



Destiny Tabletop RPG

A Tabletop Role-Playing Game
by Steven Rogers and Anthony Thibault

Setting based off of the game series Destiny

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Introduction to the Game

The Destiny Tabletop Roleplaying Game (Destiny:TTRPG) is based off of the video game series Destiny that was created by Bungie. In this fan-made Tabletop RPG inspired by the Destiny series, players play through the lives of Guardians as they adventure through the solar system defending the last of mankind from alien races known as 'Enemies of the Traveler.'

Much like a game based in imagination, a Tabletop Roleplaying Game gives you the freedom to do whatever you can imagine. You can explore the edges of the solar system or map the depths of terrifying caverns. However, unlike those imaginative fantasies, Tabletop Role-Playing Games offer more structure. A Guardian's Attributes mixed with unpredictable dice rolls determine the outcomes of different challenges, such as whether or not your heroic leap onto the back of an Ogre was successful or if your failed attempt would leave you crashing to the ground at its feet. Anything is possible, but your character's skills and the roll of the dice can bend your fate in unexpected ways.

Each player of the game plays as a protagonist known as a Guardian. When rallied as a team, the group of Guardians is called a 'Fireteam,' and they work together to fight back the Darkness.

One player, however, must become 'The Speaker,' the game's storyteller and referee. This player does not play as a Guardian, but they still have a very fun and important role. The Speaker is the one who will describe the situation, surroundings, and scenario that the Guardians are faced with. The players then respond with what they want their Guardians to do. Through a mixture of rules, dice rolls, and The Speaker's decisions, the outcomes of those actions are discovered. The Speaker then narrates how the Guardians performed their actions. If you have played other tabletop role-playing games, you will recognize the Speaker as a GM (Game Master) or a DM (Dungeon Master) type of role.

This game has no real ending, and sometimes a single story may span multiple game sessions. Each adventure is called a 'Mission' or a 'Strike', and a series of missions that link together to form a story is called a 'Campaign'. Once one Mission or Strike is finished, the Guardians may live on to fight another battle, all while getting stronger and better equipped from the previous experiences. There is no winning or losing in tabletop roleplaying games, at least not in the way most other games are played. Together, the Speaker and the Guardians create an interactive, immersive story full of excitement, action, mystery, and drama. The group might fail to survive in the depths of where the darkness hides, but the entertainment comes from the memories made together and the good times that were had.

This game is intended to be set in any section of the timeline in Destiny. You may experience the solar system as one of the first guardians to visit the moon in hundreds of years, or you may be part of the few Guardians to battle Oryx on the Dreadnaught during its arrival. Your group may also bend the lore as everyone sees fit if it means that your Fireteam will get the most enjoyment out of this game.

Please note, while a great effort has been put into this book to make sure that the setting, mechanics, abilities, enemies, and other items remain as canon as possible, a small number of changes were made in order to fit a Tabletop Roleplaying Game setting. If you have any questions, comments, or concerns, please contact the author via email at the_speaker@destinytabletoprpg.com.

Thank you, and we hope you enjoy Destiny in a whole new way!

Introduction to the World

The Traveler first appeared over Jupiter. A perfect, white sphere the size of a small moon, it went from planet to planet in our solar system, terraforming. Trees sprouted on Mercury, rain fell on Mars, and humanity was changed forever.

Wielding a paracausal energy that we simply called Light, the Traveler ushered in a Golden Age for humanity. Human lifespan tripled, ancient diseases and hatreds were extinguished, technological advancement exploded, and humanity flourished.

But it was not to last. The Traveler had an enemy pursuing it through space, as ancient as it was terrible. Our reckoning came suddenly and without warning. Little is remembered of this time, but the effects are clear to this day. We called this enemy the Darkness.

The vast majority of life was wiped out. Our impenetrable defenses collapsed. Our great societies collapsed. Our purity and righteousness collapsed. We all Collapsed.

It's not clear what happened next. Perhaps the Traveler wanted to protect us. Perhaps it was tired of running. Or maybe it just felt that it had no choice. Whatever the reason, the Traveler didn't flee. Instead, it sacrificed itself, rebuffing the Darkness.

But humanity was far from safe. Our civilization had been irreparably ravaged, our god hung dead in the sky, and with the Darkness came all slew of alien races seeking to destroy us, each for their own reasons. Humanity was entering a Dark Age, and we had little to no hope of survival.

But in its last breath, the Traveler gave us hope, creating the Ghosts. Beings of machinery and Light, the Ghosts used their power to resurrect the ancient dead, reforging them into beings of incredible power who could wield the Light as a weapon. They are humanity's Guardians for the trying times ahead. You are one such protector.

Eyes up, Guardian.

Included in this Book

This book contains all the information and instructions needed to get a group of players started, from character creation to enjoying the boundless immersion of Destiny:TTRPG.

The book is separated out into these parts:

PART 1: Getting Started contains information that all Players should know before reading any other part of the book.

PART 2: Guardian's Handbook is everything a player needs to get the most out of the game. This includes rules and instructions on playing as a Guardian as well as making a new Guardian.

PART 3: Speaker's Guide is for The Speaker (known in other games as the 'Game Master' or 'GM'), and it includes all of the rules, instructions, and tips on how to run the game. Players do not have to read this section, but they are encouraged to do so if they want a deeper understanding of the game.

PART 4: Bestiary is all about the enemies that a Guardian might encounter in their adventures. This includes enemy statistics and information such as HEALTH, DEFENSE, and SPEED.

PART 5: Example Strike contains an example Strike (a Strike is an adventure made to be completed in a single sitting or two) that the Speaker may use either as a setting for a game or inspiration to make their own. It is strongly recommended for Players to avoid reading this part because much of the joy in D:TTRPG comes from the mystery and surprises that await the Fireteam.

PART 6: The Vault contains extra miscellaneous topics and information such as legal information and credits.

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PART 1: Getting Started

For those who are new to Destiny the Tabletop Roleplaying Game or Tabletop Roleplaying Games in general, it is recommended that you learn the majority of the game through gameplay. Reading through a long and boring list of rules just isn't fun for most people. That being said, players may learn as much or as little as they want to about how the game rules work, and are encouraged to explore the book and discover all of the exciting aspects of this game.

To learn the game by playing, one player must become The Speaker (known in other games as a Game Master or GM), but that person must also double as a Rule Master, which means they will need to study and understand all of the rules of the game for both the Speaker and the Guardian side of the game, and teach these rules as you play. When you're ready to begin, print out the pre-generated Guardian Character Sheets located in the Google Drive. Have each player, except for the Speaker, select a pre-generated Character Sheet and gather around the game table.

It is strongly recommended that all players read through the entire 'Getting Started' section first, as the most important general rules are explained there. The finer details can be taught through the course of the game.

Note: 'Rule Master' is an honorable title and it deserves the respect of the other players. This respect is usually expressed through the preparation of food and/or excess compliments. A Rule Master will need enough willpower to read through the rules and enough patience to teach the Guardians how to play. It is a tough job, one which can require a lot of prep time and work, so be nice to your Rule Master.

Terminology

Important KEYWORDS will be in all capital letters, and Terms will be capitalized. This is to separate them from other words and make the terminology easier to recognize and learn. All Terms and KEYWORDS are noted and explained in the glossary at the end of the book.

Numbers are often represented with a plus symbol (+) or a negative symbol (-) in front of them. This is just to make it easier to recognize that a number is positive or negative.

This book is organized into major sections known as Parts. Each Part is subdivided into smaller chunks known as Chapters. Chapters are broken down further into Sections.

Note: There will be written pieces of text that offer helpful Notes throughout the book. They will be represented as a 'Note', just like this message.

Example: Examples like this one exist throughout the text. These are here to demonstrate how the rules are meant to be followed.

What Do I Need?

Aside from this book, you will need one and only one player to play as the Speaker, and at least 1 other player to play as a Guardian (It is recommended to have between 2 - 6 Guardians in a group, along with the Speaker who is required to run the game). After you have gathered your friends, you will need some paper, a pencil or pen, and some dice. To get the full experience out of this game, we recommend you print out one Character Sheet per Guardian.

- 1 Speaker (Player)
- 1+ Guardians (Players)
- 4 Fudge/FATE dice, or six-sided dice
- Pencil/Pen
- Paper
- Character Sheet (Optional)

The Character Sheet

The Character Sheet is a page that contains the full profile of a Guardian. This can be a piece of paper with pencil writing on it, but to stay organized and consistent, using the included Character Sheet is best. It is not important to memorize the entire Character Sheet, but reviewing the figure below will give the foundation needed to really understand the game.

[SAMPLE SHEET HERE, THIS WILL BE UPDATED AS PLAYTESTING PROGRESSES]

Destiny : Tabletop RPG		Race: Human Class: Gunslinger Hunter		Player's Name	
Guardian's Name Spex		Experience Pts: 0	Attribute Pts: 0	Rank: 1	The Speaker

ATTRIBUTES	SHIELD	HEALTH	REGEN	AIM	DEFENSE	SPEED	LIGHT POINTS
INTELLECT			2	5	1	5	Current / Max 6 / 6
DISCIPLINE	WEAPON - KINETIC Special? ☐ Held: ☐ Type: Hand Cannon Range: 2-7m Loaded: Name: Headstrong Quality: Common Perks Deadeye: Getting a Precision hit increases the ATTACK by an extra +1.		Personality Cool and relaxed. Could probably talk into or out of any situation, given the chance. Smile seems to say "I know something you don't".				
STRENGTH	WEAPON - ENERGY Special? ☐ Held: ☐ Type: Hand Cannon Range: 2-7m Loaded: Name: Helios HC1 Quality: Common Perks Deadeye: Getting a Precision hit increases the ATTACK by an extra +1.						
RESILIENCE	WEAPON - POWER +2 ATTACK Held: ☐ Type: Sword Range: 0-2m Loaded: Name: Rest for the Wicked Quality: Common Perks Melee weapon: Use STRENGTH as the modifier for this weapon. Additional +1 ATTACK						
RECOVERY	Reserve Special: Reserve Heavy:						
MOBILITY	SUPER ABILITY Name: Golden Gun Range: 15m Time: 3s Ready: ☒ Description You manifest a Hand Cannon of pure Light. You may move up to 1 Second worth of Sprinting speed. Make up to 3 [4df + 2 + DISCIPLINE] Attacks against enemies		Glimmer 1500				
TECH	ABILITY Name: Throwing Knife Range: 10m Time: 1 LP: 3 Description You throw a Knife at an enemy. Make a [4df + DEXTERITY] Attack against a Target within Range. If the Thrown Knife is a						
SENSE	ABILITY Name: Quick Reload Range: Self Time: 1 LP: 2 Description Instantly reloads the currently equipped weapon from your reserves. If you have no reserve ammo for this weapon type, then						
CHARM			Passives / Artifacts / Tactics / Other Artifact: A very well worn, but still complete, set of playing cards. Silver Tongue: You have exceptional social skills. Gain ADVANTAGE on rolls where CHARM is a Modifier. Also, you may make an additional attempt at a social interaction after a single previous attempt failed. This includes things like persuading, bartering, or preventing a fight from breaking out. If the second attempt fails, then there are no more retries.				

Legend
+8 Legendary
+7 Epic
+6 Fantastic
+5 Superb
+4 Great
+3 Good
+2 Fair
+1 Average
0 Mediocre
-1 Poor
-2 Terrible

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v0.9.20

Created by Steven Rogers and Anthony Thibault

Along the top of the Character Sheet is the important, general information. Here is where you will find the Guardian's Name, Race, Class, and EXPERIENCE POINTS and ATTRIBUTE POINTS.

Down the left side of the Character Sheet are the Attributes. Attributes represent the innate skills and strengths of the Guardian. To learn more about Attributes, check out the PART 2, Chapter 2: Guardian Creation.

Just below the top row, there is a row of information that is critical to Combat. There are 6 checkboxes representing the 6 units of the Guardian's SHIELD, 3 checkboxes representing the Guardian's HEALTH, and boxes to numerically represent REGEN (regeneration), AIM, DEFENSE, SPEED, and LIGHT POINTS (Both Current and Maximum respectively).

The Middle column down the middle of the sheet is where Weapons and Abilities are noted. Take note that each Guardian is able to have 3 Weapons at the ready (1 Kinetic Weapon, 1 Energy Weapon, and 1 Heavy Weapon) and can have 3 Abilities ready (1 Super Ability and 2 normal Abilities). Other Weapons may be owned by the Guardian, but they must be stored elsewhere (written on a different piece of paper or on the back) and can be swapped out later on. Extra Abilities may be noted on the third page of the Character Sheet as needed..

The upper half of the right column contains information about the Guardian that is key to non-combat roleplaying. This contains the Guardian's Personality and their Flaws. This explains the way the Guardian is meant to act and respond to the world around them.

Finally, the bottom half of the right column contains a list of the Guardian's belongings and other information. Here, you can find the Guardian's Glimmer total (Glimmer is the common currency used in the Destiny universe), along with their Artifacts or Other information. An example of something that would fit into the 'Other' category are Perks that the Guardian gains from their Race or Class.

That is all the important information that belongs on the Guardian Character Sheet. However, some Players enjoy writing a backstory for their Guardian and adding some flavor text to the Guardian's weapons and items. This is welcome and encouraged, but not mandatory. This information may be written on the second Page of the Character Sheet or written down on another piece of paper.

The Dice

This roleplaying game is built around the dice known as 'Fudge Dice', sometimes referred to as 'FATE Dice'. For the remainder of this book, these will be called F-Dice. If you do not have or cannot obtain these special dice, there are alternative methods mentioned below using more commonly found dice.

F-Dice are cube-shaped (6-sided) dice. They have two sides marked with a '+' symbol, two sides marked with a '-' symbol, and two blank sides. This means that there is a 1 in 3 chance to roll any of these results ('+', '-', or blank). Most rolls in this game use 4 dice at the same time. To read the dice, add up all of the '+' symbols as +1, all the '-' symbols as -1, and all the blanks as 0. For example, a roll of '+1', '+1', '0', and '-1' would then result in a +1 ($1 + 1 + 0 - 1 = 1$). With these dice, it is possible to roll any result from negative four (-4) to a positive four (+4), with results closer to 0 being the most likely. This style of Dice is often sold at local game stores, and if there are none available nearby, these dice are available online.

F-Dice Alternatives

Should you find yourself unable to acquire any F-dice, here are a couple of alternatives that should be more accessible:

1. Any four regular 6-sided dice would substitute just fine. 1s and 2s will count as a '-1'. 3s and 4s will be blanks. 5s and 6s will count as '+1'. If you use this option, you may also mark the dice so they will be easier to read. Some people prefer to draw the '+' and '-' symbol on the dice using a permanent marker.
2. Most smartphones have free downloadable apps that simulate dice rolls, and almost all of those free apps support F-Dice. F-Dice are commonly notated as 'df' (Dice-F). So to roll four F-Dice, it would be notated as '4df'. (For those who use Roll20.net or similar platforms, typing the command `"/roll 4df"` into the chat box works)

Rolling the Dice

Whenever F-Dice are rolled, they are rolled in groups of 4. All 4 F-Dice must be rolled and counted. The number that is determined by the face of the dice is known as the 'NATURAL' result. For example, a roll of '+1', '0', '-1', and '-1' would result in a "NATURAL -1".

To keep all of the players on the same page and to keep everything consistent, do not make any rolls until after the Speaker asks you to. It is considered rude to roll Dice while others are talking or before the Speaker has asked you to make your roll, as it can interrupt the flow of the game and be distracting to other players.

Applying Modifiers to Your Roll

Very often, you will find that you must add one or more Modifiers to your Dice roll. Modifiers are numbers that you add to your roll result that either increase or decrease your chance at success.

Most Modifiers are represented by numbers in the rules, such as a +3 or a -1. Simply add these to the result of your dice roll to determine the final result. After the Modifiers are applied, the

result is called the 'TOTAL'. Be sure to make all players aware of the NATURAL result and the TOTAL result of your roll.

Occasionally a roll will call for an Attribute Modifier. This will be represented by the name of the Attribute. For instance, "Make a STRENGTH roll" means that you must add your Guardian's STRENGTH to the roll you are about to make. Look at your Character sheet, and use the number found below "STRENGTH" as a Modifier for this roll. If a roll has multiple Modifiers, then be sure to add all of the modifiers to the roll.

EXAMPLE: Steven wants his Guardian 'Spex' to shoot a Fallen Captain with a Sniper Rifle. Ranged weapons use the following roll [4df + AIM], and since Spex's AIM is +3, '+3' will be added to the F-Dice roll. Steven rolls 4 F-Dice, and gets '+', '+', '0', '-'. The roll adds up to a NATURAL '+1'. Then, Steven adds in the AIM '+3'. This gives Steven a total of '+4'. ($1 + 3 = 4$) The TOTAL of +4 is greater than the +2 DEFENSE of the Fallen Captain so Spex successfully hits the Fallen Captain! To learn more about combat, read the 'Attacking' Section of 'Chapter 3: Combat' [PAGE NUMBER].

Roll Notation

When this book calls for a roll, the roll will be written in brackets like [4df + 2 + STRENGTH]. This works just like a math problem, but you replace "4df" with the result of a 4 F-Dice roll, the word with the appropriate Attribute or Stat from your Character Sheet, and then add everything together.

Rolling with ADVANTAGE or DISADVANTAGE

Sometimes the odds are in your favor, and sometimes they are against you. This is represented by ADVANTAGE and DISADVANTAGE, respectively.

