists or juggernauts, and all will be at least above-average in skill, with a handful of outliers who may even reach up to expert level. Should you have a **Settlement**, this option can be combined with it, allowing for many of your settlers to be combat-capable and for the settlement to train and produce more combatants than the standard total over time. All

of these soldiers count as Followers, and any improvements in power and training they gain will be kept on a per-member basis. Any who die will be replaced with fresh recruits (taking around a month for “standard” soldiers and up to a year or more for “elites”), and will be trained up to an acceptable level in a few weeks through something resembling boot camp.

This “companion” may be purchased multiple times (at the same price each time), following the same rules as the first purchase, should you require more forces.

DRAWBACKS:

***NOTE:** If you need more points, you can take a few complications from this list. There is no limit to the number of drawbacks you can take or the points you can gain, but you may only take a single **1000CP** drawback. Do try not to bite off more than you can chew, this universe is quite unforgiving to its inhabitants.*

*Companions may take up to **1000CP** worth of drawbacks, but only "personal" drawbacks (those which only affect the one taking them rather than the world as a whole), and cannot take any of the **1000CP** drawbacks.*

Supplement Mode (+0CP): Should you desire it, this Jump can be used as a supplement for any other Jump. The points must be kept separate between them, but other than that feel free to decide how things mix; would you be a Light-using Astartes from the Warhammer 40k universe, or perhaps transport the entire Destiny Solar System into Mass Effect? Or maybe you just want to stack on another Destiny Jump to make yourself even more powerful; I won't judge (much). You can, of course, use this as a supplement for multiple different Jumps, but only receive the granted budgets the first time you do so; if you want more in the future, you'll have to take drawbacks.

Destiny Awaits… (+0CP): … no matter how far ahead it may be. With this, you may choose to begin your adventure here at a time of your preference; perhaps you'd like to experience the highs of the Golden Age, or the lows of the Red War? Maybe you'd like to experience the fall of Riis, or the transformation of the Krill into the Hive. Whatever you choose, your ten years will start from that date.

Retcons Begone! (+0CP): Destiny is a big (and old) game, with lots of lore and many different writers over the years, some of which have had different ideas of how the story should go. Sometimes this has been relatively minor, and other times this has undermined large amounts of pre-existing lore. With this toggle, you may choose which parts of the lore are correct (so long as your choices do not contradict each other); do the Vex actually time travel, or is it all simulations? What parts of Shin Malphur's story are real and which ones are completely insane conspiracy theories? The choice is yours. This cannot be used to give yourself, your allies, or your enemies an advantage; things will play out in a way that makes sense with your chosen lore, but the big picture will be unchanged as of your starting point. To those who wish it, this may also be used to put yourself into an alternative version of this universe, such as one of Elsie's dark timelines or your favorite fanfiction; obviously, this *will* change the overall situation you may be dropping into, so if this would make things noticeably easier for yourself or your faction/goals, this will split your starting budget in half (to a total of **1000CP**, not including other stipends).

Self-Insert (+0CP): Should you possess the relevant options (species, perks, and items), you may instead replace one of the characters in this universe, gaining their appearance and history; you must still purchase their capabilities, and your history will be the exact same as theirs until the time of your “awakening” in this universe. This could be quite the interesting option, should you pair said character’s capabilities with your own additional ones… though it may be somewhat difficult to explain being able to use the Light if you insert into the Taken King.

Extended Stay (+100CP PER): You can extend your stay by another decade for **100CP**; there is no limit to how long you can stay, but you cannot receive more than **500CP** total from this drawback. For those of you who make the incredibly poor decision to take on one of the **1000CP** drawbacks, I’ll be nice enough to remove it after your first ten years here, though any other drawbacks will persist until you leave.

Little Light (+100CP): It seems you’ve been stuck with an annoying or embarrassing nickname of some sort; whether this came about due to something you did or simply spawned out of the blue is irrelevant, as you will find that *everyone* will use this nickname. All the time. Even your enemies will get in on the action, taking great pleasure in annoying you with it. Of course, no matter what, this will always bother you, at least a little, no matter what perks you have or how thick your skin is.

Nameless (+100CP): Arguably worse than the previous drawback, you have no name whatsoever. Expect to be referred to by whatever title is most conveniently bland at the time (probably Guardian or Disciple, or maybe Civilian); you cannot pick a name for yourself, and you cannot be assigned one either (outside of the aforementioned “job titles”). You won’t hear your own name for quite a while… oh, and if you picked **Little Light** as well, everyone will just refer to you by your nickname; a decent portion of them may even believe that nickname is your real name, no matter how much you try to dissuade them.

Seasonal Model (+100CP): As a live-service game, Destiny has its fair share of less than stellar design choices thanks to the limitation of needing to drip feed content over the course of several weeks. Unfortunately, you’ll be experiencing those design choices firsthand, as your time here is now subject to the seasonal business model; everyone takes a week to get back to you after you do a task for them, you’ll go from listening to a hologram straight to walking five feet to talk to someone in person, and every once in a while you’ll just… run out of things to do for a month or so. Even more unfortunately, you won’t be able to skip the wait by jumping straight into things, as events just straight up won’t start until the wait is over; the final boss just won’t exist anywhere in the

system until it's far enough into the season to take them down, materials and characters won't spawn until you're prompted to find them… On the bright side, you'll have plenty of downtime to relax and enjoy the simpler things in life.

Semi-Silent Protagonist (+200CP): It seems they ran out of budget when recording your lines, Jumper. You'll find that, outside of the *very* rare, once-or-twice-a-year one-liner, you will be completely mute during your time here. Hopefully you have someone to ask questions and speak for you, otherwise this is going to be a long ten years… This of course does not prevent you from communicating in other ways such as sign language or writing, but it will certainly be inconvenient when trying to give out information during a firefight, or trying to get off that epic comeback you came up with in the shower.

Species-Specific Problem (+200CP): Something about your situation in this universe is… less than optimal. Perhaps these issues could be mitigated with enough skill or power, but they will certainly make things more difficult in the short term at the very least. Exactly what this issue is depends on your species, with the various options listed below:

- **Human:** Most humans have migrated to the Last City, seeking safety behind its walls. Unfortunately, you're one of the stubborn hicks that think they know better, and you've decided to join a group of non-City survivors instead. This stubbornness will persist throughout this Jump, as you will actively avoid joining any faction which is larger than a few dozen people in size, whether that be the Last City, the Guardians, or even the Reef; additionally, you see your tiny group of a couple dozen survivors as family, and will do your best to protect them despite your collective stubbornness and idiocy. Good luck fighting off the forces of the Darkness with the equivalent of a handful of bolt-action rifles and maybe a single rusty Jumpship that's constantly low on fuel.
- **Exo:** Many Exo have dreams of a strange black tower, the place they were created; some of these dreams are peaceful, ending with them easily entering its doors, while others are much more traumatic, a montage of murdering every person they know and love with the carnage only ending when they wake. You, unfortunately, fall into this second category, guaranteeing your dreams will force you to slaughter those you care for time after time, every night you sleep. And don't think you can avoid sleep, as no matter your perks you will require sleep at least once a week. I hope you have a strong will, Jumper…
- **Awoken:** You are one of the Queensguard, the personal guards of Mara Sov herself. This comes with a few upsides, but carries a massive downside in the form of a lack of autonomy. You must follow every order the Queen gives you, which will probably lead to a lot of boring stretches of standing in one place,

spiced up by the occasional bout of suicide missions or the like. You might want to polish up both your combat and boot-licking skills…