When you have ADVANTAGE on a roll, you take any one of the 4 dice and place it on the '+' side. The other 3 F-Dice will then be rolled naturally and all 4 F-Dice will be counted as normal, including the die you set to a '+' side. ADVANTAGE does not stack, meaning you can't have multiple dice set to '+' for a single roll, only a max of 1 is allowed. You either have ADVANTAGE, or you do not. (For app users, this is the same as "3df + 1")

DISADVANTAGE works pretty much the same way ADVANTAGE does. When you have DISADVANTAGE on a roll, you take any one of the 4 dice and place it on the '-' side. The other 3 F-Dice will then be rolled naturally and all 4 F-Dice will be counted as normal, including the die you set to a '-' side. DISADVANTAGE does not stack, meaning you can't have multiple dice set to '-' for a single roll, only a max of 1. You either have DISADVANTAGE, or you do not. (For app users, this is the same as "3df - 1")

If you have both ADVANTAGE and DISADVANTAGE on a roll, they cancel each other out and you roll your F-Dice normally as though no ADVANTAGE or DISADVANTAGE applies.

Criticals Success and Critical Failure

Each time you roll the dice, there is a small chance that you may roll a Critical Success or a Critical Failure. Critical Rolls will do different things depending on the scenario during which the dice were rolled. Critical Rolls are determined by the unmodified or Natural roll of the dice (any Modifiers to the roll are not counted in determining Criticals).

If you roll a Natural +4, this is known as a Critical Success.

If you roll a Natural -4, this is known as a Critical Failure.

The probability of rolling a Critical is just above 1%. Critical rolls do different things depending on the reason you rolled the dice.

Rolling on a List / Table

While uncommon, the F-Dice can be used to randomly select a single item from a list of items. This is known as “Rolling on a Table” or “Rolling on a List”. This may seem complicated at first, but it’s actually quite simple.

In the sample table below, you can see a series of numbers on the left, and on the right you can see the descriptions of Artifacts. To roll on this Table, you would roll a single F-Die at a time and work your way from left to right through the numbers to find your result.

Let’s assume a player rolls a single F-Die four times, and gets 0, 1, -1, and 0 as a result. That roll on the table below would result in the player receiving "A lavender stone that glows for 30 mins when the holder kills an enemy"

Note: The order in which the numbers are rolled is the order in which they affect the table. When using this method, you may not swap the order of your rolls – for example, from 0, 1, 0, 1 to 1, 1, 0, 0. These tables are set up so that every possible combination of numbers has exactly 1 result.

.	.	.	.	...
0	0	1	1	A small electric keyboard that can only play chip-tune sounds
0	1	-1	-1	A black and red accordion with a deep rich sound
0	1	-1	0	A lavender stone that glows for 30 mins when the holder kills an enemy
0	1	-1	1	A jar with a small live immortal Hive Worm inside of it
0	1	0	-1	A shiny coin that gives the false feeling of being lucky when held

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Rounded Down Rule

Whenever any calculations are done and the result contains a decimal or a fraction, the number must *always* be rounded down at the end of the calculation. This means that “ $(3 / 2) + 3$ ” will result in 4.5 which will then be rounded down to 4. There is no exception to this rule.

Note: Negative numbers also round down, so -1.5 rounds down to -2.

PART 2: Guardian's Handbook

Chapter 1: Gameplay

Game Loop

The Gameplay on Destiny : Tabletop Roleplaying Game is split into a 3-step loop.

1. The Speaker describes the environment or situation the Guardians are presented with.
2. One or more Guardians describe what they want their Guardian to attempt.
3. The Speaker resolves what the Guardians are attempting.

This simple gameplay loop is used for every scenario in the game. It doesn't matter if the Guardians are locked in combat, talking to a Non-Player Character (NPC), or if the Guardians are exploring the moon, every interaction follows that simple gameplay loop.

Example Gameplay

The Speaker: "After two hours of traversing the caves and tracking down the Hive Ritual, the three of you find yourself in a large rectangular room 10 meters wide, 15 meters long, and the ceiling extends up into the darkness. On the far wall is a 5 meter tall, 3 meter wide door covered in massive chains. There are 3 locks holding the chains together. The cold damp air gives you chills."

J-B (Guardian, Human Titan): "Those locks, can I take a closer look at those?"

The Speaker: "These locks are half a meter wide and circular in shape. On the front you see a glowing Hive rune. Your Ghost tells you that he can easily hack these, but any nearby Hive are sure to notice."

Wolfe (Guardian, Awoken Warlock): "While J-B is inspecting the locks, I would like to look around the room and see if there is anything hiding in the shadows."

The Speaker: "Roll SENSE to see if you can see or hear anything..."

Wolfe: "...dang, -1 Poor."

The Speaker: "Your eyes are having trouble adjusting to the dark and the sound of water dripping in the distance makes it difficult to hear anything. You are uncertain, but you think there is nothing else in this room with you."

J-B: "Alright, I'm going to have my Ghost start unlocking these Hive rune locks."

The Speaker: “Your ghost approaches the Hive rune locks and starts deciphering them. At that very instant, four Hive Thrall and one Hive Knight drop down from the dark above yelling a battle cry! They land and immediately charge the three of you.”

Spex (Guardian, Exo Hunter): “And here’s where things get interesting! Once this fight starts, I’m going to cast my Super Ability: Golden Gun...”

Missions and Strikes

In Destiny:Tabletop Roleplaying Game, there are two main types of adventures: Missions and Strikes. Missions are single chapters of a longer story arc known as a Campaign. A Campaign can be comprised of as few as 2 Missions, but there is no upper limit. A Strike is a self-contained story arc that is about the same length as a single Mission. Both Missions and Strikes often require between 2 to 6 hours of Gameplay. It is not uncommon for a Mission or a Strike to last longer than the time available to the players. If that is the case, then the game may be paused and continued at a later date. Once the game is at a good stopping point, have a designated Player take notes as to where the group is in the Mission/Strike so the beginning of the next game session may start back up easily.

Attribute Checks

There will be many times when the Guardian will make an attempt at a task where the outcome remains questionable. When this occurs, the Player must make an Attribute check. The Speaker will first ask the Player to make the Attribute check. Usually by the words “Make a _____ check” where the blank is the Attribute. For instance, if the Speaker asks the Player to “Make a RESILIENCE check”, the Player must make an F-Dice roll and use their Guardian’s RESILIENCE as their Modifier. In the book, this is written as [4df + RESILIENCE]. The Speaker then compares the Player’s TOTAL to a number known as the DIFFICULTY. The DIFFICULTY is usually hidden from the Player, but The Speaker may share it with other Players if he or she chooses. ATTACKS are separate from Attribute Checks.

Some Attribute checks also have flat Modifiers to them which is stated before the Attribute. An example would be for the Speaker to say “Make a 2 + STRENGTH check”. This means the Player must make an F-Dice roll and add both their Guardian’s STRENGTH Modifier as well as a +2 flat Modifier to their Roll. This type of roll would be written as [4df + 2 + STRENGTH] The Player must then announce the TOTAL to all Players.

If the TOTAL of the Check is equal to or greater than the Difficulty, then the attempt succeeds. The Speaker will then narrate how well the Guardian performed and describe the outcome.

Criticals Rolls with Attributes

A Critical Success on an Attribute Check means the Guardian automatically succeeds even if the TOTAL is less than the DIFFICULTY. Unless, of course, the task was impossible to succeed to begin with regardless of F-Dice outcome (Example of an impossible task: Trying to find evidence of a Hive Thrall in a location that never had Hive). The Speaker may also add some flair or style to the Guardian's attempt. For critical successes, it is not uncommon for the Speaker to embellish the success above and beyond what is expected, even adding bonus outcomes that can affect gameplay. For example, a Critical Success on trying to impersonate a Fallen Captain over radio may not only succeed in fooling the Fallen Vandal on the other side, but it may cause them to spill some extra information that the Guardian would not otherwise have gotten.

A Critical Failure on an Attribute Check means the Guardian automatically fails the task, even if they would normally succeed. On top of failing, the Speaker may decide if additional misfortunes occur from the Guardian's terrible failure. For example, a Critical Failure on trying to jump onto a Hive Tombship. Not only would the Guardian miss the landing and fall to the ground, they may accidentally smash their face into the side of the ship and take a few points of DAMAGE in the process.

Group Attribute Checks

In certain scenarios, the entire Fireteam will depend upon each other to succeed together or fail together. An example of this would be the group trying to track down a Fallen Captain or stay quiet and hidden so a Hive Knight doesn't find the Fireteam. This type of check is called a Group Check.

When this happens, the Speaker would call for a Group Attribute Check. The speaker states which Attribute and/or Modifiers to use. All Guardian Players then do an individual roll and come up with their TOTAL as stated above in a normal Attribute Check. Each individual Total is then compared to the Difficulty and counted as a Success or a Failure. If there are equal or more Success then there are Failures, then the entire group succeeds. A single Critical Success counts as 2 Successes. On the contrary, a Critical Failure counts as 2 fails.

Competition Attribute Checks

Sometimes the Guardian will be in a direct competition with one or more NPCs, Enemies, or even other Guardians. An example of this would be a Guardian trying to draw their weapon faster than a Fallen Vandal in a duel, or attempting to win an arm wrestling competition with a Cabal Legionnaire.

The Speaker will call for a Competition Attribute Check. All entities participating in the competition will make an Attribute Check as normal with the normal Modifiers, but instead of

comparing the Total against a Difficulty, the Total is compared to the other competitor's Total. The competitor with the highest Total succeeds.

In the case that two or more competitors tie for the win, the Speaker will determine if this leads to an interesting tie scenario or if a tiebreaker is necessary. If a tiebreaker is necessary, all tied winners will make a Roll with **NO MODIFIERS**. The higher roll wins. Repeated ties will lead to repeated tiebreakers.

Passive Attribute Checks

There are special checks that don't involve any dice rolls. This check can be used when the Speaker does not want to make the players aware of the check, such as noticing a trap.

The Passive check works the same exact way a normal check would work, but without dice. You add all modifiers for the check, then add an additional +1 if they have ADVANTAGE and subtract -1 if they have DISADVANTAGE. This result is the TOTAL of the Passive check.

Free Play vs Combat

Gameplay is broken out into two very distinct modes: 'Free Play' and 'Combat'.

'Free Play' is when any Player may make any action in any order they wish. When multiple players want to do different things at the same time, the Speaker decides the order in which those events take place and how they are resolved. There is no 'Turn Order' when in Free Play.

'Combat' is when Player Guardians are fighting against an opposing force. Each Guardian and Enemy must take their turn in the predetermined order. Combat is an intense and strategic battle, so it is important to follow the turn rules.

The Speaker must make all Players aware of when Guardians are entering Combat or when they are returning to Free Play.

Unless otherwise specified, all rules apply to both Free Play and Combat. In general, during Free Play the Guardians have all the time in the world to take their actions and there is no time restriction on what they are allowed to do. In Combat, the Guardian's turn lasts a short length of time and they may only do things that they can fit into that time limit.

Traveler's Light

The Traveler's Light is important to a Guardian. The Traveler radiates an energy across the solar system. This energy, which Guardians refer to as Light, can be absorbed and used from anywhere that the Light can reach. This Light is the fuel that powers many of the things

Guardians can do. Many of the items and gear available to a Guardian also use the Travelers Light to do incredible things.

Darkness Zones

Enemies of the Traveler have developed ways of blocking the Traveler's Light, forcing Guardians to enter risky areas with only the Light the Guardians and their Ghost can carry. These zones that are not touched by the Light of the Traveler are known as Darkness Zones. When entering a Darkness Zone, the Speaker must make it clear that the Guardians are cut off from the Light. (If the Speaker forgets to mention this and later remembers, the Guardians get 3 seconds of extra light from the Traveler starting from the moment the Speaker remembers.)

The Traveler's Light does not extend past the borders of our Solar System. Anything beyond the edges of our Solar System is a Darkness Zone.

Players may ask if they are in a Darkness Zone at any time, and the Speaker must share this information with the players and is not allowed to keep it hidden at any time.

Navigating the System

Navigating around the system can be done in 3 methods. Guardians can use their Ship to fly between planets, summon a land vehicle called a Sparrow to travel between land destinations, or simply walk/run to their destination.

Ship Flight

When using a Ship as a method of transportation, a Guardian will need to Board their ship and Disembark. Both Boarding and Disembarking requires nearby transmat (matter-transport technology; teleportation). A Guardian's ship is equipped with a transmat system onboard and it typically has a range of 300m. When the Guardian's origin and destination of teleporting are not within a Darkness Zone, they can teleport to and from their ship for free. This takes 3 seconds to transmat the Guardian in either direction, and the actual event occurs at the end of the last second.

A Guardian's Ship can be piloted remotely, have basic automatic piloting, or can be piloted manually from the cockpit. This means that a Guardian can remotely set their ship to fly into boarding range automatically.

The ship is also equipped with a Near Light Speed Drive (NLS Drive). The NLS Drive can only be used when not in a planet's atmosphere and since it is Golden Age technology, it is powered by the Traveler's Light and cannot be used in a Darkness Zone. With the NLS Drive, travel between planets takes on average 15 minutes.

Sparrow Riding

A 'Sparrow' is a hovering single-person vehicle propelled by a turbine engine. When not in a Darkness Zone, the Guardian is able to summon their Sparrow to their location. It takes 6 seconds to summon their Sparrow and hop on it. The best Sparrows are capable of moving 215 kilometers per hour, but Guardians are strongly urged to stay below 60 kilometers per hour (or 16m per second) for stability, maneuverability, control, and safety reasons.

If a Guardian's Sparrow happens to be damaged or destroyed, the pieces are automatically transmatted back to the warehouse (even when in a Darkness Zone). It takes 9 seconds to reassemble/repair the Sparrow. Once reassembly is complete, the Guardian may summon their sparrow again.

Walking or Running

When not in combat, all Guardians walk at the same speed of 1.5 meters every Second. However, it is common to need to travel long distances on foot. These different lengths can be done on different time scales. If a Fireteam plans to walk 10 kilometers, this journey should not be tracked second by second. Instead, the Players may travel by the minute, hour, or even day by day for very long trips. Here are the time scales and how far a Guardian can walk during 1 unit of time. These time scales assume the Fireteam takes the necessary breaks to prevent getting exhausted:

- **Minute:** 100 Meters
- **Hour:** 6 Kilometers
- **Day:** 100 Kilometers

The Guardian and their Fireteam may choose to 'Rush'. While Rushing, multiply the above table by 3 but also gain some negative side effects: the Fireteam is less likely to notice things (DISADVANTAGE to SENSE Checks) and more likely to be heard or seen by enemies.

If using the Sparrow while travelling long distances, multiply the above table by 10. The Fireteam will have DISADVANTAGE to SENSE Checks and will be far more likely to be seen or heard by enemies.

Hazards and Status Effects

There are many dangers throughout the world, but Guardians are well prepared to deal with most of what the Solar System has to throw at them.

Note: These listed hazards and status effects can affect both Guardians and Enemies alike.

Falling

Since Guardians can slow their descent through the use of Light, Guardians can fall from great heights without taking any damage.

If a Guardian falls without the ability to orient themselves or slow their descent, they will take damage. Damage resulting from an uncontrolled fall will be treated as though the hard surface the Guardian collided with were making a 'MELEE ATTACK' against that Guardian. The Ground's 'STRENGTH' is equal to the height the Guardian fell in meters divided by 3.

Example: Spex got grabbed by a Thrall and dragged off of a cliff. Spex is unable to slow his Descent and will likely take damage for this fall. Spex falls 15 meters straight down. 15 meters divided by 3 (rounded down) is 5. The solid rock at the bottom of the cliff makes a melee attack against Spex with a +5 STRENGTH. The Speaker rolls the 4 F-Dice, and it results in a Natural 0 ('-', '+', '-', '+'). This results in an ATTACK of +5. Since an ATTACK of +5 is greater than Spex's +2 DEFENSE, Spex takes damage.

Asphyxiation

Guardians need to breathe an oxygen rich atmosphere. The armor that a Guardian has is able to provide the necessary oxygen to survive when under water or in a vacuum. However, there may be a time when a Guardian is trapped, with no air supply, underwater or in space. A Guardian can hold their breath for up to 30 seconds, after which they begin to suffer from Asphyxiation.

When suffering from Asphyxiation, the Guardian will take 1 DAMAGE directly to their HEALTH at the end of every 6 seconds that pass or every second turn.

Vision

Guardians always have sources of visible-light readily available on them. There are Flashlights, open flames, and the Ghost can cast visible light onto their surroundings. Sometimes, a Guardian may choose to not use this aid, possibly to avoid being detected by an enemy. Dark areas, smoke, or other vision-impairing effects inhibit a Guardian's ability to sense the world around them.

Poor Vision

A dimly lit room or a smoky haze will cause a Guardian to have 'Poor Vision'. A Guardian with Poor Vision will have DISADVANTAGE on all attacks and all vision-based SENSE checks beyond 1m of Range.

Blind (No Vision)

Absolutely no visible light, being surrounded by thick smoke, or otherwise unable to see at all will cause a Guardian to be 'Blind'. A Guardian who is Blind cannot target any entity outside of 1m of range, and all attacks within 1m of range have DISADVANTAGE. A Guardian who is Blind automatically fails any vision-based SENSE checks.

Disoriented

A Guardian who is Disoriented has decreased reaction and impaired senses. Unless stated otherwise, getting Disoriented lasts for 3 Seconds. During this time that a Guardian is Disoriented, they have DISADVANTAGE on all SENSE checks. If a Guardian is Disoriented during combat, their next turn they may either perform a single 1 Second action normally OR a single 2 second action with DISADVANTAGE.

If a Guardian gains Disoriented while already Disoriented, keep the effect with a longer remaining duration.

Restrained

Guardians can have an enemy grappling onto them, the Guardian can be tied up, or have their motion restricted by other means. This means that the Guardian is Restrained. While Restrained, MOBILITY and SPEED temporarily become 0. Attacks against the Guardian have ADVANTAGE. All Attacks made by the Guardian have DISADVANTAGE.