- **Eliksni:** While normally you would start as the now-standard “Vandal” form of Eliksni, with this you have been demoted to a “Dreg”. This punishment comes in the form of “docking” two of your arms, removing them and placing metal caps over the stumps so they do not regrow without your superior’s permission, but also includes several societal detriments. Your “allies” will see you as lesser and disposable, you will not be trusted by those around you, and you will be given only the barest dregs of ether, enough to keep you alive but nothing more. This is likely to be quite the issue for you, though it could be overcome by proving yourself worthy of respect once more…
- **Scorn:** The Scorn don’t stay dead, thanks to their capability to be resurrected again and again through the power of Dark Ether. Unfortunately, this process leads to more and more deformities until eventually, the Scorn in question devolves into the truly pitiful existence known as a “Screeb”, a twisted, six-limbed abomination that is capable of little more than running at enemies before detonating in a blast of corrupted energy. Even more unfortunately, it seems this has happened to you, as your form in this Jump is that of a Screeb; fortunately for you, this *can* be reverted with enough power and effort… but even still, the torment is unlikely to be worth it.
- **Hive:** Much the same as the previous two options, the Hive do not start out as Acolytes, but rather as an unarmored protoform known as a “Thrall”; these Thrall must gather power and prestige from killing and tithing in order to progress to the Acolyte morph. Likewise, you must work your way up “from the bottom”, so to speak, starting this Jump as a newborn Thrall in the service of a Hive God of your choice. Best hope you don’t run into a Guardian anytime soon…
- **Taken:** Normally, you would be one of a kind, the only truly “free” Taken which managed to fully keep its mind despite its new form, allowing you to think beyond following your master’s orders (or the desire to find a master to follow the orders of). Now this isn’t the case, as you find yourself unable to exist without a supply of energy from your master; a supply of energy that could quite easily be cut off at any moment, should you displease or bore them… Should your master perish, you will as well, and they are not the type to avoid the “front lines” so to speak.
- **Cabal:** The Cabal are a proud species of conquerors, with many seasoned veterans in their ranks who have experienced hundreds of battles on dozens of planets. Unfortunately, you aren’t one of them; in fact, you are the equivalent of a Private in the Cabal Empire, being considered good for nothing more than digging latrines and basic tasks. With effort and time you could rise through the ranks, but creating a reputation for yourself will likely require significant effort to

distinguish yourself in an entire army of soldiers who have been party to the destruction of entire moons, planets, and even solar systems.

- **Psion:** While the Psions are considered a “slave race” of the Cabal, there are the lucky few who are born outside of the bonds of slavery, considered “freeborn”; sadly, it would seem you are no longer counted among those coveted ranks. Instead, you are one of the many enslaved Psions of the Cabal Empire, expected to complete any and all tasks given to you *or else*. Best hope your commanders are the empathetic type…
- **Vex:** The Vex create their bodies for utility first and foremost, as they need to be able to construct various structures more often than they are needed for combat. Unfortunately, it would seem you’ve drawn the short straw in both categories, being stuck within the frame of a Harpy for your time here (with its size dependent on how large your perk-given frame would have been); this form can do little more than hover around, fire relatively weak bolts of energy, and use a tractor-beam style device to “carry” things despite its lack of hands. Truly, the pinnacle of Vex engineering. Post-Jump, this becomes an Alt-Form, along with the Vex frame you chose in the perks section of this Jump.
- **Ahamkara:** The Ahamkara known as Riven was, despite all her power, merely a tool for others throughout her existence; first the Awoken, then Oryx (to an extent), and finally a tool for the Awoken and the Guardians once more even after her death. Unfortunately for you, this state of existence mirrors your own; you will spend your entire time here in the service of another, whether a single person or an entire faction. While you can still twist their wishes to serve yourself, doing so too much will lead to your demise, and no matter how strong you grow you will be unable to escape their control while you remain in this Jump.

Hated (+200CP PER): The various factions in this universe tend to dislike each other even at the best of times, so what did you do to make one of them truly *despise* you? Each time you take this drawback, you may designate a single faction in this universe to hate you to an unreasonable degree; no peace or truce can ever be made between you, and only complete annihilation would stop them from constantly sending their most powerful warriors and dangerous equipment against you, creating intricate plans and even developing new weapons and abilities to take you down. Be very careful who you decide to anger, Jumper; while something like the House of Devils or Rasputin would be dangerous enough, angering the Last City or, even worse, Savathun’s Brood would end *very poorly* for even a god. This of course expands to your companions and followers, ensuring that not a single one of your allies are able to avoid this all-consuming animosity and hatred. For the truly foolish, you may instead anger an entire *species* for **400CP** per species (with Humans, Exo, and Awoken counting as separate species for this)… though I would *highly* recommend you reconsider.

Blueberry (+300CP): Normally, you would be able to enter this universe with a decent level of competence, either from your purchases here or in former universes. Unfortunately, that isn't the case anymore; when you enter this universe, your capabilities will be downgraded to that of a freshly-risen Guardian or newborn Thrall. Outside of a few useful instincts, you'll have to learn everything from gunplay to paracausal abilities the hard way: training, practice, and sheer luck and will. This drawback doesn't limit your normal growth speed, but it *does* disable any training perks you have, along with any teaching perks your Companions may have or any Matrix-style "mind uploads" you have sitting around; no, you'll have to do this the old-fashioned way, either learning from others or simple trial and error.

Grandmaster Difficulty (+400CP): To come up with a measurement, this universe's general level of difficulty would normally be comparable to a "Nightfall" Strike; difficult, especially for the unprepared, but not impossible to overcome. With this option, even the weakest enemies would be comparable to said "Nightfall" difficulty, with the general level of power being closer to that of a "Grandmaster" Nightfall or a "Master" Dungeon or Raid in terms of enemy power and aggression. A single misstep could spell the end of even a veteran Guardian or powerful Disciple, and it would be in your best interests to be quite careful out there…

The Light Forgets (+400CP): Unfortunately, something about your arrival here has taken your memories from you; while you still retain all of your capabilities and skills, you will find that your memories of this universe and any others, including your past, have vanished and are completely unrecoverable. While you may be able to piece things together from old journals or records or the like, you will never be able to fully recover what was taken from you until the end of this Jump. Paired with **The Darkness Remembers**, your past will likely be something your current life would find abhorrent…

The Darkness Remembers (+400CP): Something about your past life has come back to bite you; whether you remember it or not, you have done something that angered an entire group of people on the level of Uldren Sov's murder of Cayde-6. Unlike the **Hated** drawback this is not impossible to make amends for, but that would require you to know what you have done *and* convince others you have changed. Exactly who you have angered is up to you, but they *will* be some of your allies or friends in your current identity, and avoiding the issue or not making amends isn't an option due to extenuating circumstances. Paired with **The Light Forgets**, this could be quite difficult to fix…

Bad RNG (+400CP): Despite what the crazy amounts of lore and godlike opponents would make you think, this universe is, first and foremost, a looter-shooter game.