If the Guardian is Restrained by an enemy, the Guardian can choose to spend 2 Seconds and attempt to escape. When attempting to escape, make a [4df + STRENGTH] contest against the enemy. If the Guardian wins the contest, then the Guardian breaks free.

Burning

Sometimes a Guardian will take lasting elemental Burning damage. During this time, a Guardian receives 1 point of DAMAGE for every 3 Seconds spent Burning OR at the start of every turn that they suffer Burning.

If a Guardian gains Burning while already Burning, the time adds together. For example, if a Guardian has 3 Seconds of Burning left, and they get attacked with an attack that would normally apply 6 Seconds of Burning, then the Guardian would have 9 Seconds of Burning remaining after the two add together.

Prone

A Guardian can end up lying on the ground for one reason or another. This position is called 'Prone'. While a Guardian is Prone, the Guardian can crawl around at half their SPEED every Second. An enemy targeting a Prone Guardian has ADVANTAGE if within 1m range. A Prone Guardian has DISADVANTAGE on all Attacks.

While Prone, a Guardian needs to spend 1 Second to stand up. (See 'Unusual Movement' in Chapter 3: Combat [TODO INSERT PAGE NUMBER])

Food / Water

It is assumed that every Guardian carries with them food rations and water canisters everywhere they go, so thirst and starvation is not a concern. If for any reason a Guardian is forced into a scenario where they do not have food or they do not have water, they risk suffering 'Starvation'. After 24 hours without food or without water, the Guardian begins to suffer from Starvation.

While the Guardian suffers from Starvation, they cannot heal their HEALTH by any means. At the end of each 24 hour period after the first 24 hours, the Guardian takes 1 DAMAGE directly to their HEALTH. Starvation ends when the Guardian consumes food and/or Water.

If a Guardian Dies while suffering from Starvation, they may be revived as normal. After revival, they continue to suffer from Starvation, although the 24-hour timer is reset.

Note: All Guardian races require sustenance. Exos are no exception to this rule. Exos require food and drink, but for different reasons than organic beings.

Social Interactions

Recovering lost Golden Age technology and defeating the Enemies of the Traveler are key aspects of what it means to be a Guardian, but in this Tabletop Roleplaying Game, interacting with other Player Guardians and Non-Player Characters (NPCs) is just as important.

When a Guardian interacts with other characters, there are two methods by which a Player can perform the interaction. The first is known as the 'Roleplaying' method and the second known as the 'Descriptive' method.

The Roleplaying method means that the Player acts out their Guardian. Often doing impersonations and voice acting. The Player acts out the motions and mannerisms of the Guardian they are portraying, and The Speaker will pay attention to the way the Player is

presenting themselves. Using that information and the information on the Character sheet, The Speaker will determine how the NPC reacts to the Guardian.

The Descriptive method means that the Player does not act out their Guardian's actions, and instead simply describes what their Guardian will say or do. Using this method, the Player does not need to use the exact words, but can state things like "My Guardian will ask about the Cabal attack".

Guardian to Guardian Interactions

Guardians have radio communication units installed in their helmets. At any time, Guardians can radio their entire Fireteam or select Guardians and talk directly to them. The communication device can communicate over long distances, unless the Guardian is in a Darkness Zone. Inside of a Darkness Zone, the communication range is reduced to 50 meters.

The Guardian can whisper into the communication so that only the select Guardians can hear. Any entity or enemy within 1 meter of the whispering Guardian has a chance to hear the conversation.

NPC Social Interactions

The Speaker is responsible for the NPCs, and will describe how they look, what they say, and how they react. The Player decides which communication method they wish to use. The method in which they are interacting with an NPC can change from moment to moment as the Player wishes.

Example:

The Speaker: "You arrive at the hidden ramen house. Nobody is here with the exception of the human male chef wiping down the counter, and he is obviously bored out of his mind."

J-B (Guardian, Human Titan): "I say 'Hey!! We're back! And we brought what you wanted!' "

The Speaker: "The chef raises his head, his eyes lock with yours as the largest smile emerges (in a high pitched voice) 'Here! Here! I need to see it!' "

Persuading or Interrogating

There may be times when a Guardian will need to Persuade, Interrogate, or otherwise have a social interaction with an NPC that could have a chance at failing. In this scenario, The Speaker will ask the Player to make an Attribute check. The Attribute used depends on what the Guardian is attempting. Most Attribute checks that occur during a social interaction will be CHARM based. Things like Persuading or Interrogating heavily depend on CHARM. On rare occasions, things like a show of STRENGTH to impress the NPC or a sleight of hand trying to steal something using DISCIPLINE can be an Attribute check with an NPC that is not CHARM

based. The Guardian can suggest an Attribute to use, but it is up to the Speaker to decide which Attribute will be used.

Example:

Wolfe (Guardian, Awoken Warlock): “I step between J-B and the chef and say “Hold up, getting this was a lot harder than we expected, can we get a bit of extra payment? Maybe your best bowl of Ramen?” “

The Speaker: “Give me a CHARM Roll.”

Wolfe rolls the F-Dice and gets a NATURAL +2. Wolfe’s CHARM is +1, so Wolfe adds +1 to her +2 and gets a TOTAL of +3.

Wolfe: “I got a +3.”

The Speaker: “The chef is persuaded, and happily agrees to give each of you a bowl of his finest ramen. The scent fills the air and the broth melts upon your tongue. The chef gives you your reward and takes the artifact.”

Buying / Selling to Vendors

Non-Player Characters (NPCs) can run stores, offer services, own restaurants, or otherwise have things to sell. When interacting with one of these NPCs, the Player may ask what items/services are for sale and the prices. Generally, the prices of the NPC’s goods or services can vary greatly based on the supply in the area and the demand of the item/service being sold, but the goods and services that NPCs sell will always cost significantly more than what a Guardian could sell the same object for. In only rare and unique scenarios could a Guardian expect to make a profit by buying and selling NPC goods.

Most general store vendors carry a variety of items. Examples of the items that you can find to buy/sell can be found in the ‘General Item List’ Section of PART 7: The Vault.

Note: The prices listed in the ‘General Item List’ are what the Guardians can usually find as long as the supply is good and the demand is moderate. When selling these items back to vendors, expect to see the sell price reduced down to 10% of what the Vendor would sell the item for.

The Guardians are able to attempt to haggle down a price. This is usually done with a CHARM Attribute check. First, the Guardian must state the price that they want the item for. Then the Guardian must make the dice roll. The Speaker will secretly or openly determine a fair DIFFICULTY for the Guardian to achieve. If the roll exceeds the difficulty, the Guardian may then purchase the item for the reduced price. If the roll fails, the NPC may decide to make a counter offer, stick with the original price, or refuse further business with the Guardian. The Guardian cannot attempt multiple haggles with the same NPC if a previous haggle failed or they wanted to haggle down all of the items in the NPC’s possession. Once enough time has passed

(determined by The Speaker) then the Guardian may make a new haggle attempt with the same NPC.

Some NPCs will be interested in buying items that the Guardians own. The NPC decides the price that they wish to buy the Guardians' items. The Guardians are allowed to haggle, but the same rules for selling apply. The Guardian cannot haggle a buying price and then attempt to haggle a selling price. A haggle is a haggle regardless of which direction it was in.

Example:

Spex (Guardian, Exo Hunter): "Hey Speaker, are there any shops nearby? I'm running low on ammo."

The Speaker: "Yes, there is a gunsmith just down the road."

Spex: "Alright, I go just down the road and step inside. How much would it cost for me to refill my Kinetic weapon ammo and my Heavy weapon ammo?"

The Speaker: "Heavy ammo and Kinetic ammo are in stock, but currently on low supply. Kinetic will cost 150 Glimmer and Heavy ammo will cost 1,250 Glimmer."

Spex: "I'll buy them!"

Spex removes 1,400 Glimmer from his inventory and refills the ammo of his weapons.

Spex: "Also, does this guy sell any unique weapons?"

The Speaker: "Yes, he has a legendary Kinetic Scout Rifle. He is selling it for 30,000 Glimmer"

Spex: "That's expensive, I'm going to try to haggle down to 20,000"

The Speaker: "Give me a CHARM roll"

Spex rolls and gets a NATURAL -3. Spex's CHARM is 0, so it is not added to the roll. The TOTAL is then -3.

Spex: "Aww man, I got a -3"

The Speaker: "You stumble over your words and accidentally come across as arrogant in your bargain. You fail at trying to haggle down the price, the price remains at 30,000"

Interacting with Objects

Every object the Guardian finds can be interacted with. Anything the Player can imagine can be done with objects. If an object is small enough to be picked up and carried, it takes 1 second to pick up an object. If the Guardian is holding an object, it takes no time at all for the Guardian to drop it. A Guardian may come across objects they can interact with like levers and switches. These objects normally take 1 second to activate.

Destroying Objects

Certain objects can be destroyed. A Guardian is able to use their WEAPONS or Abilities to destroy objects. To destroy an object, have the Guardian make an Attack against the object. Depending on the material, the Speaker will come up with an appropriate DEFENSE for the object. The Speaker does not need to make this information public and can keep it hidden. The player will then make a normal Attack against the object, and if enough DAMAGE is dealt, then the object is broken into multiple pieces or otherwise destroyed.

Ghosts

Ghosts are mechanical spheres large enough to fit in the palm of your hand, with a single glowing eye, encased in a (usually metal) shell of some sort. Traditional Ghost shells appear as many metal pyramids that may separate, rotate, and rearrange themselves, but Ghost shells may be as variable as people in the world. The shell may be damaged, or replaced, without affecting the Ghost's ability to perform at all, though a Ghost needs to be able to open that shell in order to revive a Guardian (so don't trap the Ghost in anything too large or cumbersome). Ghosts share stats with their chosen Guardian (You).

Ghost Actions

Ghosts are more than sentient machines capable of repeatedly bringing a Guardian back to life. Ghosts can do a number of other things, though it leaves them exposed to their surroundings, risking a Guardian's only way of resurrecting from the dead.

They're fully capable of autonomous movement, and are fairly small, so can be reliable scouts. A Ghost scouting ahead uses their Guardian's Mobility, and has ADVANTAGE on Mobility for sneaking ahead. However, the longer it's away, the longer it's in potential danger.

A Ghost may also act as a Flashlight, illuminating an area 10 meters straight ahead, and 3 meters wide in total darkness. It will float beside your head, leaving your hands free for anything you may need to interact with, though beware what hides in the shadows...

Transmatting

If a Guardian is not in a Darkness Zone, their Ghost is capable of transmatting (teleporting) objects that are too big to be carried. The bigger the object, the longer it takes to transmat. The

Guardian may transmat objects to their ship's cargo hold or to any nearby location. The transmat destination must also not be in a Darkness Zone.

The time the object takes to transmat is dependent on its size. If the transmat is stopped partway through, nothing happens and the Guardian would need to restart the process. To find out how long this takes, take the longest side of the object and use the table below:

- Less than Half a Meter: 3 Seconds
- Half a Meter to 1 Meter: 9 Seconds
- 1 Meter to 2 Meters: 30 Seconds
- 2 Meters to 3 Meters: 90 Seconds

An object cannot be Transmatted if its longest side is longer than 3 meters.

Scanning

A Guardian's Ghost has the ability to scan many different objects. A Player may ask their Speaker if they can use their Guardian's Ghost to scan an object. Ghosts have access to a large amount of public information from a long distance from Earth, and can translate basic information from known script. Your Speaker may ask for an INTELLECT check to figure out more complex information about an object, as your Ghost processes and analyses what it can about what you're scanning.

Using LIGHT POINTS

LIGHT POINTS represent how much Light the Guardian possesses. LIGHT POINTS are used when casting an Ability. The maximum amount of LIGHT POINTS a Guardian can have is determined by a combination of their Attributes and Rank. This is explained in the "Calculating your AIM, DEFENSE, SPEED, REGEN, and MAX LIGHT POINTS" Section of 'Chapter 3: Guardian Creation'.

LIGHT POINTS do not count the Light that the Ghost needs to function or the reserves of Light used for emergencies such as recharging the Guardian's shields, healing a Guardian's wounds, or resurrecting a dead Guardian. Normally a Guardian will always have at least this minimum critical amount of light stored away even when in a Darkness Zone for an extended period of time.

LIGHT POINTS cannot be transferred between Guardians, but regenerate at a rate of 1 per hour while not in a Darkness Zone.

Using Abilities

Abilities can be used during Free Play and in Combat. A Guardian can only use an Ability if they have LIGHT POINTS equal to or exceeding the Ability LIGHT POINTS cost. When a Guardian

uses an Ability, they must first subtract the Ability LIGHT POINT cost from their current LIGHT POINT total, then follow what the Ability effect says.

- Any Ability that a Guardian knows can be used at any time.

Resting

No Guardian can keep fighting forever, and every Guardian needs to eventually rest to heal their wounds and regain their energy. During any time spent resting, a Guardian is able to do any low-energy activity such as reading or keeping watch. The Fireteam cannot be travelling around on foot or riding a Sparrow while resting, but resting can be done in a Guardian's Ship during travel or while in orbit.

By the Hour

The Light the Guardians possess gives them the power to regenerate wounds faster than the average Human. Because of this, the Guardian can rest for short periods of time to gain great benefits. Every full hour a Guardian spends resting, the Guardian regains 1 HEALTH up to their maximum. If the Guardian is not in a Darkness Zone, they also regain 1 LIGHT POINT per hour up to their maximum.

Beware, every hour that passes during any time spent resting has a chance that an enemy will find the Guardians or that some other events may occur. The Speaker takes into account the Guardian's location and determines the chances of these events occurring. If the event causes Guardians to do any high-energy activity such as Combat or running, then the Rest is unsuccessful.

Upon successful completion of a Rest, if the Guardian has enough EXPERIENCE POINTS to Rank Up or enough ATTRIBUTE POINTS to Power Up, they may do so now. Instructions on Ranking Up and Powering Up are in the 'Chapter 4: Growing Fat From Strength' subsection of the Guardian Creation Section.

Sleeping

All Guardians will grow tired in time, and just like most living things they will need to sleep. During each 24 hour period, every Guardian will need to sleep for at least 6 hours. Each hour spent Sleeping gains the same benefits of Resting.

Sleeping can be broken up into separate parts. If a Guardian sleeps for 3 hours and is woken up, they only need to get another 3 hours of sleep to gain the same benefits from the full 6 hours.

If a Guardian has not slept for 6 hours in the past 24 hours, then the Guardian becomes Exhausted. An Exhausted Guardian gets a DISADVANTAGE on all Attribute checks and Attacks until the next time they have 6 hours of sleep.

Note: Guardians who are part of the Exo race do not sleep, but instead go into Stasis similar to sleep. Because of this, the same rules apply.

Roleplaying

Guardians have their own personality traits and flaws, and Players are encouraged to bring those to life. Drawing inspiration from a Guardian's personality to decide actions and make decisions for the Guardian is a great way to bring enjoyment to the game. The Speaker may reward this creative, thoughtful, or active gameplay by giving the Guardian a Light Point or Glimmer, especially if the Player is playing out a Guardian's Flaw.

Gaining Loot

Loot can come in many forms, but it is most commonly going to manifest as Glimmer, Weapons, or Artifacts.

When Loot is obtained, the Guardians in the Fireteam must decide who among them gets the item(s). If the loot is Glimmer, then it must be divided equally among the Fireteam. For the remaining items, they should be shared as evenly as possible so that no single Guardian gains an unfair amount or feels shortchanged.

If a Weapon is obtained by a Guardian, then that Weapon's name, quality, and perks must be noted on the Guardian's Character Sheet.

If an Artifact is obtained by a Guardian, then write down the Artifact and any information associated with the Artifact onto the Character Sheet in the 'Passives / Artifacts / Other' section.

Downtime between Strikes and Missions

Most Guardians spend the downtime between Strikes and Missions in a location called The Tower. The Tower is a structure that sits atop the wall surrounding the Last City, and it is where Guardians are housed. The Tower also serves as a central hub for the Guardians to rest, mingle, and prepare for battle.

Here, guardians can also pick up small, easy tasks known as 'Patrols' to help the city in exchange for a little extra Glimmer. Some Guardians prefer to hone their skills against other Guardians in an ongoing competitive event known as the Crucible. A few Guardians find themselves studying old texts and books from the Golden Age to help them understand and

apply technology from before the Collapse. It is up to the Player to decide what their Guardian does between their Missions and Strikes.

When playing with the same Players across multiple game sessions, it is assumed that their Guardians visit the Tower between Missions and Strikes. Before starting the next Strike or Mission, The Speaker must inform the Players how much time has passed since their last Strike/Mission. The Players may then describe what their Guardians did during this time. It could be as simple as relaxing around the Tower, or as complicated as the Player can imagine. Some activities may give some benefits. Doing Patrols may have a chance to earn a handful of Glimmer, and studying old texts may provide some useful information. This downtime is free for the Guardian to use.

Any time spent at the Tower counts as Resting.

During the downtime spent, the Guardian can talk with the Gunsmith about customizing and upgrading their firearms. Making weapons more powerful than the standard issue firearm is a difficult task, and often requires rare parts and materials that can only be found outside of the Tower/City. The 'Weapon Armory' section of 'Chapter 6: Equipment' has more information on purchasing and upgrading firearms.

Chapter 2: Guardian Creation

All Guardians are reanimated soldiers forged in Light and reborn with unfathomable powers. Every guardian has a fist-sized floating companion robot known as their 'Ghost' that carries with it the Traveler's Light. This 'Ghost' is able to talk with the Guardian, offer helpful advice, and assist the Guardian with many tasks. If the Guardian were to fall in battle, the Ghost is able to use the power of the Light to resurrect the guardian. A great amount of this Light can also be formed into objects of pure energy to be used as effective weapons. Since Guardians have these superhuman abilities, they are tasked with defending the last of humankind on Earth. Whether your guardian is an outgoing and social action seeker, a compelling strong leader, or a stern focused scholar, this section contains all the information you'll need to fully create your own Guardian.