Guardians are closer to magpies than the mythical warrior archetype, always chasing after the next shiny thing. Unfortunately for you, this chase will never end; during your time here, anytime RNG-based mechanics are involved, the odds will always fail you. You will never see an exotic engram, you will never get a good “roll” on the weapons you find, nothing; you’d be better off either crafting your own or purchasing one from someone else. This drawback also extends to your companions, ensuring your entire group will have the worst luck possible.

Game Mechanics (+400CP): Normally, your time here would be more “lore-based”, ignoring those things that only exist due to game limitations or balancing purposes. With this, that is no longer the case: now, you’ll find yourself dealing with all of those little inconveniences that make things that much more annoying. Things such as separate pools for each of your abilities (so you have to wait the full “regeneration” period), losing all of your ability energy when swapping Light/Dark elements, not being able to use normal melee abilities when holding a sword or glaive… All of this and more will plague your time here. Have fun with that.

Full Purple (+500CP): In this universe, using exotic equipment is pretty much a no-brainer; powerful equipment with good synergies will always be useful. Of course, not everyone feels this way, as there are some absolute madmen who don’t use *any* exotics, relying instead on more “standard” equipment. It would seem you are one of these madmen, as you cannot use a piece of equipment stronger than legendary-tier during your time here, from weapons to armor to even vehicles; this doesn’t extend to artifacts required for encounters (such as the Aegis), but you will be unable to use them outside of these mandatory times. Hope you like purple, Jumper…

Distorted (+600CP): The Nine are a powerful and mysterious group, capable of assisting and hindering in equal measures. Unfortunately for you, they’ve decided on the latter when it comes to you; wherever you go, the Nine (at least one member, possibly more depending on your choices) will go out of their way to slow or stop you. This will primarily come in the form of “distortions”, where the Nine use their dark matter abilities to enhance your foes, granting them increased health, damage, and resistance to your abilities. Should you continue to prove a nuisance they may escalate, even going so far as to create an area of dilated time to allow your enemies several years of uninterrupted plotting and development, or even pulling objects or people forward through time to use against you. This drawback can be mitigated by reaching an understanding with the Nine, but even then they will continue to work against you in more subtle ways unless you follow their desires and commands directly.

Contest Mode (+600CP): For those who think they know what they're doing, this option exists for you: rather than the usual "lax" activities which allow you a generous amount of time to defeat your enemies or solve their puzzles, this drawback makes it so that everything more difficult than a patrol zone is on "Contest Mode". Puzzles have tight timers requiring perfect communication and timing or else you will die, fights against powerful enemies require enough damage to put them down in two or three "damage rotations" before they destroy you, and so on and so forth. Paired with **Grandmaster Difficulty**, this would require a truly mythical level of power and skill for both you and your allies, and Traveler forbid you pair this with a **Flawless Run**…

Flawless Run (+1000CP): Anyone who has played Destiny can tell you how difficult it is to complete no-death runs of Dungeons or Raids; even some of the best players slip up several times before finally achieving this goal. Now, however, you'll be getting *well* acquainted with this level of difficulty, as you must complete the entire ten years here without dying a single time. No matter if you have a Ghost, a dozen 1-Up powers, or even self-resurrection abilities, if you die a single time here your chain will end and you will be sent home. Hope you know what you're doing, and have an encyclopedic knowledge of the Raid mechanics…

Solo Run (+1000CP): Normally you would have support in your endeavors, whether that be gunsmiths to upgrade your weapons or allies to help you in a fight. No longer, as you will now have to do *everything* alone. Not a single being on your side will provide any help beyond advice when it comes to important missions; you'll have to do every Story Mission, Strike, Dungeon, and Raid equivalent by yourself. Your allies will come in to clean up after you or hold the beachhead you established, but other than that you'll be expected to do *everything*. This won't be much better for those working for the Witness, as you'll find yourself facing the entirety of the Guardian forces on your own, even having to find a way into the Traveler yourself rather than the Witness doing so.

Energy Drain (+1000CP): In this universe, paracausality reigns supreme, with little else even coming close to its level; this is quite a problem for you, as all of your paracausal abilities are locked for the duration of this Jump. The Light and Dark ignore your call, your connection with your Ghost is severed, even using something like a legendary weapon or magical artifact would be difficult for you, their esoteric perks not activating in your hands. This will be a long and *dangerous* ten years for you, Jumper… Of course, this also locks any out-of-Jump powers other than your Body Mod, skills, and 1-Ups, just to keep things fair. It wouldn't do for you to think you could cheat by just using magic, now would it? This does *not* lock any items or your Warehouse, although any equipment or devices that run on magic, ki, chakra, psionic energy, or similar esoteric forces will be unusable so long as this drawback is in effect.

The Shattered (+1000CP): In this universe, there exists a being known as Toland; once a Guardian, now a floating ball of energy that does little more than talk cryptically and annoy anyone who listens. Now, you have joined him in this ephemeral state of "existence", your form being turned into an orb of energy (aligned with either the Light, Darkness, both (Prismatic), Dark Matter, or all of them, depending on the perks you have) that is unable to interact with reality in any way other than speaking or floating around as a ball of light. On the bright side, you can travel through the Ascendant Plane to get around, and you can't be killed (though you can be "suppressed" by a powerful enough force), so you could pull off a pretty convincing oracle using your metaknowledge. Or you could just float around and annoy Rahool, that's practically a public service.

Salvation (+1000CP): Much like a certain amalgamation of ghostly heads, you saw that life has no real purpose, that we exist simply for the sake of existing… and you couldn't handle that truth. Somewhere in that shattered psyche of yours, you pieced together enough of your brain to decide on a purpose of your own… a purpose you now plan on inflicting on everything else. Exactly what purpose you impose is up to you, but no matter what it will be detrimental to everyone and everything in existence, and you will be faced with resistance at every turn. Perhaps you believe the goal of all life is death, and wish to bring about an end to all, or perhaps you wish to bring about true freedom of choice for all (in the form of absolute anarchy), or perhaps something even more nonsensical. Of course, you will need something incredibly difficult to get for your vision to be realized (something along the lines of the Witness' own pursuit of the Traveler), and should you be stopped or otherwise fail to bring about your form of Salvation you will fail your chain and be sent home without your purchases or rewards from this jump.

END CHOICE:

Stay: Seems that you've grown attached to this universe and you've decided to remain here. I don't blame you, it's a beautiful place… Anyway, have an extra **1000CP** to spend on whatever you want, and enjoy your stay. I'll even be nice enough to revoke those pesky drawbacks… though that won't help much if everyone hates you already.

Return: All that adventuring has got you homesick, huh? Can't say I know the feeling myself, but to each their own. Either way, it was nice having you here; I'll give your memories a quick refresher so you at least know how things were before this chain of yours, and I wish you luck back in your home universe. Hope you've got a way to explain all the spaceships, space guns, and space magic to your parents… or the government.

Continue: Ah, onto the next great adventure, eh? A Jumper after my own heart, there. It was nice having you here, and I wish you the best of luck in your journey. Maybe come back and visit sometime, huh? I'll buy you a drink.

NOTES:

Descriptions:

- ***On Descriptions:*** *I tried to make the descriptions as clear as I could (or at least as clear as it gets for this game), though I'm sure I failed in quite a few places. If anything is too vague, feel free to fanwank it until it makes sense.*
- ***On Giving Credit:*** *I shamelessly stole quite a bit of stuff from the Destinypedia wiki for a lot of the descriptions, especially the item ones, as well as stealing almost word-for-word from the game for certain ability descriptions. So check out the wiki, it's great, and maybe give the game a try as well (or don't, I've been playing so long I can't tell if it's good anymore).*
    - *Additional thanks to Reddit user* ***DanielHPong****, who helped point out some of my many mistakes and gave some great ideas that I* ~~*stole*~~ ~~*borrowed*~~ ***appropriated*** *for my own use.*

Paracausality and You:

- ***On Paracausality:*** *While the Light and Darkness are comparable to magic, they're closer to full-on reality warping than an actual magic system. Magic systems have rules they follow, direct lines of cause and effect (magic energy was spent, the air was heated, it combusted, now you have a fireball); the Light and Darkness have no correlation between cause and effect at all. The fireballs Guardians can throw only rely on having energy to summon into reality, there being no "process" between the energy being spent and a ball of Solar Light forming in their hand. Effectively, all paracausal beings are casual reality warpers with their "scale" being based on exactly how much energy, experience, and creativity they have; an example of this is when Kabr infused the last of his Light into a shield he made out of Vex parts, forming the Aegis which was used by a team of Guardians to resist Atheon's ability to literally erase them from reality, as well as break otherwise completely invulnerable Vex shields. There was nothing special about that scrap-metal shield except for the Light infused into it, and yet it was able to resist and overcome what was effectively a god of time in its own domain. "Guardians make their own fate" is a recurring concept in this universe, and they quite literally do it practically every mission, overcoming impossible odds by pulling something out of thin air that somehow just works.*
    - *So yeah, basically the limits of what you can do with either side of the coin of paracausality in this universe comes down to "whatever you can think of and provide enough power for", or "whatever you can build a big enough amplifier for". The Traveler casually terraformed multiple planets and moons in the solar system, making even places like Venus and Mars perfectly habitable for human life, all with the Light, and the Witness almost turned the entire galaxy/universe into comatose Picasso sculptures using its own Darkness and the Light it was stealing from the Traveler, being stopped by Guardians that literally entered its mind and cut out the memories of the beings that made up its form using a sword. Of course, this doesn't mean you have an instant win button in future*

universes, as the Light and Darkness are only present in a single universe (the one you currently reside in); you'll need your own version of multiversal power to fight a being at that level.

- ***On Vex and Acausality/Paracausality:*** *The Vex as a species have simulations so accurate they are practically their own dedicated timelines, and they can bring these simulations into reality as well, meaning they can simulate a few decades of establishing an impenetrable fortress, make a few machines in "reality" to bring it into said reality, and boom; Vex fortress in a couple hours rather than decades. Due to what is effectively the ability to hop between timelines (since the line between "simulation" and "reality" might as well not exist for the Vex), they can do crazy things like simulate actions in the past to bring to life in the present, or build something in a simulated future to send back to the current day; this lack of direct line between cause and effect makes them incredibly difficult to understand or fight against. Vex quite literally operate on different rules than the other species, which makes them generally incompatible with paracausal powers (they cannot simulate them so they can't really use or understand them, since all of their actions and technology rely on simulations). There are exceptions such as Agioktis (which took centuries and could only drain the Light of one specific Guardian, but could not use it) or Quria (who was able to somewhat understand and use the Sword Logic even before it was Taken), but in general they cannot understand or use the Light or Darkness without centuries of dedicated study of individual users or outside help like with the Black Heart. For the purposes of this Jump, you are the* ***only*** *Vex capable of using or understanding these powers (and only those you have access to), thanks to your nature as a Jumper; this is an incredibly terrifying thing for this universe, as pretty much the only reason the Vex haven't won yet is their inability to simulate or overcome paracausal forces (this doesn't mean you'll win just because you're a Vex that has paracausality obviously, it'll still likely take centuries if not millenia of subjective time spent simulating and trying different things, but you're definitely going to be a problem for a lot of beings).*

Light/Darkness Perks:

- ***On Light/Darkness abilities:*** *I tried to design these sections closer to how Prismatic subclasses work, where various abilities can synergize with others and make something that's greater than the sum of its parts. Basically, with enough skill you can figure out a way to mix and match abilities from different Light or Dark elements together, with the specifics left up to you. For any abilities that require a certain element to activate, any ability with a color that matches that element will count as the required element (so the Feed the Void aspect can be triggered by any* ***Void*** *ability, such as the blast from Unbreakable or the drain from a Child of the Old Gods). There is no PvP balancing in this world; debuff abilities affect Guardians the same as they would a random Dreg, although Guardians would be able to mitigate the effects somewhat with their own paracausal powers. Additionally, these abilities should not be considered "separate" from each other overall; for example, you could drop a* ***Nova Bomb Vortex*** *at your feet when you teleport using* ***Nova Warp****, or perhaps slam into the ground in a* ***Thundercrash*** *before using the remaining energy you spent in the form of* ***Fists of Havoc****. Additionally,*

*you can make small tweaks to existing abilities much easier than making new ones, like creating a sword instead of a staff for **Arc Staff**, or creating a battleaxe instead of a maul for **Burning Maul**. Feel free to mix and match any and all abilities and elements you have access to, or even make your own new ones; the only limits are your skill, knowledge, and overall level of power and creativity.*

- ***On Finishers:** So, in the game, finishers are just special animations to kill low-health enemies. In-universe, I imagine they're closer to "badass" kills (like quick-drawing a revolver and putting a bullet between an enemy's eyes before they can react) or executions/overkill (hitting an enemy with enough damage you basically smite them or something). Up to you what you go with, if you even bother with that "requirement" for abilities anyway.*
- ***On Energy Expenditure:** Basically, instead of specific energies for each ability, you have one shared "energy pool" (or two, depending on how you split the Light and Darkness). Exactly how much you have is dependent on your own power and out-of-Jump perks, but generally the energy used for a **Class Ability** would take under a minute to regenerate for the average Guardian, the energy for a **Melee** or **Grenade** would take a minute or two, and a **Super** would take almost ten minutes. **Movement Abilities** are pretty much free, only showing a small drain after prolonged use; despite this, they are still paracausal, and do require a source of Light or Darkness energy to use, even if they don't use much. A standard Guardian could cast two back-to-back **Super** abilities before their energy pool would be completely depleted, and they would likely collapse afterwards, to give a measurement for those who want one. You can, of course, continue to pour energy into a single ability continuously rather than spending a single "chunk", allowing you to use a **Super** for as long as you continue to feed it energy, though this would quickly tire out most Guardians.*
- ***On Memory:** Alright, so we don't actually have a third Darkness "element" as of this Jump being created (and likely never will now…), so I decided to fudge some details to make things a bit more "even" between the two sections. Memory is a combination of Deepsight and Nightmares, including the Darkness ability of basically clairvoyance, being able to reveal hidden things, solve puzzles, and view the past of objects and individuals (like the Enigma glaive and Savathun's worm) along with the ability to call forth those memories in the form of wraiths and Nightmares, so the "abilities" on offer are my own extrapolations on what exactly those two could do together. Feel free to substitute the entire collection of Memory abilities with the abilities from the third Darkness element (if we ever get one) or a different fanmade subclass, with the prices and freebies of grenades, melees, supers, aspects, and fragments being the same as all other elements.*
- ***General Keywords:***
    - ***Orb of Power:** An orb of paracausal power that is small enough to be held in your hand. When consumed, it restores both Light and Dark energies, but can be used for other purposes with some experimentation, such as strengthening weapons and granting them paracausal effects. (For those with only the Light or only Darkness, this would instead be an **Orb of Light** or **Orb of Darkness**, serving the same function but for only the Light or Dark)*