The Guardians you play during the game are not the same Guardians as the main characters in the Destiny series. Instead, these Guardians have their own stories and lives. When the Player starts a new Guardian, that Guardian is not extremely powerful or a well known Legend, at least not yet. Through earning better loot and ranking up, the Player's Guardian can become extremely powerful and may even become their own Legend.

Each Guardian must have a RACE and a CLASS. Then they must make decisions about what their Attributes, WEAPONS, Abilities, PERSONALITY, and FLAWS will be. This Section will walk through each of these parts step by step, and provide an example Guardian with each step.

When creating a new Guardian, one method that people find useful is to first paint a picture in your head of how you want this guardian to look and act. Are they the silent cloaked Hunter, who stalks his prey in the night? Or are they a fearless and entertaining Titan who has proven themselves in leading troops into battle? Or possibly they're a very intelligent and respected Warlock who is quick to react? Once you have this image in mind, it may help your decisions regarding your guardian.

Note: When creating a Guardian, there are multiple points where you may freely create a backstory for your Guardian and items they possess. Please check with your Speaker on these backstories, as they may clash with some storytelling that your Speaker has planned.

Example: Steven wants to make a new Guardian. For this Guardian, he decides to model it after his main Guardian in the hit game series Destiny, 'Spex'. Spex is an Exo Hunter. Steven likes to imagine Spex as a Hunter who is quick on his feet, good in gunfights, and great with repairing machines. Spex is also a soft spoken Guardian who lives for adventure. Now that Steven has a Guardian in mind, Steven is ready to start making his Guardian.

Guardian Creation Checklist

Here is a checklist of everything that you need to fill out in order to complete creating your Guardian.

1. Race
 - 1.1. Race Passive
2. Class
 - 2.1. Class
 - 2.2. Subclass
3. Attributes
 - 3.1. INTELLECT
 - 3.2. DISCIPLINE
 - 3.3. STRENGTH
 - 3.4. RESILIENCE
 - 3.5. RECOVERY
 - 3.6. MOBILITY
 - 3.7. TECH
 - 3.8. SENSE
 - 3.9. CHARM
4. Stats
 - 4.1. REGEN
 - 4.2. AIM

- 4.3. DEFENSE
- 4.4. SPEED
- 4.5. LIGHT POINTS
- 5. Abilities
- 6. Weapons
 - 6.1. Kinetic Weapon
 - 6.2. Energy Weapon
 - 6.3. Heavy Weapon
- 7. Personality
 - 7.1. Traits
 - 7.2. Flaws
 - 7.3. Background
- 8. Inventory
 - 8.1. Glimmer
 - 8.2. Artifacts
 - 8.3. Ghost
- 9. Name
- 10. Finishing Up

Step 1: Race

Begin by choosing a race for your Guardian from the options below. Be sure to note the Race in the 'Race' section. Each Race has two Passives that a Guardian may choose from. Choose 1 Passive and write it down in the 'Passives' section of the Character Sheet.

You may also create an appearance for your Guardian at this step. The visual description will add flavor to the experience and make things interesting to yourself and your Fireteam members. If you choose to write a visual description, consider things like armor, clothing, jewelry, and scars. Those visual effects, like what armor your Guardian is wearing, will have little to no effect on gameplay and should be used freely. As always, visual descriptions should be written on the back of the Character Sheet.

There are three Races that Humans have evolved into. There are the Awoken, the Humans, and the Exo. Each Race gives the Guardian their physical appearance and a special Passive. Pick one Race, and note its Passive in the 'Passives' section of the Character Sheet.

Awoken

Awoken were once Humans who fled during the Collapse, and, through an event not fully understood, were forever changed. Awoken are not born or created, but are transformed Humans. Most Awoken are more in tune with the Traveler's Light and with the world around them. Awoken appear to have silver hair with their skin faintly glowing neon blues and pastel purples. The iris in their eyes also give off a glow in one of many colors from a lime green to a

vivid violet to a golden yellow. Although not much is known about the Awoken, they are often known for their prestigious behavior.

Example names:

Male: Andriz, Cahn, Cos, Eldruz, Gurgun, Jouruz, Kadruz, Muhaahn, Qigdoux, Qoluhl, Roongruuch, Thamim, Thoqul, Usgul, Vahn, Xev, Xoj, Zehaag, Zeshus, Zousgouc

Female: Faxe, Felna, Fiaf, Fiash, Fiza, Lax, Nass, Noph, Norla, Nosh, Paph, Pess, Phenno, Philme, Pila, Tholne, Thuass, Verua, Viss, Zammo

Awoken Passives

Choose 1:

Born of Light: You gain 1 extra Ability. You have control over the slight glow of your skin, and are able to completely dim the light as well as make it glow bright enough for people to notice at a distance. Anyone who witnesses this display is immediately made aware of your deep connection with the Light.

-or-

Silvered Iris: Your eyes are stunning and the iris of your eyes glow slightly in the dark. Gain 2 Attribute Points that can be used on CHARM. You can see clearly in dark areas. Whenever your Guardian Rests for 6 or more Hours, you may ask your Speaker for a vision into the future. The Speaker may then describe a glimpse into your future.

Human

Humans are just as varied as they are culturally diverse. There are many ways a Human's appearance may differ. Just like our own universe, Humans have skin colors varying from a very pale color to a very dark shade. Their hair can be any shade or shape, even dyed or styled. Humans have spent hundreds of years mixing cultures in the final city after the golden age collapsed, and from this experience many Human characters can know many traditions from all of the founding nations. Generally known to be very determined and diligent in their actions.

Example names:

Male: Aaron, Benjamin, Bradley, Cody, Daniel, David, Finlay, Isaac, Kayden, Kian, Lewis, Liam, Lucas, Oscar, Rory, Samuel, Thomas, William

Female: Alice, Chloe, Demi, Eliza, Evie, Heidi, Holly, Laura, Leah, Lexie, Lucy, Madison, Maisie, Martha, Mya, Samantha, Sophia, Victoria

Human Passives

Choose 1:

Silver Tongue: You have exceptional social skills. Gain ADVANTAGE on rolls where CHARM is a Modifier. Also, you may make an additional attempt at a social interaction after a single previous attempt failed. This includes things like persuading, bartering, or preventing a fight from breaking out. If the second attempt fails, then there are no more retries.

-or-

Skilled Worker: Your skills from a previous career, lifestyle, or that you were born with shine. Choose TECH or SENSE. You gain 2 Attribute Points that can only be spent towards this Attribute. Additionally, you gain ADVANTAGE whenever making a roll where this Attribute is a Modifier.

Exo

A robotic race driven with the minds of Humans created with the technological advancements from the Golden Age. The Exo body shape and weight are identical to an adult Human, but their appearance shows metallic skin with open joints showing motors, hydraulic actuators, and exposed wires. Exos often have a number at the end of their name, like 'Cayde-6' or 'Banshee-44'. The number implies how many times that unit had to have their mind reset. A higher number could result in memory loss, slower mental processing, or other forms of dementia. Banshee-44, for example, has had an exceptionally high number of resets causing slower speech and short term memory loss. This could be used as an explanation for a Guardian's Flaw.

Example names: Anarchy-4, Band-3, Brute-4, Crack-2, Demon-8, Dusk-2, Frost-0, Gargoyle-3, Ice-23, Jester-11, Mask-7, Paragon-6, Pest-4, Purpose-23, Ray-10, Serenity-8, Shadow-25, Snow-12, Soul-7, Stitch-5, Umbra-34, Wolfe-13

Exo Passives

Choose 1:

Desync: Your mind has accepted the mechanical form and no longer requires simulated human needs. You do not need to eat or breathe and thus are not subject to any penalties associated with starvation or breathing. You do not fear pain and cannot be Disoriented. You also contain a hidden compartment on your body that stores a few simple tools that are capable of opening up or fixing electronics and machinery.

-or-

Tuned Up: Your exo body is well oiled and finely maintained. Choose between 'Fine Motor' and 'Power Motor'. Fine Motor gives you +1 SPEED and Advantage on non-combat DISCIPLINE checks. Power Motor gives you +1 RESILIENCE and Advantage on non-combat STRENGTH checks. You can switch between these settings after a successful Rest.

Example: Steven likes the idea of playing as a robot. He chooses 'Exo' as the Race for Spex. Steven picks one of the two Passives, in this case "Tuned Up", and writes it down along with the Passive's Description in the 'Passive' section of the character sheet. Steven also wants to add a bit of visual interest to his guardian, so Steven adds the following description to the back of the Character Sheet: "Spex has a dark paint on his metallic skin, with spots of purple paint splashed onto the left side of his face. Spex's left arm has dents and scraped paint, similar to what one would expect after a minor vehicle accident."

Step 2: Class

Guardians have developed three distinct fighting styles known as Classes. These have become standard across the solar system. Each Guardian is one of three Races and one of three Classes: Titan, Hunter, or Warlock. Any Race can be mixed with any Class, there are no restrictions between the two. Choosing a Class describes the armor/clothing style the Guardian will be wearing.

A Class and a Subclass must be chosen for a new Guardian. Each Class has three Subclasses. Choose one of the three Subclasses found in the Class's Section. Each Class has a Rank. New Guardians start at Rank 1. Make a note of the Class and Subclass on your Character Sheet.

Each Subclass has a Passive. Be sure to note the Passive on your Character Sheet in the 'Passives' section. Each one also has two Super Abilities for you to choose from. Pick a Super Ability (found on page __) and write down the Super Ability's Name, Time Cost, Range, and Description into the Character Sheet.

Here is a list of the Classes, as well as the Passive choices and Tactics that come with them.

Titan

As a Titan, you are a proud and disciplined soldier of the Traveler. Titans are known to have strong defenses, and are capable of powerful close-encounter assaults against their enemies. Generally more noble and courageous than the other classes, you have more raw muscle and you are more durable than other Guardians. The main Attributes for this Class are STRENGTH and RESILIENCE.

Appearance: Titans are often seen wearing heavy full-body armor. The helmet usually has a swept-back design and the pauldrons of the armor are wide. The Titan CLASS item is a piece of cloth worn on the right hip. This is known as a 'Mark'. Most titans have a stern and focused nature to their behavior, and are usually seen with great posture and unwavering focus.

RANK	Features
1	Choose Subclass, Choose Super, Gain Passive
2	Choose 1: Tower Sentinel or Siege Engine
3	Choose 1: Mark of Honor or Symbol of Hope
4	Subclass Upgrade
5	Choose 1: Fight Smarter or Martial Arts Fighter
6	Choose 1: Burst of Speed or Burst of Strength
7	Subclass Upgrade
8	Choose 1: Frontal Assault or Lead the Charge
9	Choose 1: Monumental Hero or Commanding Officer
10	Subclass Upgrade

Rank 1

Upon creating your Guardian, choose one of the following Subclasses: Sunbreaker, Striker, or Sentinel. Gain the Rank 1 benefits of that Subclass found later on in this Section.

Rank 2

Tower Sentinel

You have prepared yourself to defend against oncoming attacks in a variety of situations. When you are in Cover, you gain an additional +1 to DEFENSE against oncoming attacks. When defending any structure, you have experience and knowledge using any defensive systems such as turrets, shields, or barricades. The people you defend look up to you, and will be more than willing to offer any assistance within reason.

-or-

Siege Engine

You have trained to attack head on and storm enemy lines. You gain ADVANTAGE when attacking an enemy who is in Cover. You also have extended knowledge and experience of the battlefield and attacking fortified defenses. You gain ADVANTAGE when looking for an opening, a weakness, or an opportunity for the upper hand when on the offensive.

Rank 3

Mark of Honor

Twice per Rest, you may gain ADVANTAGE on any roll where you are defending your honor or doing something honorable.

-or-

Symbol of Hope

Twice per Rest, after a roll was made but before the results are discovered, you may reroll any one F-Die of your choice, including any friendly Entity's roll. This may be done multiple times to the same roll.

Rank 5

Fight Smarter

You may attempt to grab an Enemy's Weapon and turn it towards the Enemy. This maneuver takes 2 Seconds and has a 1m Range. Make a STRENGTH contest against that Enemy. If you win the contest, the Enemy must use their currently equipped Weapon against themselves with ADVANTAGE.

-or-

Martial Arts Fighter

You have trained in close quarters combat and make full use of your elbows and knees in offense and defense. Melee attacks gain +1 to ATTACK. Your DEFENSE is increased by +1 against oncoming Melee attacks.

Rank 6

Burst of Speed

Once per Rest, you may channel your willpower into your movement and double your MOBILITY for 3 Seconds. Additionally, you gain ADVANTAGE when making MOBILITY checks where athletic movement is required such as climbing, swimming, or jumping.

-or-

Burst of Strength

Once per Rest, you may channel your willpower into your body using 1 Second and double your STRENGTH for 2 Seconds. Additionally, you gain ADVANTAGE when making STRENGTH checks.

Rank 8

Frontal Assault

You use your currently equipped Weapon in a Melee attack. Upon doing damage in a Melee Attack, you may also instantly reload your current weapon. Additionally, all Kinetic and Energy weapons have their minimum range reduced to 0.

-or-

Lead the Charge

Once per Rest, you may spend at least 2 Seconds to shout inspiring words to all surrounding friendly entities. All inspired entities gain ADVANTAGE on their next roll made within 30 seconds.

Rank 9

Monumental Hero

Your stories and adventures have travelled the land, and many people know your name and know you as a symbol for what you stand for. This gives you an unparalleled strength of will. You gain ADVANTAGE on all RESILIENCE checks. You gain ADVANTAGE against getting frightened, intimidated, or any other check where your willpower is in question. When you take fatal damage, roll 1 F-Die. If the F-Die is a '+1', then the DAMAGE is ignored.

-or-

Commanding Officer

Your experience in the battlefield has earned you the title of 'Commanding Officer'. Along with the title, you gain a squad of two "Frames". A 'Frame' is a non-sentient humanoid robot capable of simple tasks. They will do exactly what you tell them to do to the best of their abilities, but have very limited knowledge and are somewhat slow. In Combat, you may control the Frames directly, but they are as effective as a Guardian with all Attributes set to 0, with 3 HP. Fixing a Frame requires 1 hour of maintenance per HP. You may name your Frames and customize their personalities and appearances.

Sunbreaker

Sunbreakers are powerful and diligent fighters who use the burning power of the Light to smite their enemies. Pick 1 Super Ability: Hammer of Sol -or- Siege Hammer. Additionally, all Melee attacks gain +1 ATTACK.

Rank 4

Sunstrike

Whenever Melee DAMAGE is done to an Enemy, they gain 6 Seconds of Burning. If an enemy is killed by your Melee attack, that enemy explodes into flames. The Explosion has a 1m Radius and applies 3 Seconds of Burning to all Enemies caught within the explosion.

-or-

Fire Keeper

Instead of taking damage from BURNING, you instead regenerate 1 SHIELD. Once per Rest, you may spend 2 Seconds to create a 'Sunspot' on the ground within 10m of you. This 'Sunspot' is a circle that has a 1m Radius and applies 3 Seconds of BURNING to all Entities, including yourself, within the circle. The Sunspot lasts for 9 Seconds.

Rank 7

Pyromaniac

You are capable of starting small fires with your fingertips. You find it exceptionally easy to set materials like clothing and wood alight. Twice per Rest, you may spend 1 Second to apply 3 Seconds of Burning to any target within 1m. Additionally, the target's DEFENSE is reduced to 0 for 3 Seconds.

-or-

Throwing Hammer

Twice per Rest, you may manifest a single hammer and throw it at an enemy. Select a Target within 7m, make a $[4df + 1 + \text{STRENGTH}]$ Attack against the enemy. If the Attack does DAMAGE then the hammer explodes and enemies within 1m of the Target take 1 DAMAGE.

Rank 10

Axe of the Iron Lords

Gain Ultimate Ability: Axe of the Iron Lords

-or-

Superheated

Gain Ultimate Ability: Superheated

Striker

Strikers run head first into battle, striking opponents at close range with lightning speed. Pick 1 Super Ability: Fists of Havoc -or- Thundercrash. Gain +1 SPEED.

Rank 4

Juggernaut

When you Sprint for a short time, a shield of light appears in front of you. If you end your Turn immediately after Sprinting towards a Target, you gain +2 DEFENSE against all attacks coming from the target's direction, until the start of your next turn.

-or-

Shoulder Bash

A Melee Attack's Time Cost is reduced to 1 Second if made immediately after finishing a Sprint. An enemy hit with 'Shoulder Bash' is pushed back 1m. If there is a solid object preventing them from being pushed back, the Enemy takes an additional +1 DAMAGE.

Rank 7

Death from Above

Any time that you are able to get at least 2m above a Target, by jumping or otherwise, you may make a special Melee Attack. For 2 Seconds, move your Guardian onto the Target and make a [4df + 1 + STRENGTH] Melee Attack. If you do DAMAGE to the Target, you may also get a free successful Melee Manipulation. (See 'Melee Manipulation' in Chapter 3: Combat)

-or-

Locomotive

If you spend 2 consecutive seconds Sprinting, gain another free second of Sprinting. Enemy entities do not block your movement path. You may move through enemy spaces. If you end your movement on an occupied enemy space, you may move the enemy 1m in any open direction. If there is no place to push the enemy, you may not move into this space.