- ***Solar* Keywords:**
  - ***Buffs:***
    - ***Cure:*** *A quick burst of **Solar** Light that immediately heals the target.*
    - ***Restoration:*** *A continuous regeneration of health and shields over time, is not interrupted by taking damage. Can be stacked twice, increasing regeneration speed.*
    - ***Radiant:*** *Your weapons (both melee and ranged) are enhanced with the Light, dealing increased damage to targets.*
    - ***Sunspot:*** *A vortex of **Solar** flame that continuously damages and **scorches** enemies inside while regenerating the health and shields of its creator.*
    - ***Firesprite:*** *Concentrated **Solar** energy that restores a small amount of energy when picked up.*
  - ***Debuffs:***
    - ***Scorch:*** *The target is singed with **Solar** energy, taking damage over time as they burn. Damage increases with more stacks, eventually causing the target to **ignite**.*
    - ***Ignition:*** *A large explosion of **Solar** energy that deals damage in an area around the target.*
- ***Arc* Keywords:**
  - ***Buffs:***
    - ***Amplified:*** *Your body is infused with Light, greatly increasing your movement speed and weapon handling. After sprinting for a short time, **Speed Booster** activates, further increasing your speed and granting damage resistance against enemy attacks. Even without **Arc Aspects** that add more methods, you can become **amplified** by rapidly defeating targets with **Arc** damage.*
    - ***Ionic Trace:*** *A bolt of pure **Arc** energy that travels along the ground towards its creator. When picked up, they grant a moderate amount of energy.*
    - ***Arc Soul:*** *A small, floating ball of **Arc** energy that rapidly fires bolts of **Arc** Light at enemies. Floats around head height, and tends to favor the side of your non-dominant hand so it doesn't disrupt your own attacks.*
    - ***Bolt Charge**: Accumulate stacks of **Arc bolt charge**. While you have **bolt charge**, sustained weapon damage generates stacks of **bolt charge**. At maximum stacks, any ability damage generates a powerful bolt of **Arc** lightning at the target's location. Receiving a stack of **bolt charge** grants a small amount of paracausal energy.*
  - ***Debuffs:***
    - ***Blind:*** *Targets are disoriented and cannot fire weapons; HUD effects are removed and vision is obscured by bright light.*
    - ***Jolt:*** *The target is infused with destructive **Arc** energy. While **jolted**, they take additional damage and chain lightning to nearby targets when damaged.*

- ***Void:***
  - ***Buffs:***
    - ***Overshield:*** *You are armored by a protective barrier of **Void** Light. This barrier acts as a supplemental shield, and takes reduced damage from enemy attacks due to its durability.*
    - ***Invisibility:*** *You completely vanish from sight, and do not appear on radar or sensors of any kind, including magical or paracausal. Performing offensive actions (such as attacks or grapples) will end this buff prematurely.*
    - ***Devour:*** *The energy of your foes is used to restore you; kills restore your health to full, grant a small amount of energy, and extend the duration of **devour**.*
    - ***Void Breach:*** *A dimensional breach filled with **Void** energy. When picked up, it restores a small amount of energy.*
    - ***Void Soul:*** *A dense, floating orb of **Void** energy. Siphons the health and energy of foes within its radius to restore your own.*
  - ***Debuffs:***
    - ***Weaken:*** *The target takes increased damage and moves slower; additionally, affected targets find it difficult to fire accurately with ranged weapons.*
    - ***Suppression:*** *Any abilities the target has active are immediately ended, and they cannot activate any abilities. Affected targets find their mobility drastically reduced, and only the most powerful can overcome this effect enough to fire their weapons while the effect lasts.*
    - ***Volatile:*** *The target is afflicted with unstable **Void** energy, and additional damage will cause them to explode. This explosion will spread the effect to enemies within its radius.*
- ***Stasis** Keywords:*
  - ***Buffs:***
    - ***Shard:*** *A small shard of **Stasis** matter that can be collected to restore a small amount of energy.*
    - ***Crystal:*** *A crystal of solidified **Stasis** matter. Upon creation, it **freezes** nearby enemies and **slows** powerful ones who resist the **freeze**. They can be destroyed, dealing **shatter** damage in an area. Can be different sizes, increasing the **freeze** and **shatter** radius for larger **crystals**.*
    - ***Frost Armor:*** *You are fortified by layers of durable **Stasis** matter, reducing incoming damage. This resistance grows stronger as you accumulate more stacks. Stacks “melt” one by one over time.*
  - ***Debuffs:***
    - ***Slow:*** *The target has slowed movement, slowed energy regeneration and reduced weapon performance. **Slowed** targets have difficulty firing accurately. With enough **slow** stacks, the target is **frozen**.*

        - ***Freeze:*** *The target is encased in **Stasis** matter and is unable to move until it fades. After taking additional damage while **frozen**, enemies **shatter**.*
        - ***Shatter:*** *When a **frozen** target is **shattered**, they take a large amount of damage and deal damage in an area around them. When a **crystal** is **shattered**, it deals damage in a radius around it and **shatters** nearby **crystals**.*
- ***Strand** Keywords:*
    - ***Buffs:***
        - ***Woven Mail:*** *Your body is encased in a protective mesh of tightly woven **Strand** matter, greatly reducing any incoming non-precision damage.*
        - ***Tangle:*** *A knot of **Strand** matter. **Tangles** can be shot and destroyed, or picked up and thrown, dealing damage in a radius with both methods. Defeating targets inflicted with **Strand** **Debuffs** will unwind them and create a **tangle**.*
        - ***Threadling:*** *A creature woven from pure **Strand** matter that seeks out enemies and attacks, dealing damage. When no enemies are nearby, **threadlings** will perch on their creator and wait for a target to appear.*
    - ***Debuffs:***
        - ***Suspend:*** *The target is immobilized by a web of **Strand** matter, lifting them into the air. While **suspended**, enemies are unable to move or fire their weapons.*
        - ***Sever:*** *The target's connections to the world are cut, and their outgoing damage is significantly reduced.*
        - ***Unravel:*** *The target is permeated in destructive **Strand** matter. As they take additional damage, they create **unraveled** projectiles that target nearby foes.*
- ***Memory** Keywords:*
    - ***Buffs:***
        - ***Deepsight:*** *You infuse yourself with **deepsight**, seeing the world as it truly is. Enemies and allies, including those under illusions, **invisibility**, or behind walls, are outlined in a pale glow to your vision.*
        - ***Clairvoyance:*** *You have read the echoes of your enemies' pasts, and from that knowledge have found knowledge of their future. You find it much easier to avoid attacks from enemies while this is active, as if you know where they are going to strike before they even start.*
        - ***Resonance:*** *You channel the memories and fury of those who came before, both your enemies' victims and your own allies, greatly increasing energy regeneration and ability damage while active. Taking damage pauses the duration timer while being damaged. Further stacks strengthen this effect.*
    - ***Debuffs:***
        - ***Weakpoint:*** *The target's past has been read, and their weaknesses have been revealed to you and your allies in the form of glowing outlines.*

*Targeting these outlines counts as precision damage, and precision damage done to these **weakpoints** is increased.*

- ***Revealed**: The target has been revealed to your allies through the power of **Memory**, surrounded by a pale glow while active, even through **invisibility** effects or similar.*
- ***Mania**: The target is trapped in the memory of a past battle, and finds themself unable to tell friend from foe, indiscriminately attacking anyone nearby; they attack with more fervor as they gain more **mania** stacks. Enough **mania** stacks will inflict an enemy with **terror**.*
- ***Terror**: The target is stricken with immense amounts of fear, with all conscious thought being dedicated to escape. Enemies will focus entirely on running away, not even stopping to use their weapons or abilities, and will take more damage due to not focusing on defense. The effect lasts a certain amount of time depending on the mental strength of the enemy.*

Equipment Tiers & Perks:

- *Each piece of equipment you purchase here will have differing capabilities depending on its rarity and tier; this also applies to equipment you create. Everything you purchase here comes at maximum level and tier wherever applicable. As a general rule:*
    - *Rarities:*
        - *Common:*
            - *Effectively standard equipment, with no real improvements over real-world equivalents outside of some elemental damage (**Solar** weapons would do "fire" damage, but would have no real power beyond that); "perks" include standard parts (barrels, magazines, scopes, etc)*
        - *Uncommon:*
            - *Improved or somewhat-customized equipment; may have minor enhancements (gauntlets which slightly enhance melee effectiveness, or a rifle which has enhanced stability or range) but nothing fancy; "perks" include standard parts (barrels, magazines, scopes, etc) which may have additional options*
        - *Rare:*
            - *Still mostly-standard, but equipment begins to have more esoteric or paracausal abilities here (things like extra damage for a short time after killing an enemy, or armor which improves energy regeneration or ability effectiveness to a degree); "perks" include standard parts (barrels, magazines, scopes, etc) which can be swapped to modify the weapon's stats*
        - *Legendary:*
            - *Truly paracausal equipment; items in this tier have several bonuses:*
                - *Access to the Tier system (listed in the next section)*
                - *Origin traits for weapons (effectively an extra perk based*

on the manufacturer or source of the weapon; things like increased hipfire effectiveness, or automatically refilling the magazine when dealing damage, or spawning small explosive energy orbs on killing an enemy)
- *Set bonuses for armor (2-piece and 4-piece bonuses, depending on how many pieces of a single "set" you wear; things like melee kills causing explosions, or enhanced melee weapons (swords/glaives/etc), or spawning elemental pickups on killing enemies with that elemental damage, etc)*
- *Paracausal perks (perks which work with no real explanation; things like spreading elemental debuffs on kill, explosive bullets (even when using normal ammunition), a chance to fit more ammunition in the magazine than should be possible when reloading the weapon, dealing more damage the longer the weapon hits the same target, etc)*
- *"Standard" perks (barrels, scopes, magazines, etc) which can be swapped to change the weapon's stats (each weapon will have at least two options for these)*
- *Supplementary mods (optional mods which can minorly improve specific functions: chance to create elemental pickups on kill, more reload speed, more range, more stability, more accuracy while in the air, etc)*

- *Exotic:*
  - *Armor and weapons that are a step above the previous tier, generally having powerful effects or synergies that make them stand above other options (armor that enhances certain abilities by adding additional effects, weapons that charge alternate powerful firing modes, heavier or lighter versions of normal weapons with enhanced damage or traits, armor that grants enhanced defensive capabilities such as electrically-charged reactive plating, etc)*
- *Artifact:*
  - *Unique equipment that tends to have a single ability, but standing far above anything else within that niche (a shield that can protect from time manipulation attempting to erase the holder from existence and history, a spear that can sever a Lightbearer's connection to the Light without destroying their Ghost, etc); if Exotics are the stuff of legends, Artifacts are absolutely mythical*

- *Tiers:*
  - *Weapons (each tier also includes all previous bonuses):*
    - *Tier I:*
      - *Standard legendary weaponry, no additional bonuses*
    - *Tier II:*

        - *The weapon's main perks are improved (temporary bonuses last longer, stronger enhancements, etc)*
    - *Tier III:*
        - *The weapon has a choice of two improved main perks per "slot" that can be swapped between (only one can be active for each slot at a time, but they can be swapped with minor effort)*
    - *Tier IV: In addition to the previous tiers:*
        - *Enhanced "standard" perks (barrels, magazines, scopes, etc) and supplementary mods, improving their benefits (range-focused barrels providing more range, stability mods providing more stability, etc)*
    - *Tier V: Everything from the previous tiers, along with:*
        - *An enhanced origin trait (more benefits, triggering the benefit faster, etc)*
        - *Three improved main perks per slot (a combined total of six options, only two can be active at a time)*
        - *Unique kill effects (cosmetic effects that trigger on kill, such as confetti on precision kills)*
        - *A unique cosmetic effect that changes the look of the weapon (such as shifting gold patterns or red energy glows, etc)*
- *Armor:*
    - *Each tier of armor improves the stat bonuses offered by each piece (these points are split between 3 of the 6 stat categories (listed in the next section); a main stat, secondary stat, and tertiary stat, with each stat getting less of the "share" than the one before); I'd suggest using this more as a general guide of how much your gear improves you rather than an actual "game stats in real life" thing:*
        - *Tier I:*
            - *48-53 total points*
        - *Tier II:*
            - *53-58 total points*
        - *Tier III:*
            - *59-64 total points*
        - *Tier IV:*
            - *65-72 total points*
        - *Tier V:*
            - *75 total points*

Personal Stat Categories:

- *There are six "measurements" of your personal statistics, listed below. These are granted primarily through your armor stat bonuses and mods, though certain abilities*

may also increase them (unless you have some form of Gamer System I'd suggest leaving these somewhat vague, and treating it more as your armor and abilities improving certain things rather than actual numerical improvements)