Rank 10

Juggernaut

Gain Ultimate Ability: Juggernaut

-or-

One Punch

Gain Ultimate Ability: One Punch

Sentinel

Sentinels are defenders and protectors of those around them. They ensure the safety of their allies while crushing tenacious opponents. Pick 1 Super Ability: Sentinel Shield -or- Ward of Dawn. Gain +1 DEFENSE.

Rank 4

Lockdown

When in Cover, your DEFENSE gains an additional +1. Once per Rest, you may double your DEFENSE for 3 Seconds.

-or-

Defending Support

Twice per Rest, before an enemy attack roll is made, you may increase a friendly Entity's DEFENSE by your DEFENSE for the attack, so long as they are within 2m. You cannot use this during a Surprise attack. This cannot be used on yourself.

Rank 7

Fearless Taunt

Twice per Rest, when an Enemy that you can see is about to attack you or one of your allies, you may choose to Taunt that enemy. The Enemy must then select you as the Target of the Attack and will have DISADVANTAGE on the Attack.

-or-

Ironheart

You carry with you a one-armed square shield. Gain an additional +1 DEFENSE when you block. Allies may now use you as Cover.

Rank 10

Defender's Wish

Gain Ultimate Ability: Defender's Wish

-or-

Overclocked Overwatch

Gain Ultimate Ability: Overclocked Overwatch

Hunter

As a Hunter, you are part of a group of Guardians thought to be lone-wolves out in the wild, yet they often make great companions able to watch each other's backs. Hunters are generally quick, fast, and accurate. The main Attributes for this Class are DISCIPLINE and MOBILITY.

Appearance: Hunters are easily identified by their CLASS item known as a 'Cloak'. A Cloak is both a hood and a ground-length cape. Underneath the Cloak, the Hunter usually wears lightweight armor and a specialized helmet equipped with gas filters and vision enhancing technology. Most hunters have a laid back posture and personality. Hunters fancy their utility knife, which is seen quite often being sharpened or tossed around as they mingle around the tower.

RANK	Features
1	Choose Subclass, Choose Super, Gain Passive
2	Choose 1: City Slicker or Lone Wanderer

3	Choose 1: Gambler or Planner
4	Subclass Upgrade
5	Choose 1: Knife Juggler or Escape Artist
6	Choose 1: Way of the Orator or Way of the Whisperer
7	Subclass Upgrade
8	Choose 1: Chains of Woe or Practice makes Perfect
9	Choose 1: Local Legend or Master of the Wilds
10	Subclass Upgrade

Rank 1

Upon creating your Guardian, choose one of the following Subclasses: Gunslinger, Arcstrider, or Nightstalker. Gain the Rank 1 benefits of that Subclass found later on in this Section. [PAGE NUMBERS]

Rank 2

City Slicker

You know your way around settlements, outposts, and cities. Your experience in close encounters has left you adept in melee combat and when firing at close enemies. Minimum Range for all Weapons is reduced by 2m, making it easier to hit enemies close or next to you. Melee Attacks you make gain +1 ATTACK, and you gain +1 DEFENSE against incoming Melee attacks. You also gain ADVANTAGE with SENSE, CHARM, and TECH checks when handling situations in cities, outposts, or settlements.

-or-

Lone Wanderer

Your experience wandering the wilds alone has taught you to be careful and steady. Maximum Range for all non-melee Weapons is increased by 5m except for Sniper Rifles; Sniper rifles have their Maximum Range increased by 50m. At the start of any Combat, you may swap your Equipped Weapon at no time cost. You gain ADVANTAGE on all SENSE, CHARM, and TECH checks when dealing with something out in the wilds.

Rank 3

Gambler

You like to take risks and live on the edge. You gain access to 2 Gambling Points upon completing a Rest. Keep track of these Gambling Points as Checkboxes in the Perks / Passives / Other section of your Character Sheet. You may spend 1 Gambling Point to reroll any of your rolls. All Gambling Points are reset upon completing a Rest.

-or-

Planner

You don't like to take risks, and instead you choose to plan ahead. Upon completing a Rest, Make a 4 F-Dice roll with ADVANTAGE. This result is your 'Planned Roll'. Write the Planned Roll in the Perks / Passives / Other section of the Character Sheet. Any time you would make a 4 F-Dice roll, you may instead opt to use the Planned Roll instead. Once the Planned Roll is used, it is spent and must be erased/discarded. Any unspent Planned Rolls are erased/discarded upon completing a Rest, and a new Planned Roll must be made.

Rank 5

Knife Juggler

Twice per Rest, you may use the Ability 'Throwing Knife' without costing any LIGHT POINTS. You do not need to know this Ability in order to use this Tactic.

-or-

Escape Artist

Once per Rest, you may use the Ability 'Vanish in smoke' without costing any LIGHT POINTS. You do not need to know this Ability in order to use this Tactic.

Rank 6

Way of the Orator

You have a charming and unique personality. You gain ADVANTAGE on non-combat interactions with NPCs where you are trying to gain information. Most NPCs will be more inclined to help you along the way, offering directions, knowledge, or advice in the path ahead. Any creature trying to determine if you are lying or is trying to resist your charm has DISADVANTAGE.

-or-

Way of the Whisperer

You have a way with animals. You may use DISCIPLINE in place of CHARM, and gain ADVANTAGE, when interacting peacefully with animals. You may also have an animal follower join you. This animal is smart enough to follow one word commands. The animal follower must be size Medium or smaller in the Wild Animals section of the Bestiary. Example animals would be: Hawks, Wolves, Cats, and even Chickens.

Rank 8

Chains of Woe

Upon getting a kill with a Weapon, you may instantly reload that weapon.

-or-

Practice makes Perfect

The Natural roll required to get the Precision Hit bonus is 1 point easier. (If you normally need a Natural +3, you now need a Natural +2 or higher)

Rank 9

Local Legend

Your stories and tales are known far and wide. Choose a story from your Guardian's past. This is the story that is told about you and many people will know of your deeds. You are very likely to find a welcoming home or hideout in any settlement across the system who knows about you. They are more than willing to trade food, shelter, and ammo to meet you in person and hear your wondrous stories. If you impress them with your stories, they may also be inclined to offer a Weapon or Artifact of high Quality.

-or-

Master of the Wilds

Your time alone out in the wilds has proven increasingly useful. You are able to find hidden caches of ammo and food almost anywhere out in the wilds. You are adept at surviving outside of settlements. You know what to look for when tracking down a prey, or what to do when hiding among foliage. Climbing trees and navigating difficult terrain is easy to you. You gain ADVANTAGE when looking for food/water, when navigating, tracking down a creature in the wild, or when trying to sneak/hide outside.

Gunslinger

Gunslingers are known for their firearm prowess. Pick 1 Super Ability: Golden Gun -or- Blade Barrage. Gunslingers also gain +1 to AIM

Rank 4

Dual Wield Expert

If your Kinetic and Energy Weapons are both Hand Cannons, Sidearms, and/or Submachine Guns, you may equip both at the same time with one in each hand. While dual-wielding, you may make an Attack with any single Weapon normally, or you may make 2 separate attacks, one with each gun in the same 2 Seconds. When firing both guns at the same time, each Attack gets half of your AIM as the Modifier.

-or-

Head Hunter

You are more skilled at hitting precision spots. The Natural roll required to get the Precision Hit bonus is 1 point easier (If you normally need a Natural +3, you now need a Natural +2). In addition, whenever you attempt a 'Steady Aim', gain ADVANTAGE on that Attack.

Rank 7

Run and Gun

You may move up to 1 Second of Sprinting SPEED during a ranged Weapon Attack.

-or-

Sharpshooter

You no longer have DISADVANTAGE when attacking an Enemy at a range up to double a Weapon's Max Range.

Rank 10

Nighthawk

Gain the Ultimate Ability 'Nighthawk'

-or-

Bulletstorm

Gain the Ultimate Ability 'Bulletstorm'

Arcstrider

Quick and agile like lightning, Arcstriders focus on speed and striking with precision. Pick 1 Super Ability: Arc Staff -or- Arc Blade. Arcstriders also gain +1 to SPEED

Rank 4

Lightning Reflexes

It is difficult for you to be caught off guard. Whenever Combat begins you may move your position to the top of the Turn Order for the remainder of that combat or if your team is surprised, you may alert your Fireteam and the Surprise round is skipped leading into normal Combat. This cannot be used again until you have completed a Rest.

-or-

Thunderous Strikes

Once per Rest, you may use the Ability 'Blink Strike' without costing any LIGHT POINTS. You do not need to know this Ability in order to use this Tactic. If you attack a Target from behind with 'Blink Strike', you gain an additional +3 ATTACK.

Rank 7

Focused Strikes

Your movements are quick and deliberate, and allow you to become an exceptional fighter. You may use DISCIPLINE in place of STRENGTH when making Melee Attacks.

-or-

Stunning Grasps

You can feel and see lightning crackle when you make a tight fist. Twice per Rest, you can select a Target within Melee Range and that Target is automatically Disoriented for 3 Seconds.

Rank 10

Direct Current

Gain the Ultimate Ability 'Direct Current'

-or-

Lightning Spear

Gain the Ultimate Ability 'Lightning Spear'

Nightstalker

Nightstalkers stay in the shadows and hunt their prey without being seen. Pick 1 Super Ability: Shadowshot -or- Spectral Blades. Nightstalkers also get ADVANTAGE on MOBILITY checks.

Rank 4

Stay in the Shadows

Gain ADVANTAGE whenever attempting an action while in stealth. When making a Sneak Attack, you gain an additional +2 to the Attack. Additionally, your footsteps do not make noise.

-or-

Keen Scout

Gain ADVANTAGE whenever searching for a prey. You may spend 1 Second to mark a target you can see. You can have only 1 Target marked at a time, and marking a new Target removes the mark from the previous Target. All friendly fireteam members can see the marked target, and you gain +1 to ATTACK when attacking this Target.

Rank 7

Hidden Hand

Twice per Rest, you may gain the Sneak Attack bonus on any of your Attacks even if the enemy is aware of your position. Hiding a Weapon and keeping your intentions hidden in a fight is an art only few have mastered.

-or-

Darkmatter Knife

You carry with you a knife coated in a mysterious dark material. You can carve hidden symbols and messages into any material that are only visible to your allies. All Melee Attacks made with this knife ignore DEFENSE and gain +1 ATTACK.

Rank 10

Legion

Gain the Ultimate Ability 'Legion'

-or-

Deathblade

Gain the Ultimate Ability 'Deathblade'

Warlock

As a Warlock, you are very well connected with the Traveler's Light and you are known to be a scholar in the knowledge of the Light and the Traveler. Most Warlocks are confident in their studies, and find interesting ways to apply Light to their everyday situations. Warlocks are better at using their Light to heal their wounds as well as decimate enemies. The main Attributes for this Class are INTELLECT and RECOVERY.

Appearance: Warlocks can be distinguished by their long vestments and rounded helmets. The CLASS item of the Warlock is a cuff wrapped around the upper arm and is known as a 'Bond'. A Warlock Bond can range in quality from a piece of tattered cloth to a jeweled band of precious metals. It is a common sight to witness a Warlock effortlessly manifest their Light into harmless transparent glowing orbs just above their open palms as a method of meditation.

RANK	Features
1	Choose Subclass, Choose Super, Gain Passive
2	Choose 1: Know Thine Enemy or Know Thyself
3	Choose 1: Focus or Restraint
4	Subclass Upgrade
5	Choose 1: Striking with Intent or Theoretical Physics
6	Choose 1: Cryptarch or Ambassador
7	Subclass Upgrade
8	Choose 1: Power Within or Explosive Power
9	Choose 1: Beacon of Light or Overcharge

10	Subclass Upgrade
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Rank 1

Upon creating your Guardian, choose one of the following Subclasses: Dawnblade, Stormcaller, or Voidwalker. Gain the Rank 1 benefits of that Subclass found later on in this Section.

Rank 2

Know Thine Enemy

Years of studying your enemies has taught you much about how to handle them in the wilds. Choose one enemy race to Specialize in. You gain +1 to all attacks towards this enemy race. In addition, you gain a deeper understanding of the race's language, culture, technology, history, and important figures. You have ADVANTAGE on any checks to remember or identify something about this selected race.

-or-

Know Thyself

You dedicate years to study yourself and your ability to control the Light. Once per rest, you may spend 6 Seconds to focus on your inner Light and regenerate 5 LIGHT POINTS. You also have a deeper understanding of the history, language, culture, and technology of your own race. You gain ADVANTAGE on any checks to remember or identify something about your race.

Rank 3

Focus

You may cast any Ability you know at 10 times its normal Time Cost (minimum 10s), but it does not consume any LIGHT POINTS, nor can it restore Health to any entity. You may not use Focus when casting Super or Ultimate Abilities.

-or-

Restraint

While Resting, you regenerate an additional +2 LIGHT POINTS per hour spent resting.

Rank 5

Striking with Intent

When making a Melee Attack, you may use INTELLECT instead of STRENGTH.

-or-

Theoretical Physics

You may use the INTELLECT Attribute instead of the DISCIPLINE Attribute when determining your AIM stat.

Rank 6

Cryptarch

You gain ADVANTAGE whenever you are looking for information. You are a master of research and you are able to find information within Books, Journals, and Documents quickly and with ease. You gain ADVANTAGE on SENSE checks where you are investigating an area. You gain ADVANTAGE on TECH checks when looking for any knowledge within a system. You may also decode 1 Engram for every hour spent Resting.

-or-

Ambassador

After spending five Minutes talking with or observing any NPC, you gain a feel for how to interact with that person. You gain ADVANTAGE when socializing with this person. Additionally, you gain +2 to any roll where you try to control this person's behavior such as calming them if they are angry, raising their aggression towards a specific subject, or even removing any doubt they might have.

Rank 8

Power Within

Once per Rest, you may instantly regain LIGHT POINTS and regenerate your SHIELD equal to [Your REGEN * 2] at no Time cost.

-or-

Explosive power

Twice per Rest, you may add your INTELLECT to any ATTACK you make. This may be a Weapon Attack, a Melee Attack, or any offensive Ability.

Rank 9

Beacon of Light

Once per Rest, you may spend 2 Seconds to cast a "Beacon of Light" over a 5m radius around your Guardian. If the area is inside a Darkness Zone, then it is no longer considered a Darkness Zone while 'Beacon of Light' is active. All Dead Guardians within the area are instantly resurrected. All Minions of Darkness within the 'Beacon of Light' are Blind. 'Beacon of Light' lasts for an amount of Seconds equal to your INTELLECT, or until you die, whichever happens first.

-or-

Overcharge

Once per Rest, you may spend 1 Second to cast "Overcharge". For 6 Seconds all of your Abilities that cost LIGHT POINTS have their Light Point cost reduced by 2 and their Time cost reduced by 1 Second (Minimum 1 Light Point and 1 Second).

Dawnblade

Dawnblades are warlocks who heal their allies and watch their enemies burn. Pick 1 Super Ability: Daybreak -or- Well of Radiance. Dawnblades also Gain +1 REGEN.

Rank 4

Igniting Touch

When you deal Melee DAMAGE to an Enemy, the Enemy suffers BURNING for 3 Seconds and you gain +1 SPEED for the remainder of the Turn (or 3 Seconds). If an enemy is killed by your Melee attack, that enemy explodes into flames. The Explosion has a 1m Radius and applies 3 Seconds of Burning to all Enemies caught within the explosion.

-or-

Angel of Light

While doing a Double Jump, you may spend an additional 1 Second to hover in place during any part of your jump arc. During this time, you may also use a Weapon at no time cost OR use an Ability that takes no more than 1 Second to cast at no time cost.

Rank 7

Everlasting Flame

Upon casting a Super Ability, all Enemies within 3m of you gain 6 Seconds of Burning. Any time you deal DAMAGE with an Ability, the Target receives Burning for 6 Seconds.

-or-

Healing Warmth

Once per Rest, all Allies within 2m of you gain 1 HEALTH and have their REGEN increased by +2 for 6 Seconds.

Rank 10

Solar Flare

Gain Ultimate Ability: Solar Flare

-or-

Traveler's Blessing

Gain Ultimate Ability: Traveler's Blessing

Stormcaller

Stormcallers are one with the storm. They use the power of Lightning to quickly strike and devastate their opponents. Pick 1 Super Ability: Stormtrance -or- Chaos Reach. Stormcallers also gain +2 MAX LIGHT

Rank 4

Ionic Blink

You gain the ability to 'Blink'. A Blink is a quick short-distance teleport. It takes 1 Second to Blink. Your Blink range is equal to your Sprinting Distance + 2m. You cannot blink through solid objects. You can only Blink once every 3 Seconds (or once every Turn).

-or-

Chain Lightning

When you Melee an Enemy, Lightning sparks from you and strikes the Enemy. Your Melee range is increased by 1m. When the Enemy you strike takes DAMAGE, the Lightning arcs to a

different random Enemy within 2m of the first Enemy and does half of the DAMAGE that was done to the first Enemy (Minimum 1 DAMAGE).

Rank 7

Disabling Bolt

Once per Rest, for 1 Second, pick a Target that you can see within 15m and make a [4df + 1 + INTELLECT] Attack against that Target. If the Target takes DAMAGE, select one of the Target's Weapons; that Weapon is now disabled for 15 Seconds.

-or-

Electric Discharge

Once every 15 minutes, if an Enemy voluntarily touches you, you may immediately make a [4df + 2 + INTELLECT] Attack against that Enemy. If DAMAGE is dealt, the enemy is pushed back 1m.

Rank 10

Lightning

Gain Ultimate Ability: Lightning

-or-

Tesla Beacon

Gain Ultimate Ability: Tesla Beacon

Voidwalker

Voidwalkers focus on manipulating and controlling the Void to destroy their opponents. Pick 1 Super Ability: Nova Bomb -or- Nova Warp. Voidwalkers also gain +1 to all Ability Attacks.

Rank 4

Life Steal

When you Melee an Enemy, regenerate SHIELD by an amount equal to the DAMAGE done to the Enemy. If you kill an Enemy with this Melee, then you steal their life and gain 1 LIGHT POINT.

-or-

Bloom

Any Enemy killed by one of your Abilities explodes in a vortex of Void damage. The Explosion radius is 1m. Any Enemy caught inside this explosion suffers 2 DAMAGE. An Enemy killed by this Void explosion causes another Void explosion.

Rank 7

G-Force

Twice per Rest, for 1 Second, pick a Target that is size Large or smaller that you can see. Move that Target 4m in any straight line. If that Target hits a solid object or another Entity, the Target takes 1 DAMAGE.

-or-

Crush

Once per Rest, for 2 Seconds, select a Target. Everything within 2m of the Target is now affected by increased gravity for 3 Seconds. Enemies within this field have DISADVANTAGE on all Attacks. All levitating Enemies are forced to the Ground, take 2 DAMAGE, and can not move for the duration of the effect.

Rank 10

Black Hole

Gain Ultimate Ability: Black Hole

-or-

To The Void

Gain Ultimate Ability: To The Void

Example: Steven chooses Hunter as the Class for Spex and makes a note of it on the Character Sheet. Steven then chooses 'Gunslinger' as the Subclass, and writes the Passive '+1

to AIM' in the 'Other' section of the Character Sheet. After examining the two Super Abilities, Steven decides that 'Golden Gun' is better for Spex and writes the Super Ability on the Character Sheet along with the Super Ability's information.

Step 3: Attributes

No single Guardian is good at everything. Each Guardian has pros and cons that determine how successful they are at attempting different tasks or how effective they are in battle. A Guardian may be very tough and strong, but may also be lacking in speed or smarts. A Guardian may be very charming and accurate, but might not be as smart or as strong as another Guardian. These are measured by 'Attributes'.

Attributes are traits that describe the innate strengths of a Guardian. These are core to your Guardian and are not easily changed. Every Guardian shares the same 9 Attributes. These are broken into 3 categories: Offensive, Defensive, and Passive. These Attributes are:

Offensive

INTELLECT: General knowledge, especially regarding the Traveler's Light. Governs the accuracy and damage of Light-based Abilities, making it a favored attribute of most Warlocks. This contributes to the MAX LIGHT POINTS. (Example Checks: Trying to remember if you have heard of a name or location before. Having to make a demonstration of the Light to prove yourself.)

DISCIPLINE: The ability to control fine motor skills and hand-eye coordination. Governs the accuracy, speed, and effectiveness of ranged weapons, making it a favored attribute of most Hunters. This determines a Guardian's AIM stat. (Example Checks: Catching something out of the air. Pickpocketing an NPC. Throwing an object accurately. Doing a card trick.)

STRENGTH: The overall muscle power. Governs the accuracy and damage of melee attacks and melee weapons, making it a favored attribute of most Titans. (Example Checks: Lifting something heavy. Holding a door closed against attackers. Operating rusted machinery. Pinning down an enemy.)

Defensive

RESILIENCE: Defines how well defended your Guardian is. Determines how much punishment your armor can take before your Shield starts taking damage, making it a favored attribute of most Titans. This determines a Guardian's DEFENSE stat. (Example Checks: Resisting poisons or toxins. Holding ground against being thrown back in an explosion.)

RECOVERY: Describes how quickly your Guardian recovers lost shields during a fight or how quickly they recover from injuries afterwards, making it a favored attribute of most Warlocks. This determines a Guardian's REGEN stat. (Example Checks: Bandaging up a wound. Identifying a healing herb or a poison.)

MOBILITY: Determines how quick and agile your Guardian is. This ultimately determines their reaction time, how good they are at dodging, and how fast they can move, making it a favored attribute of most Hunters. This determines a Guardian's SPEED stat. (Example Checks: Stealth. Jumping over an obstacle. Outrunning a group of enemies.)

Passive

TECH: The ability to learn, understand, and manipulate technology. Used to repair machines or modify alien tech. Also used as the skill in driving jumpships and sparrows. (Example Checks: Figuring out how an alien technology works. Hacking into a computer. Fixing machinery.)

SENSE: How in touch a Guardian is with their senses. Governs the ability to see, hear, smell, search, and feel. (Example Checks: Searching for clues at a crime scene. Looking in the distance for a far away building. Listening for footsteps in a nearby room. Feeling for an object in the dark.)

CHARM: How well the Guardian is at communicating or interacting with other life forms. Governs the ability to persuade, intimidate, interrogate, and tame-animals. (Example Checks: Trying to persuade an NPC to help you. Attempting to intimidate an NPC for information. Trying to determine if an NPC is lying.

Attribute QUALITY Table

These 9 Attributes can be one of many Qualities. The Quality of the Attribute is represented by a number. Each number also has a word next to it, so when a player states that their Guardian has '+1 RECOVERY', it would be known that their guardian's RECOVERY is 'Average'. These words are just to give an idea on how good the Attribute is. Here is the list of Qualities as well as the Attribute Point cost to achieve that Quality.

Quality	Cost from '0'	Cost from previous quality level
+9 Mythical	43	9
+8 Legendary	34	8
+7 Epic	26	7
+6 Fantastic	19	6
+5 Superb	13	5
+4 Great	8	4
+3 Good	4	2
+2 Fair	2	1
+1 Average	1	1
0 Mediocre	0	1
-1 Poor	-1	1
-2 Terrible	-2	-

New Guardians start between -2 and +4 with their Attributes. Qualities of +5 or higher are meant to be achieved through time, experience, and practice. +9 Mythical is reserved for those who have transcended the physical limits, and it requires countless hours of dedicated practice to achieve, and it makes a great end-game goal for dedicated Players.

Determining Attribute Qualities

The next step is to determine the Guardian's Attribute Qualities. There are 3 methods to determine the 9 different Attribute Qualities that the player may use to assign to Attributes freely in any order they wish. Once an Attribute Quality set has been determined, the player will match each Quality with an Attribute, until all 9 Attributes have an assigned Quality.

The **first** method is to use the recommended Attribute Quality set. This is recommended to new players or for a quick-start. If you choose this method, note down the following set on the side and continue:

(4, 3, 2, 2, 1, 1, 0, 0, -1)

The **second** method is a point-allocation method. The Player starts off with **17 Attribute Points** in which the player may choose and modify their Attribute Qualities. All of the player's Attribute Qualities start off at 0. Then, while using the Attribute Quality table, the Player pays the cost in the "Cost from 0" column in the above table to obtain the desired attributes. For example, if a Guardian would want a +4 Attribute, the table above shows that it would cost 8 Attribute Points. The Guardian is free to change and adjust their Attribute Qualities until they are satisfied with the end result, so long as the total never exceeds 17. A new Guardian cannot have an Attribute above '+4 Great', those stats are only listed in this Table for Guardian advancement. Note that '-1 Poor' and '-2 Terrible' are negative costs. Choosing one of these gives the player back Attribute Points that the player may spend on other Attributes. A Guardian does not need to spend ALL 17 Attribute points, but any leftover points will be discarded at the end of the Guardian creation. This method is recommended for more serious players who want a fair game.

The **third** method, the dice rolling method, can be used with approval of The Speaker. To determine this Attribute Quality set, the player makes a roll with ADVANTAGE. The ADVANTAGE is to simulate the Guardian being stronger, faster, and smarter than the average person. Write the resulting number down onto a side sheet of paper or on the back of the character sheet. Repeat this for a total of 12 numbers written down. Then, out of the 12 rolled results, the lowest 3 results must be removed. This leaves the remaining 9 Attribute Qualities. This is the Attribute Quality set that will be used. **Note:** Using this method can lead to Guardians of wildly varied qualities. You may end up with an incredibly powerful Guardian, or an awfully weak one. This method is recommended for Players who are just looking to have fun.

Once the Attribute Quality set has been determined, the Player will pick and choose which Attribute Qualities go to which Attribute. This should be noted on the character sheet next to each Attribute.

Example: Steven asks the Speaker if it is okay to roll the F-Dice, the Speaker approves and watches over the dice rolls. Steven takes his 4 F-Dice and sets one aside as a +1. Steven rolls for his first stat and rolls a +2 (0, 0, +1, [+1]). Steven writes +2 on a paper and repeats this until he has 12 numbers: (+2, +1, +2, 0, +2, +3, +3, 0, -1, +2, 0, -2). Steven then removes the lowest 3 numbers from the 12 numbers that he rolled, resulting in 9 Attribute Levels (+3, +3, +2, +2, +2, +2, +1, 0, 0). Steven, Knowing that his Hunter is best at gunfighting and finesse, puts the top 2 levels into DISCIPLINE and MOBILITY respectively. Steven thinks that his Hunter is not the strongest and is quite the social outcast, so he puts the bottom Attribute levels into STRENGTH and CHARM. He then applies the remaining attributes as he sees fit for the rest. Spex's final Attribute Qualities are as follows:

- +2 INTELLECT
- +3 DISCIPLINE
- 0 STRENGTH
- +1 RESILIENCE
- +2 RECOVERY
- +3 MOBILITY
- +2 TECH
- +2 SENSE
- 0 CHARM

Step 4: Calculating your STATS

There are STATS that directly depend upon the Guardian's Attributes. These are known as REGEN, AIM, DEFENSE, SPEED, and LIGHT POINTS. All of these Stats must always be updated to reflect your current Attributes. If an Attribute QUALITY is increased or decreased, be sure to update these immediately.

To determine the STAT, look at the table under each STAT and write down the number found next to the Attribute Quality.

Certain Classes give PASSIVES that upgrade one of these STATS. The PASSIVE bonuses are added after the STAT is determined.

REGEN

The rate at which your SHIELDS regenerate is called your REGEN short for 'Regeneration', and it is determined by your RECOVERY. Use the following table to find out what your REGEN is based off of your RECOVERY. Write this number down in the REGEN section of your Character Sheet. If you chose to play a Warlock Dawnblade, you add 1 to this result.

RECOVERY	-2	-1	0	+1	+2	+3	+4	+5	+6	+7	+8	+9
REGEN	1	1	2	2	2	3	3	3	4	4	4	5

Example: Spex's RECOVERY is +2. The table tells us that a RECOVERY of +2 means that we have a REGEN of 2 so Steven writes down '2' in the Regen section.

AIM

Certain Guardians are much better at handling their Firearms than other Guardians. AIM is both the accuracy and effectiveness of firearms. Use the following table to find out what your AIM is based off of your DISCIPLINE. Write this number down in the AIM section of your Character Sheet. If you chose to play a Hunter Gunslinger, you add 1 to this result.

DISCIPLINE	-2	-1	0	+1	+2	+3	+4	+5	+6	+7	+8	+9
AIM	1	1	2	2	3	3	4	4	5	5	6	6

Example: Spex's DISCIPLINE is +3. The table tells us that a DISCIPLINE of +3 means that we have an AIM of 3. However, since Spex is a Gunslinger, we add +1 to our current AIM of 3 to get a total AIM of 4. Steven writes down 4 into the AIM section.

DEFENSE

Guardians vary in how much of a beating they can take before the damage starts to hurt. A higher DEFENSE allows the Guardian to resist or completely ignore DAMAGE. Use the following table to find out what your DEFENSE is. Your DEFENSE is based off of your RESILIENCE. Write this number down in the DEFENSE section of your Character Sheet. If you chose to play a Titan Sentinel, you add 1 to this result.

RESILIENCE	-2	-1	0	+1	+2	+3	+4	+5	+6	+7	+8	+9
DEFENSE	0	0	1	1	1	2	2	2	3	3	3	4

Example: Spex's RESILIENCE is +1. The table tells us that a RESILIENCE of +1 means that we have a DEFENSE of 1. Steven writes 1 into the 'DEFENSE' section of the character sheet.

SPEED

Some Guardians are faster than others, and can cover greater distances in a shorter amount of time. SPEED is how fast your Guardian is capable of moving, and it is represented in meters per second. A SPEED of 5 means that your Guardian can move 5 meters per second. SPEED is also used to determine your Guardian's reaction time. Use the following table to find out what your SPEED is based off of your MOBILITY. Write this down in the 'SPEED' section of your character sheet.

MOBILITY	-2	-1	0	+1	+2	+3	+4	+5	+6	+7	+8	+9
SPEED	4	4	5	5	5	6	6	6	7	7	7	8

Example: Spex's MOBILITY is +3. The table tells us that a MOBILITY of +3 means that we have a SPEED of 6. Steven writes down '6' in the SPEED section of the Character Sheet.

LIGHT POINTS

The LIGHT POINTS that a Guardian has are not infinite. Abilities cost LIGHT POINTS to cast, and LIGHT POINTS can also be used to increase your power and luck. Use the following tables to find out what your MAX LIGHT is based off of your RANK and your INTELLECT. Write this down in the 'MAX LIGHT' section of your character sheet. If you chose to play a Warlock Stormcaller, you add 2 to this result.

After writing down the MAX LIGHT, you must set your CURRENT LIGHT equal to your MAX LIGHT. During normal play, the CURRENT LIGHT changes as the LIGHT POINTS are spent or regained, but the MAX LIGHT does not change.

RANK	1	2	3	4	5	6	7	8	9	10
LIGHT BY RANK	4	5	6	7	8	9	10	11	12	13

INTELLECT	-2	-1	0	+1	+2	+3	+4	+5	+6	+7	+8	+9
LIGHT INCREASE	0	1	1	2	2	3	3	4	4	5	5	6

Example: Spex's INTELLECT is +2. The table tells us that an INTELLECT of +2 means that we have a LIGHT INCREASE of 2. Adding that to the Rank 1 MAX LIGHT gives a total of 6.. Steven writes this down on the character sheet in the MAX LIGHT section. Steven also writes down the current amount of LIGHT POINTS Spex has: "6 / 6".

Step 5: Abilities

Each Guardian starts off with 1 Super Ability and 2 normal Abilities. The Super Ability was determined earlier when the Class and Subclass were chosen. The 2 normal Abilities may be chosen freely from the Abilities list located in '[Chapter 5: Abilities](#)'. Once the Abilities are chosen, you must write down the Ability Name, Time Cost, Light Point Cost, Range, and Description into the Character Sheet for each chosen Ability.

Note: If you chose The Awoken with the "Born of Light" feature as your Race, keep in mind that you are able to know an extra Ability. This extra Ability must be written down on the third page of the Character Sheet. See 'Guardian Races' above, on page __, for more details.

Example: Steven selects the Abilities: 'Quick Reload' and 'Throwing Knife'. Steven writes down the Name, Time Cost, Light Point Cost, and a summary of the Description of these 2 normal Abilities.

Step 6: Weapons

Every Guardian starts off with the following Weapons:

1x Common Kinetic Weapon (Can be Primary OR Special)

1x Common Energy Weapon (Can be Primary OR Special)

1x Common Heavy Weapon

Use the Weapon tables in '[Chapter 6: Equipment](#)'. Pick 1 Primary or Special Weapon to use as your Kinetic Weapon. Pick 1 Primary or Special Weapon to use as your Energy Weapon. Then pick 1 Heavy Weapon from the Heavy Weapon table. Write these three Weapons into your Character Sheet.

When writing down weapons onto the character sheet, be sure to write down the Weapon Type, Min/Max ranges, Quality, and the Perk. If the Kinetic or Energy Weapon is a Special Weapon, make a note of this on your Character Sheet by checking off the 'Special?' checkbox. If the Weapon has a special ammo usage, make sure to make a note of that as well.

Every weapon has 2 checkboxes that represent the amount of ammo loaded into the Weapon. These checkboxes are called 'Loaded Ammo'. Primary Weapons have unlimited reserves. Special and Heavy Weapons have a limited amount of reserve Ammo. This is represented by

additional checkboxes called 'Reserve Ammo'. All Guardians have 4 checkboxes of Reserve Special Ammo and 2 checkboxes of Reserve Heavy Ammo.

These 3 Common Weapons that a Guardian begins with is just the start. Players may choose to give their weapon a Name. Players may also write backstories and visual descriptions for their Weapons. Naming a Weapon and writing a backstory for the Weapon is completely optional.

Example: Steven thinks through what weapons would best suit his Hunter, Spex. Spex is known for being a sharpshooter, so Steven picks Hand Cannon as the Kinetic Weapon, a Sniper Rifle as the Energy Weapon, and finally a Linear Fusion Rifle as the Heavy Weapon. Steven notes down the Type, Range, Quality, and Default Perk of these three weapons on the Character Sheet. Steven checks off 'Special?' for the Sniper Rifle since it consumes Special Ammo. Steven also writes down a summary on how the Linear Fusion Rifle ammo is used. After that, Steven decides that he wants to add some interest to these choices, so Steven comes up with a story for the Handcannon. Steven also describes the look and feel of the firearm. "It looks like an old western-style 6-shooter, with scratches on the barrel. The base of the handle shows dents and use of melee combat. Along with the scent of burnt black-powder, it carries a walnut smokey scent." This is written down separately or on the back of the Character sheet.

Step 7: Personality

Every person has their own unique personality, and Guardians are no exception. A solid personality is beneficial to roleplay, allowing players to immerse themselves in their Guardian's experience. To help generate a personality for your Guardian, this is divided into two key aspects: Traits and Flaws.

Traits

Personality traits are characteristics or mannerisms that define the person. Most Guardians have two. These can be as simple as 'Courageous', to as complicated as 'I enjoy talking to those who have spent long periods of time with the Vex'. Personality traits normally do not hinder the performance of a Guardian or damage their reputation with other characters.