- *In game, stats are split between the following categories (each goes from 0 to 200; the higher level benefits kick in at 101-200):*
  - ***Health***
    - *Improves flinch resistance and healing from picking up **Orbs of Power***
    - *At higher levels, improves shield recharge rate and shield health*
  - ***Melee***
    - *Faster melee cooldown and melee energy gains*
    - *At higher levels, improves melee damage*
  - ***Grenade***
    - *Faster grenade cooldown and grenade energy gains*
    - *At higher levels, improves grenade damage*
  - ***Super***
    - *Faster super energy gain*
    - *At higher levels, improves super damage*
  - ***Class***
    - *Faster class ability regeneration*
    - *At higher levels, grants a non-elemental overshield when using your class ability*
  - ***Weapons***
    - *Faster reload and weapon handling, more damage with weapons*
    - *At higher levels, grants more ammunition from ammo bricks and more damage against powerful enemies*
- ***FOR THE SAKE OF THIS JUMP (and future jumps):***
  - ***Health** improves your healing abilities and personal durability (along with pain tolerance)*
  - ***Melee** improves the damage of your **Melee Abilities**, reduces their energy cost, and (for abilities with this feature) causes them to refund more energy*
  - ***Grenade** improves the damage of your **Grenade Abilities**, reduces their energy cost, and (for abilities with this feature) causes them to refund more energy*
  - ***Super** improves the damage of your **Super Abilities**, reduces their energy cost, and (for abilities with this feature) causes them to refund more energy*
  - ***Class** causes your **Class Abilities** to grant a (non-elemental) overshield, and (for abilities with this feature) causes them to refund more energy*
  - ***Weapons** grants your weapons more reload speed and handling, improves your damage with weapons, and causes you to find more ammunition when you find any.*

Species Equipment:

- *(**NOTE:** The weapon and armor traits/bonuses I used for each option are what I felt was thematically appropriate (with a few being original creations, for those without a thematic option); should you prefer a different trait or bonus you can use them instead, so long as it comes from a source that matches the species; for example, you can swap the current Garden of Salvation Vex set bonus for the Vault of Glass one, but not for the King's Fall bonus)*
- *The **100CP** equipment options for each species are meant to thematically match that species; should you purchase the equipment of a different species than your own, you will receive a version of that design that fits you. Some examples:*
    - ***General weapon types (lighter/heavier versions exist for certain options):***
        - ***Primary:** Sidearms, Hand Cannons, Submachine Guns, Auto Rifles, Pulse Rifles, Scout Rifles*
        - ***Special:** Shotguns, Sniper Rifles, Fusion Rifles, Breech-Loaded Grenade Launchers, Trace Rifles, Glaives*
        - ***Heavy:** Rocket Launchers, Light Machine Guns, Linear Fusion Rifles, Drum-Fed Grenade Launchers, Swords*
    - ***Species-Specific weapon type examples:***
        - ***Primary:***
            - ***Eliksni:** Shock Pistol, Shock Dagger, Shock Rifle*
            - ***Scorn:** Scorn Pistol, Scorn Repeater Pistol, Scorn Rifle*
            - ***Hive:** Shredder*
            - ***Cabal/Psion:** Slug Rifle*
            - ***Vex:** Slap Rifle*
        - ***Special:***
            - ***Eliksni:** Arc Spear, Shrapnel Launcher, Wire Rifle*
            - ***Scorn:** Scorn Blaster, Scorn Crossbow, Fallen Mace, Flame Torch*
            - ***Hive:** Soulfire Rifle, Splinter*
            - ***Cabal/Psion:** Projection Rifle, Cabal Headhunter, Cabal Magma Launcher, Cabal Slug Shotgun*
            - ***Vex:** Chronology Rifle, Line Rifle, Warp Lance*
        - ***Heavy:***
            - ***Eliksni:** Molten Welder, Scorch/Null/Shock Cannon, Shieldbreaker, Shock Blade*
            - ***Scorn:** Scorn Mine Launcher, Scorn Cannon, Flame/Stasis Censer*
            - ***Hive:** Hive Boomer, Cleaver, Hive Axe*
            - ***Cabal/Psion:** Heavy Slugthrower, Cabal Severus, Bronto Cannon, Cabal Slug Launcher*
            - ***Vex:** Aeon Maul, Torch Hammer*
    - ***Black Armory Gear:** Equipment based on the weapons and armor from the Black Armory season and Scourge of the Past raid in Destiny 2; lots of black and red, blocky mechanical designs, the works. For Humans/Exo/Awoken this would be the standard equipment, for others this would be the equipment of their*

species using reverse-engineered Black Armory technologies and the like.

- ***Seraph Gear:*** *Equipment based on the weapons and armor from the Warmind expansion, Season of the Worthy, and Season of the Seraph in Destiny 2; lots of tactical designs and triangle/diamond-shaped plating. For Humans/Exo/Awoken this would be the standard equipment, for others this would be the equipment of their species using reverse-engineered Warmind technologies and the like.*
- ***Queensguard Equipment:*** *Equipment based on the weapons and armor from the Season of the Lost, Season of Defiance, the Reef and Dreaming City, and the Last Wish raid in Destiny 2; lots of whites, golds, blues and purples, with intricate designs and fur collars. For Humans/Exo/Awoken this would be the standard equipment, for others this would be the equipment of their species made using Awoken methods and materials and the like.*
- ***Eliksni Equipment:*** *Equipment based on the equipment of the Eliksni; lots of tan for the weapons and scavenged-looking armor with Eliksni symbols. For Eliksni and Scorn this would be the standard style, Humans/Exo/Awoken would get something like the Prison of Elders/Tangled Web armor and the Lord of Wolves or Queenbreaker (without the exotic quality), for others this would be the equipment of their species made out of scavenged Fallen technologies and the like.*
- ***Scrapmetal Gear:*** *Equipment based on the Scorn scrapmetal style; lots of rusty spikes and the like. For Eliksni and Scorn this is the standard style, for Humans/Exo/Awoken this would be similar to the Episode: Revenant season pass ornaments and seasonal weapons, and for other species this would be equipment of their species made using scrapmetal tainted by Dark Ether and the like.*
- ***Chitinous Equipment:*** *Equipment based on the chitin/bone style of the Hive, lots of thick organic materials. For Hive this is the standard equipment (based on their form), for Humans/Exo/Awoken this would resemble the Crota's End or King's Fall armor and weapons, and for other species this would be their standard equipment coated in Hive parts.*
- ***Standard-Issue Equipment:*** *Equipment based on the heavy militaristic style of the Cabal, lots of thick armor and heavy weapons. For the Cabal this is the standard equipment, for Humans/Exo/Awoken this resembles the Season of the Risen armor and weapons, and for other species this is the equipment of their species made in the Cabal style.*
- ***Psion Gear:*** *Equipment based on the Cabal-made Psion armor and weapons, basically the same as the previous but much thinner and more maneuverable. For Psions this is the standard equipment, for Humans/Exo/Awoken this resembles the Season of the Risen Psionic ornaments and weapons like the Trophy Hunter, and for other species this is the equipment of their species made in the Cabal/Psion style.*
- ***Vex Equipment:*** *Equipment based on the style of the Vex, killer robot themed weapons and armor. For the Vex this includes your standard chassis as an "item" (as your true form is actually the radiolaria within), for Humans/Exo/Awoken this*

resembles the Vault of Glass armor and the Episode: Echoes weapons and armor, and for other species this resembles their standard equipment but with Vex addons or fully crafted in the Vex style.