Each Guardian must choose 2 personality traits and write them in the "Personality" section of the Character Sheet. Each personality trait should be represented by a single sentence from the Guardian's perspective. You may pick a Personality Trait from the Personality List below or, with the Speaker's approval, you may come up with your own. For example, this could be something like "I adventure solely because I crave the sweet loot." or "I tend to speak in quick short sentences".

Example: Steven thinks for a moment on Spex's personality, and determines that two good personality traits are "I have a deep soft-spoken voice, and since I'm not good at talking with

others, I prefer if others do the talking for me.” and “I quite enjoy studying Vex technology, it’s one of the few things I could talk for hours upon.”

List of Traits

-1	-1	-1	One of my favorite pastimes is just watching the world around me.
-1	-1	0	My peers can always count on me, I am very dependable and will never let them down.
-1	-1	1	I'm always cheerful and happy.
-1	0	-1	I believe there is no better feeling than that of helping others.
-1	0	0	I have never known fear.
-1	0	1	I am persistent and don't like to give up.
-1	1	-1	I value my independence and often enjoy being alone.
-1	1	0	I often downplay my capabilities or value.
-1	1	1	I pay close attention to detail.
0	-1	-1	I am very fond of other people and enjoy surrounding myself with others.
0	-1	0	I like to encourage and support other people.
0	-1	1	I prefer the path of righteousness and good deeds.
0	0	-1	I always look for the silver lining in even the worst of scenarios.
0	0	0	I dislike it when someone, anyone, is treated unfairly.
0	0	1	I don't like taking sides of a conflict, and often find myself being impartial.
0	1	-1	I don't talk much and tend to keep to myself.
0	1	0	I can sometimes be overconfident in everything I do.
0	1	1	I believe working hard is the right way to achieve a goal.
1	-1	-1	I see rules as guidelines; things that must often be broken to achieve a goal.
1	-1	0	I care about my allies and I will do what I can to help them.
1	-1	1	I have faith in my friends.
1	0	-1	I prefer to focus on the task at hand and avoid getting sidetracked.
1	0	0	I always crave the next adventure.
1	0	1	I am very creative and imaginative.
1	1	-1	I am friendly to everyone, including strangers.
1	1	0	I prefer talking things over instead of combat whenever possible.
1	1	1	I believe laws exist for a reason, and I will do what I can to enforce them.

Flaws

Guardians aren't always perfect. Every guardian has some sort of flaw to them. Some may be forgetful, others arrogant. These can be things like 'Scared of Dark Places', 'Gullible', 'Manic-Depressive', or 'Absent Minded'. During gameplay, players are strongly suggested to play off of these Flaws as they see fit. If the Speaker approves of the self-limitation or negative effects that the player set upon themselves, especially if the action matches the Guardian's Flaw and Personality, then the Speaker may award the player with 1 LIGHT POINT.

Each Player must choose 1 Flaw. A flaw is represented by a word or two followed by a sentence spoken from the Guardian's perspective. You may pick a Flaw from the list below, or, with the Speaker's approval, you may come up with your own flaw. Write down the Flaw in the "Flaws" section of the Character Sheet.

Example: Steven thinks about Spex's personality and character, and determines that Spex will sometimes be Reckless. Steven writes into the 'Flaws' section "I sometimes lack the ability to realize how dangerous a situation may be, and walk straight into the jaws of danger."

List of Flaws

-1	-1	I am very lazy and would often rather take the easy path
-1	0	I have a severe mental illness (Pick 1: Depression, Anxiety, PTSD, etc.)
-1	1	I have no sense of loyalty
0	-1	I am very pessimistic
0	0	I am emotionless, cold, and lack sympathy
0	1	I am fickle and erratic
1	-1	I am a loudmouth and often say too much.
1	0	I have an addiction problem (Pick 1: gambling, alcohol, etc.)
1	1	I have a crippling phobia (Pick 1: dark places, loud noises, etc.)

Background

Guardians are all people who perished before the collapse and were later found and resurrected by their newly found Ghost. With little to no memory of their lives before, they are guided by Ghosts through their journey to protect Humanity. Some guardians were resurrected over a hundred years ago, just days after the collapse. Other guardians stayed dead for much longer and are just now picking up arms and joining the fight. What your guardian did before this adventure is up to you and your Speaker.

Your background may have some effect on the story you play. Be sure to check in with your Speaker to ensure that the Background you write is compatible with the Adventure that The Speaker has planned.

When writing a background, keep it concise. Keep the Background story between 2 to 5 sentences long. Consider mentioning specifics about your Guardian such as places that they have been, the job they do for a living, and their favorite pastime activities. You may also note a defining event of their past or other motives that cause them to want to explore the solar system and defeat the darkness. A defining event like this or specifics mentioned earlier could be tools that the Speaker may choose to use to customize the Adventure for your Guardian.

Note: Your Guardian is starting off as Rank 1. This means that they likely do not have a lot of experience in combat or are for some reason not as powerful as other Guardians. Keep that in mind when writing a Background.

Example: Steven's guardian Spex has spent a few years exploring the wilds and building up his knowledge and skills in the wild. Steven writes a bit about the stories from Spex's past. "I spend my time exploring, I live for the treasures and stories that the wilds provide. One time a Fallen Captain wearing a golden cape attacked me and stole my favorite knife. I won't stop until I find him and get my knife back." After getting the approval from The Speaker, Steven writes this background on the back of his Character Sheet.

Step 8: Inventory

Aside from Weapons, guardians carry with them a number of other items. The key items to pay attention to are Glimmer (the currency of the solar system), or Artifacts (small unique items).

Glimmer

Small, cube-like, and glowing a sky-blue color, Glimmer is a type of programmable matter invented in the Golden Age. Post-Collapse, it is the currency of the solar system. Guardians often find and collect Glimmer from defeated enemies and hidden caches. Along with the Glimmer, some guardians find other small objects of value that the Guardian carries with them. These are called Artifacts. Artifacts may be things like small Fallen house banners that Cryptarchs are willing to pay money for mysterious pieces of Vex technology that might be useful in the near future.

Your Guardian already has a nice pocket full of Glimmer by their side. Every guardian starts off with 1,500 Glimmer, which is enough for a few bowls of ramen. Write this number down on your character sheet in the 'Glimmer' section.

Example: Steven writes down '1,500' in the Glimmer section.

Artifacts

Every guardian has a method of carrying odds and ends known as Artifacts. Artifacts are commonly little things that usually don't contribute to combat, but can be useful or interesting in other ways.

You may choose an Artifact from the Artifact Table from the 'Artifact List' located in the 'Artifacts' section of Chapter 6 [TODO ADD PAGE NUMBER AND LINK] or, with permission from The Speaker, you may come up with your own Artifact. This Artifact is something from your Guardian's past, it's something that your Guardian owned before the start of the game.

If you come up with your own Artifact, it must be worth no more than 200 Glimmer.

Note: To make things even more interesting, choose an Artifact that is relevant to your Background Story. You may give the Artifact more significance this way.

Example: Steven asks his Speaker if it is okay to come up with his own Artifact, in which case the Speaker allows it. Steven comes up with a tool carved from the remains of a Vex Minotaur. Steven writes a bit of a backstory about it: "This tool was carved by a friend and used to repair Spex's systems when no other tools could be found, which resulted in saving Spex's life. Spex now carries the tool around with him to remember his lost friend." Steven writes "Vex Bone Tool" in the 'Artifacts' section.

Your Ghost

Every Guardian has a sentient companion robot capable of floating in the air around them. This robot is very intelligent and capable of scanning and interacting with objects around them. Since every Guardian has a Ghost of their own, it does not need to be noted on the Character Sheet. You may describe your Ghost's visual appearance and his/her behavior. If you choose to do so, make a note of these traits on the back of your Character Sheet.

Vehicles

It is assumed that every Guardian owns both a Jumpship capable of space travel and a Sparrow capable of travelling on the Ground. The Sparrow is similar to a Motorcycle, but instead it hovers about 40 centimeters off of the ground and is powered by a jet. The Jumpship is often left in low orbit of a planet, and the Sparrow in a warehouse near the Last City on Earth. If either of these Vehicles are missing or otherwise not owned, note it on the Character Sheet in the 'Other' section. More about Vehicles in the 'Navigating the System' section of the 'Gameplay' chapter.

Guardian Armor

All Guardians have some form of powered Armor that assists with movement and generates a powered shield around them. Unlike the video game, Guardians do not grow in power by increasing their armor's light or power levels. Since armor is not important in Destiny:TTRPG, Players are urged to design their Armor however they like. You may choose the style of armor, the colors and the condition of the armor. Is the armor new and pristine? Is the armor made out of scraps of metal mashed together? Does the armor have scratches and dents? That is up to you to decide.

That being said, many artifacts, especially exotic artifacts, may take the form of a piece of armor, or are able to be decorated on armor. A skull of an Ahamkara may fit nicely on your helmet, or as a shoulder guard.

Step 9: Name

The very last step is to come up with a name for your Guardian. For naming inspiration, the 'Guardian Races' section on page __ has example names for each of the Races. Once you have the name in mind, write down your Guardian's name on the Character Sheet.

Example: Steven writes down the name 'Spex' onto the character sheet.

Step 10: Finishing Up

Now that your Character Sheet is all filled in, take a moment to look over everything on your Character Sheet to make sure that nothing was forgotten. You may also wish to read back through the checklist at the very start of this chapter. Once you are confident with your Character Sheet, present it to the Speaker for them to take a look at. Once the Speaker approves of your Character Sheet, you and your Guardian are ready to play!

Chapter 3: Combat

When a Guardian finds themselves in combat, it is more than likely an intense fight to the death. When Combat is imminent, The Speaker must announce that the Guardians are no longer in Free Play and that Combat is about to begin. The turn order must be decided, then the Guardians and Enemies of the Traveler take turns until combat is over.

All of the actions listed in this Combat Section may be used outside of Combat, but follow the same rules as though they were in Combat. This includes things like attacking with a Weapon, or hitting something with a Melee attack.

Turn Order

When Combat starts, a turn order must be decided before the first entity makes their move. The Speaker will ask all of the Players to Roll for turn order. All Guardians, NPCs, and enemies who are in combat must make an F-Dice Roll and add their SPEED as a Modifier. Order Guardians, NPCs, and enemies by the Result from greatest to least. This is the turn order.

Note: For gameplay speed and simplicity, similar enemies should be grouped into a single Turn. For instance, 4 Vex Goblins should share a Turn together.

Any Critical Success may go first, and any Critical Failure must go last. If there are any ties or if there is more than one person with a Critical Success or a Critical Failure, order them in this way: Guardians First, NPCs Second, Enemies Last. If there are still ties, then the Player(s) controlling the entities decide which one goes first. This means that if two Guardians tie, then the Players who control those guardians must decide who goes first in the turn order. This can be done by a simple agreement, coin flip, or a no Modifier F-Dice roll.

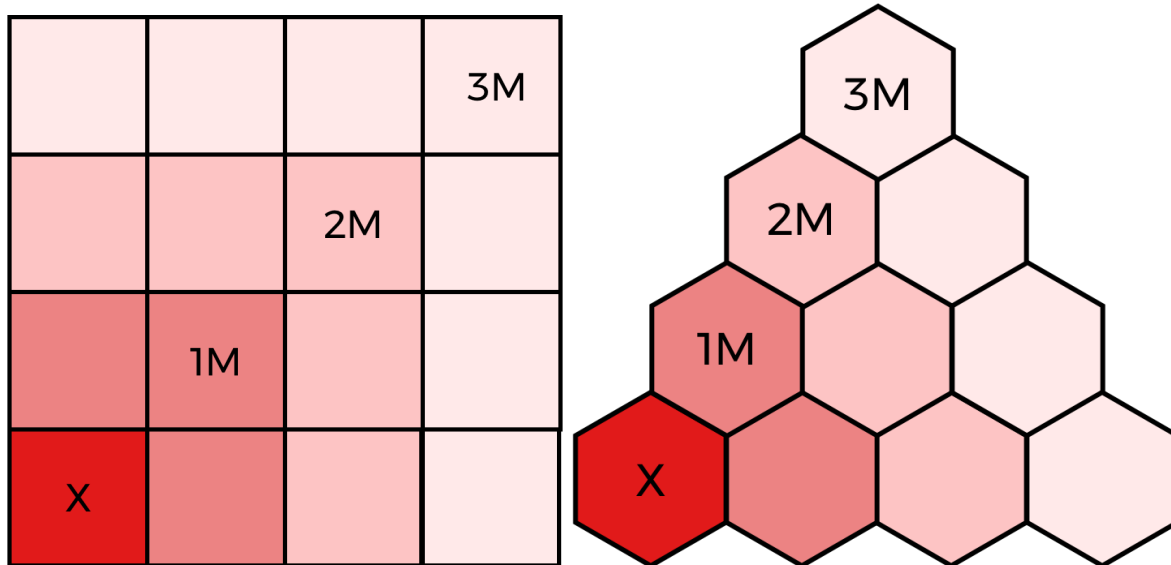
Once turn order is established, it will not change until Combat is over. A single cycle of all turns taken in order is known as a Round. Once all turns are taken in order, then that Round is completed and the next Round begins. Keep the turn order the same, and start with the first entity again. Each Round is 3 seconds long in-game.

Distance Measurement

Distance between two points will have to be measured when in combat. Whether the distance is between two foes shooting at each other, or a Guardian trying to move as far as they can, the distance that they can move is taken into consideration.

When measuring Distance without a grid or a hex map, always measure from the centers of the objects or characters. If an Entity is targeting something, measure from the center of the Entity to the center of the Target. In the case of movement, the center of the Entity's starting point to the center of their ending point.

When using a Square Grid or a Hex Map, each space is 1 meter. You may simply measure the Distance as follows: For a Hex Map, each adjacent hex is always 1 meter away. For a Square grid, vertical, horizontal, and diagonal movements are always 1 meter.

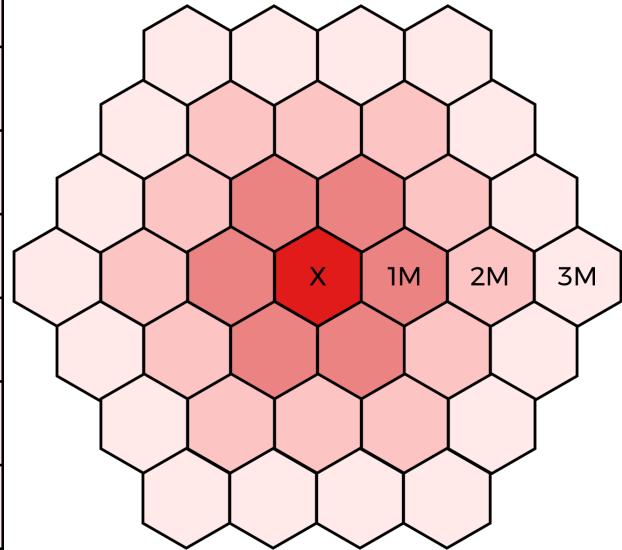
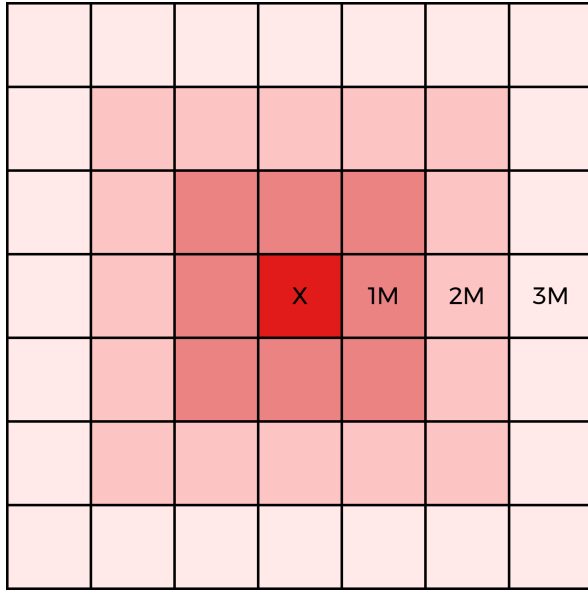


Area of Effect

Some Abilities and Weapons have an effect that applies to all entities within a given area, that area is called an Area of Effect (AoE). An example of this is the Ability Healing Rift or a Grenade Explosion. Every Area of Effect has a range associated with it. An Area of Effect is represented as the whole space that is within the Area of Effect's range to a target. An entity does not need to be fully within the Area of Effect to receive the effect, only a part needs to be inside to receive the full effect.

If an entity is above or below the given center of the area, the Entity still receives the effect as long as the vertical distance is within the Area of Effect's range.

See the example below for reference size reference.



A Guardian's Turn

Every Turn is exactly 3 seconds long in-game. This is the amount of time that your Guardian gets to act before another Entity has a chance to respond. Any left over time that is not spent when a Guardian's Turn ends is discarded and DOES NOT carry over into the Guardian's next turn.

Turn Start

At the start of the Guardian's turn, they must first handle anything that triggers at the start of the turn. For example, a Guardian needs to regenerate their SHIELD at the start of the turn. (See 'Shield Regen' located later on in this 'Combat' Section)

All events that happen at the start of the Guardians turn can happen in whatever order the Guardian wishes, as long as all events take place. For example, if the Guardian needs to take Burn Damage at the start of their turn but also get to regenerate their SHIELD, the Guardian may choose to regenerate their shield first and then take the burn damage.

Turn Actions

Everything that a Guardian can do is called an “Action”. Each Action takes a length of time given in Seconds. All Actions must take an exact number of seconds. There are no fractions of seconds.

A Guardian is allowed to do anything in a Turn that their Player can think of, provided that the Action(s) fit within the 3 second turn length. Whenever a Guardian performs an Action on their Turn, all Players must be made aware of the action that is being taken. This is to keep everybody on track.