VERSIONS:

Version 1.3: "Final Sendoff" Edition

- ***Added:***
  - *Added species options based on the Traveler/Gardener, Veil/Winnower, and the Nine*
    - *These are meant to be incredibly powerful and incredibly expensive, giving no innate discounts besides a single freebie; effectively, these are for those Jumpers who want to interact with the "higher end" of the crazy stuff in this universe and aren't afraid of a lot of fanwanking, given the limited information we have on their capabilities*
    - *These can be taken by companions, but they will still have to come up with the points to purchase them on their own*
    - *(For those curious, "Gaiaform" is a reference to the Antaeus Wards lore, which refers to beings that are almost certainly the Nine)*
  - *Added **Dark Matter** abilities from the Fate saga, and the **Capstone Project** item for those who want to design their own superweapon/superfactory/etc*
    - *Most of the Fate saga stuff on offer here (and in the scenarios) were being workshopped for a new Destiny Saga jump I was planning, but… well, here we are*
  - *Updated the various 100CP species-themed equipment items to have weapon origin traits and armor set bonuses (some of these are original creations, to better fit thematically, but are probably mostly balanced)*
  - *Updated **Your Own Army** to offer a bit more customization to the exact type of forces you get*
  - *Made a few clarifications in descriptions and added some more notes on a few things*
  - *Added a zero point drawback for those who wish to use older parts of the lore that are now dubiously canon or incorrect (Vex time travel, literally everything involving The Man With The Golden Gun, etc)*
  - *Added new things to the scenario supplement (which can be found **here** or in the **v1.3** Reddit post)*
- ***To Do:***
  - *Nothing; if my random thought-tangents give me some ideas I might revisit this document and add a couple things, but as of now I have no further plans for this Jump. I love this game and this universe, and I've been enjoying Monument of Triumph (ironically it feels like it's breathed new life into the game for me), but unless we somehow get a D3 I doubt I'll be coming back to this document. Big thanks to everyone who helped with ideas and feedback, and hopefully you enjoy the finished product.*
    - *I do eventually want to revisit the scenarios and add some more exotic ones, but for now I think I'll rest on my laurels and maybe revisit things in a few months after I recover*

Version 1.2: "Hopefully Final" Edition

- ***Added:***
    - *Moved scenarios to a supplement so they don't take up as much space (supplement can be found at **this link**, or the **v1.2** Reddit post)*
        - *Added combo, exotic, raid, dungeon, and general scenario options*
            - *Combo Scenarios allow for taking multiple related scenarios to gain an extra reward*
            - *Exotic Scenarios require the mentioned **Exotic Equipment** purchase for the weapon, but reward an upgraded version of the Exotic along with an additional reward; there's several I want to eventually add in the future, but it's difficult to come up with interesting challenges that work for both "good" and "evil" characters, so that'll be a future endeavor… eventually*
            - *Raid Scenarios grant rewards related to in-game Raids in exchange for completing the scenario (either beating the Raid or the Guardians who attempt it)*
            - *Dungeon Scenarios are similar to Raid Scenarios, but for the Dungeons; pretty self-explanatory*
            - *General Scenarios are just fun ideas I had that don't fit in the other categories; there's not a lot right now, I may add more later (feel free to give me ideas)*
        - *Added way too many scenarios because I don't know when to quit*
        - *Reworked CP gain for refunding rewards, due to the massive increase in available scenarios*
        - *Reworked the requirements of the **Distribution Center** scenario, and the rewards of the **Where It All Began** scenario*
    - *Added additional clarification on various options, such as:*
        - *The **Altered Form** perk for the Taken perks*
        - *The **Artifact Equipment** general item*
    - *Added some crafting-based perks*
    - *Added the ability to become a cross-species hybrid of sorts, and changed prices for species perks to reflect this (each species has discounts on their own perks, so there's no change in overall cost for purchasing the perks of your species)*
    - *Changed the Exo **600CP** option to **Seraph Station**; anyone who wants the Deep Stone Crypt can find it as a reward for a scenario in the Scenario Supplement.*
    - *Reworked the **Cabal Superweapon** item to only grant the Almighty (those who wish to grab the Leviathan and/or Traveler Cage can find them as rewards in the Scenario Supplement; the rewards are not mutually exclusive, allowing you to get pretty crazy with them as long as you're up for a tiny bit of genocide)*
    - *Moved the **Taken Blight** item functionality to the **Sharpened Form** perk, and changed the Taken **400CP** item to a **Tablet of Ruin***
    - *Changed pricing for **Genius** and **One of a Kind** in order to reflect their new required perks (the total price for each perk has not changed)*
    - *Added an item based on the subclass aspect flavor texts and images*

- ***To Do:***
    - *Nothing! (I'll probably revisit this in the future to add additional options if I come up with some neat ones, but for now I'm hanging up my hat on this one)... at least until I come up with another Jump idea that won't leave me alone.*

Version 1.1: "Slightly Tweaked" Edition

- ***Added:***
    - *Tech-Savvy (for techbase), Genius (for smarter), One of a Kind (for smartest), and Reflective (for shadow clone jutsu) perks*
    - *ADU item (hooray for wave defense)*
    - *New alternate start scenarios (for the lore nerds), plus an even more special one*
    - *More drawbacks*
    - *Reworked/edited descriptions of various options (companions, items, scenarios, etc) to better fit the original vision/intent*
- ***To Do:***
    - *Minor scenarios? (specific raids/dungeons, maybe some fun collector ones like getting every exotic or finding every hidden collectible idk)*
    - *More drawbacks?*

Version 1.0: "This Took Way Too Long" Edition

- ***Added:***
    - *Major/Important Locations from the games*
    - *Light, Darkness, and "Prismatic" Origins*
    - *Major/Important Species (incl. perks and items)*
    - *General perks/items*
    - *Paracausal perks (Light and Darkness)*
        - *OC Darkness element "Memory", to even things out*
    - *Companions (import/create, canon, pet, and follower army)*
    - *Scenarios (one for each Origin)*
    - *Drawbacks (general, species-specific, and major)*
- ***To Do:***
    - *More perks/items?*
    - *Custom companions?*
        - *One for each species maybe*
    - *More scenarios*
        - *"Back in time" for each species*
            - *Iron Lord/Dark Ages for humanity/exos*
            - *Distributary era for Awoken*
            - *Whirlwind era for Eliksni (+Scorn?)*
            - *Fundament (pre-Worm sisters) for Hive*
            - *Taken scenario choice based on original species?*
            - *Cabal coup (Calus vs Ghaul) for Cabal/Psions*

        - *Choice of side to support, something about Otzot for Psions?*
    - *Something about Europa incursion or Vault of Glass or Black Garden for Vex idk*
    - *Great Ahamkara hunt for Ahamkara*
    - *Early Witness genocide campaign for Disciples*
    - *Collapse era for all species?*
  - *Others?*
- *More general/cheaper drawbacks (current selection is kinda barren)*