All Actions written in this Combat Section state the length of time they take to accomplish, but if the Players want to do something that is not covered by these rules, then that Player must describe the task to The Speaker and The Speaker will determine the appropriate length of time for the action. The Player may then decide if their Guardian will do the action or not.

Note: All Actions have no effect until the end of the last second. Once the action has been completed, then the effect takes place. If an action spans multiple turns, it will have no effect until it is completed.

Free Actions

Players may want to do things that are incredibly fast that a Guardian should be able to do at no time at all. These Actions can be done for free at no time cost. A Guardian can say 3 words to their fireteam as a Free Action. Another example of this is that a Guardian can drop what they are holding at no time cost.

Segmented and Continuous Actions

Some actions may be split into separate segments, while other Actions must be completed all at once.

An action that may be split into sections is called a “Segmented action”. An example of a Segmented action is opening a valve. If it takes 3 seconds to turn a wheel and open a valve, the Guardian may turn the wheel for 2 seconds, stop and perform a different action, then complete that last remaining 1 second later on.

An action that must be done all at once is called a Continuous action. One example of a Continuous action is summoning a Sparrow. The Guardian cannot start to summon their Sparrow, do another action, then continue summoning their Sparrow from where they left off. If a Continuous action is stopped part way through, then it must be restarted from the beginning. Taking damage does not interrupt a Continuous action.

If it is unclear which actions are Segmented actions and which ones are Continuous actions, consult The Speaker.

Carry Over Actions

If there is something the Player wants their Guardian to do that will take more than the amount of time that Player has left in their turn, then they may start the action and have it run through into their next turn.

Example: Spex spent second 1 of his turn moving to a large heavy iron door. Spex asks The Speaker how long it would take to open the door. The Speaker explains that this door is heavily rusted, but not impossible and it will take 4 seconds to open. Spex decides to start opening the door, and spends the remaining 2 seconds of his turn opening the door. This ends Spex's turn in the middle of the door opening Action. During Spex's next turn, Spex spends the first 2 seconds finishing the door opening and then spends the final 1 second running through the now open doorway.

Holding an Action

If a Guardian wants to plan their Action to react to an event, then they are able to 'Hold' their Action. To Hold an Action, the Guardian must have enough time in their current turn to complete the action, and the Player must specify a specific trigger that the Guardian will wait on before taking the action. The Player will then tell the Speaker what the trigger is that they will wait for and the Action that they want to do once the trigger is met. The trigger and Action combination can be something like "When I see an enemy round that corner, I will shoot at it" or "When the lights come on, I will scream at the enemy to try to scare or disorient them".

Once the Trigger is met, then the Guardian may choose to take the Action that they specified earlier or cancel the Action. The Guardian cannot change the Action or the Trigger after their turn is over.

If the Trigger is not met before the Guardian's next turn, then the Action is cancelled, the time spent on the Action is lost, and the Guardian begins their next turn normally.

Action Cheatsheet

Here is a quick reference of the most common Actions that a Guardian may choose to do in Combat. It is recommended to have this on hand when a Player is learning to play for the first time.

Action	Time Cost
Weapon Attack [4df + AIM] ATTACK	2 Seconds
Reloading a Weapon	2 Seconds
Swapping to a different Equipped Weapon	1 Second
Melee Attack. 1m Range, [4df + STRENGTH] ATTACK	2 Seconds
Move up to your SPEED in Meters	1 Second
Use Ability	See Ability Descriptions in Chapter 5
Assisted Resurrection on an Ally	3 Seconds
Steady Aim. Reduce the difficulty of Precision Hits by 2.	1 Second
Block. Increases DEFENSE by +1 until next turn.	1 Second
Speaking 3 words, or Dropping an Item	Free
Doing whatever you can imagine	However long your Speaker thinks it would take

Example Combat Gameplay

Below is a typical example of the game loop while in combat, which should highlight the differences between combat and free play.

The Speaker: "J-B, You rolled highest on Initiative, you go first..."

J-B (Guardian, Human Titan): "Oh man, I'm going to tell my Ghost to focus on the Hive Runes and take 1 Second to walk in front of my ghost in hopes that the Acolytes will shoot me instead of my exposed ghost. Now I will spend 2 Seconds to shoot my Auto Rifle at the Acolyte on the left."

The Speaker: "Okay, roll your attack"

J-B: "That's a +2 on the Dice, plus my AIM of 3, gives me a 5!"

The Speaker: "You hit! Your bullets bury deep into the Acolyte. You hear a screeching sound as they continue their advance. Spex, now it's your turn."

Spex (Guardian, Exo Hunter): "Yeah! I cast my Super Ability: Golden Gun. I'm going to fire one shot into the Acolyte on the far Right, then a second shot at the one J-B shot last turn."

The Speaker: "Alright, first uncheck the Super Charged box on your sheet. Now, roll your first shot..."

Spex: "I rolled a Natural +3, plus my DISCIPLINE of 3 and another 2 from Golden Gun makes that a huge 8 ATTACK."

The Speaker: "BLAM! Your Golden Gun rips through the Acolyte, leaving a cloud of embers and ash. Now your second attack..."

Spex: "...oof. That's a Natural -4."

The Speaker: "Ouch. Critical failure, your second Golden Gun shot goes right over the Acolyte's head. You have one Attack left, better make it count!"

Spex: "Natural -2. I can't catch a break."

The Speaker: Apparently not. That's still good enough to finish off the wounded Acolyte, though. Golden Gun took all 3 of your Seconds, and your turn is over. Now it's the Hive Knight's turn. The Knight advances with a sword ready to strike directly towards Wolfe..."

Movement

Mobility on the battlefield can be incredibly beneficial. Movement is sometimes mandatory for a Guardian to get within range of an opponent or to run for their life. If the Guardian chooses to Sprint for a given number of Seconds, that Guardian is not allowed to do anything else during that time frame.

Sprint

A Guardian is able to travel their SPEED in meters every single second.

Note: While on a Hex or a Grid map, each space represents 1 meter. If a Guardian has 4 SPEED, that means they can move 4 spaces in a single second.

Jumping

For any type of jump, the height of the jump is stated, but for simplicity the peak of the jump occurs at any moment during the jump that the Guardian chooses.

Single Jump

A Single Jump is just a hop that takes 1 second. The Guardian may travel the same distance as a Sprint during this second, and ignore any terrain, holes, or floor obstructions. This Single Jump allows the Guardian to travel 2m vertically. It is a quick and easy maneuver.

Double Jump

A Double Jump occurs when a Guardian uses a small portion of their Reserve Light to propel themselves forward. Hunters are often seen using a single burst of energy in the air as though it was a secondary jump, Titans prefer to use jetpack style propulsion, and Warlocks are accustomed to gliding which maintains most of their momentum from the initial jump. Regardless, a Double Jump takes 2 seconds. During those 2 seconds, the Guardian may travel up to the same distance as a 2 second Sprint and up to 5m vertically.

Unusual Movement

Odd movements like standing up from laying down on the ground or climbing through a window takes 1 second. Similar actions or movement may take a different length of time, such as a Guardian pulling themselves up from dangling from a cliff edge, which would take 2 seconds. Crouching and standing up from a chair is quick and can often be done for free. If there is any question on how long a movement Action should take, consult with your Speaker.

Movement on a Grid / Hex

To move on a Grid or a Hex map, follow the distance measurement in the “Distance Measurement” Section mentioned earlier. Any left over movement is then discarded.

A Guardian may move Diagonally on a square grid only if the two adjacent squares they are passing through are empty. If one of the Squares is blocked, then the Guardian is unable to travel diagonally around that corner and must travel around the corner.

[TODO: Movement Image]

Movement into Occupied Space

Guardians can move through ally spaces, but cannot stop in the same spot as an ally. If a Guardian wants to stop in a space that is currently occupied by an ally, with permission of the ally the Guardian may move the ally 1 meter in any open direction, and then the Guardian must end their movement in the space previously occupied by the ally.

Guardians cannot move through any space that is occupied by an enemy unit.

Attacking

Enemies of the Traveler are ferocious and unrelenting. Some cannot be stopped without fighting them to the death. There are three ways to attack an enemy: Firearms, Melee, or using an Ability.

The effectiveness of any offensive move is determined by a number called ATTACK. Continue reading in this section for more information on how to generate an ATTACK for each different type of offensive move. This value represents both the accuracy of the move as well as its destructive power. ATTACK is then compared to the Target's DEFENSE. If the ATTACK is less than the DEFENSE, then the attack missed. If the ATTACK equals the DEFENSE, then the attempted attack grazes the enemy and is identical to a miss but adds some flavor to combat. If the ATTACK is greater than the DEFENSE, then DAMAGE is done to the Target. The amount of DAMAGE is equal to ATTACK minus DEFENSE.

Example: An ATTACK of 5 against a DEFENSE of 3 means the Target takes 2 DAMAGE.

Targeting

All Attacks require a Target to have been selected. This can be an Enemy, an NPC, an object, another Guardian, a spot on the ground, or really anything at all. The Guardian can only Target something that they currently have Line of Sight on or that they had Line of Sight on at any moment since their last turn, even if it is now out of sight. Guardians, Enemies, and other Entities do not block line of sight, which means a Guardian can target an enemy that is on the other side of an ally. Whenever a Target has been selected, that player must make all other players aware of the Target.

Note: A Guardian has Line of Sight on a target that is behind an obstacle as long as the target is within 1m of the edge of the obstacle.

Using Weapons

Weapons are one of the three core methods of fighting in Combat. When using a Weapon to attack an enemy, there is a chance the Guardian might miss. Each attack the Guardian attempts to make expends some ammo from the Weapon's loaded ammunition. Weapons can run out of ammo and will need to be reloaded.

Attacking With a Weapon

Making an attack with a Weapon takes 2 Seconds. Making an attempt to hit a Target expends one Loaded Ammo. An Attack can only be made if there is one or more Loaded Ammo in the Weapon and if this Weapon is currently Held.

The selected Target must be between the Minimum Range and the Maximum Range of the Weapon being used. When using a ranged weapon, the Guardian may select a Target closer than the Minimum Range or up to twice the Maximum Range of the weapon, but the roll for this attack will have DISADVANTAGE.

After selecting a Target, the Guardian must cross off one Loaded Ammo checkbox, or both if the weapon expends 2 Loaded Ammo, then make an [4df + AIM] to determine the ATTACK number.

Precision Hit

Enemies of the Traveler have known weak points that Guardians can shoot to get extra damage. Hitting this spot is known as a Precision Hit. Precision Hits can be done with any Weapon, including Swords.

When making an Attack with a Weapon, if the F-Dice roll is a Natural +3 or more, then the attack is considered a Precision Hit and gains the Precision Hit bonuses. For Weapons that have an area of effect, only the Target at the center of the area may be affected by a Precision Hit bonus. Additionally, if an Attack fails to pierce a target's DEFENSE, it is considered a miss and cannot benefit from a Precision Hit bonus.

Precision Hits grant +1 to the ATTACK. Some Weapon Perks activate upon getting a Precision Hit, such as Deadeye. It is up to the Player to remember Precision Hit bonuses. If they finish their turn without activating the Precision Hit bonus, then the effect is lost.

Steady Aim

A Guardian can purposefully aim for a Precision Hit. This is called 'Steady Aim'. When making a Weapon Attack, the Guardian can spend an extra Second while making the attack to aim for a weak spot. Using this feature decreases the difficulty of a Precision Hit by -2 (So requiring a 1 or higher on the dice, as opposed to a Natural +3 or higher)

Critical Success / Critical Failure

Any time an Attack is made with a Weapon, there is a chance it may result in a Critical Success or Critical Failure:

A Critical Success means that the ATTACK value, including precision bonuses, is doubled. The Speaker may also decide to grant an additional positive effect depending on the situation. For example, the bullet may pierce an enemy and do a small amount of damage to the one behind it as well.

A Critical Failure does 0 DAMAGE regardless of the ATTACK value and may cause a negative side effect for the attacker, such as receiving damage from a backfire or tripping on a rock and falling to the floor. The Speaker decides the negative effect for a Critical Failure.

Reloading Weapons

It takes 2 seconds to reload a Weapon. To Reload a weapon, erase all Loaded Ammo checkboxes for the given Weapon.

If the weapon consumes Special Ammo, cross off Special Ammo checkboxes equal to the amount that you loaded into your Special Weapon.

If the weapon is a Heavy Weapon, cross off Heavy Ammo checkboxes equal to the amount that you loaded into your Heavy Weapon.

Weapons that are not Special or Heavy have unlimited reserve ammo and are free to reload. A Guardian may Reload at any time. The Weapon does not need to have all of the ammo expended to be Reloaded.

Note: Some Weapons have special rules on reloading. Be sure to check the weapon Perk and Reloading Type before Reloading.

Swapping Weapons

A Guardian may swap the currently Held Weapon to any other Equipped weapon in 1 Second.

If the Guardian owns additional Stowed weapons, they may swap to a Stowed weapon in 6 Seconds.

Makeshift and Unusual Weapons

It is possible to use a makeshift Weapon, an Enemy's Weapon, or any other unusual or improvised Weapon that a Guardian comes across.

Thrown Objects or other makeshift ranged Weapons like stones or bricks use $[4df + AIM - 1]$ as the Attack roll with a Range of 10m.

Most makeshift Melee Weapons like steel chairs or iron pipes are the same as a normal Melee Attack but gain +1 ATTACK. Powered Melee Weapons that consume ammo like Elemental Sabers or Shock Daggers gain an additional +2 ATTACK, but have a limited amount of energy and/or durability. (See 'Melee Attack')

Melee

Melee is defined as any close-quarters combat, usually hand to hand combat. Guardians can directly Attack their opponent or manipulate them in other ways.

Melee Attack

A Melee Attack is a short range attack against a single target within 1m. Melee attacks can include stabbing with a Knife, Punching, causing a small explosion of Light from the palm of the hand, or other similar attacks not using a real weapon. All Melee attacks are treated the same, but the action can be described however the Guardian wishes. A Melee attack takes 2 seconds

to perform. Roll [4df + STRENGTH] to determine the Guardian's ATTACK. Firearms do not work as effective Melee weapons and do not give any bonus.

Grappling

Guardians are skilled fighters, and they are able to manipulate their target. When attempting to control a target's movement by grabbing, pushing, tripping, or similar moves, roll a [4df + STRENGTH] Contest against the Target. If the Guardian's Total is greater than the target's Total, the move succeeds. A successful grab means that the target is Restrained, a successful push moves the target 1m, a successful trip makes the enemy Prone. For similar moves, ask the Speaker for the result.

If the aggressor of a Melee Manipulation is a size larger than the Target, then they gain ADVANTAGE. However, if the aggressor of a Melee Manipulation is a size smaller than the target, then they gain DISADVANTAGE. Targets that are size Colossal cannot be the target of a Melee Manipulation.

Abilities in Combat

When using Abilities in Combat, refer to the description of the Ability in the 'Using Abilities' section [TODO LINK TO PAGE NUMBER], but also note how long the Abilities take to cast as turns have a limited number of seconds during Combat.

Explosives

Some Weapons and Abilities explode causing damage in an Area of Effect. Whenever using a Weapon or an Ability that has an Explosion, follow the instructions on the Ability or make the Weapon Attack as normal. The ATTACK number is then applied individually to every entity within the explosion's Area of Effect, minus any Precision bonuses with the exception of the target.

If the order of the DAMAGE matters, then it will begin from the center of the Explosion and travel outwards. If more than one target is the same distance from the center of the Explosion, then start with the Target that is closest to the attacker and proceed clockwise. If the order doesn't matter, then apply DAMAGE in any order the Speaker wishes.

Sneak Attacks

It is possible for a Guardian to sneak up on an enemy and get an upper hand on an attack. This is called a Sneak Attack. In order to make a Sneak Attack, the Guardian cannot be in Combat and the enemy must not be aware or alerted to the Guardian's presence. The Guardian may then make a Weapon Attack or an Ability Attack with ADVANTAGE. If the Attack hits, it gains +1

DAMAGE. If the Sneak Attack does not kill the opponent immediately, the opponent is then immediately aware of the Guardian.

Blocking

It is not always the best strategy to be aggressive and purely offensive. Sometimes Guardians need to protect themselves. A Guardian can spend 1 Second to block. The Guardian will remain Blocked until the start of their next Turn.

While Blocking, the Guardian gains +1 DEFENSE.

Cover and Concealment

When in a Gunfight, hiding behind cover can mean the difference between life and death. All Players must understand the difference between Cover and Concealment. Cover is any material a Guardian can hide behind that is capable of stopping projectiles. This can be a brick wall or a thick sheet of steel. Concealment is a material that a Guardian can hide behind but it cannot stop projectiles. This can be a wood door or a hanging piece of cloth.

Concealment

Concealment is only useful if the Enemy is not aware of the Guardian's position. A Guardian can navigate around the battlefield unnoticed, but once the Enemy has noticed the Guardian, Concealment no longer has any effects.

Partial Cover

When a Guardian is behind Cover and the origin of the attack (Attacker or the center of an Explosion) originates from the other side of the Cover, the Guardian gains +1 DEFENSE for that Attack.

Full Cover

If there is absolutely no way a bullet could feasibly reach a Guardian, then the Guardian cannot be the Target of an Enemy's attack. This is called Full Cover. To gain the benefits of Full Cover, the Guardian must not have been able to be the Target of an attacking Entity during the entire previous Round. This means that the Guardian can still be shot at if they exit Full Cover then return to Full Cover in their previous turn, as the Attacker will have gained Line of Sight. The Guardian still gains the +1 benefits of Partial Cover, however. If the Guardian is close enough to the edge of a wall that they can peek their head out or shoot around the wall, then that counts as partial Cover and does not prevent the Guardian from being Targeted.

Note: It is possible for an Enemy to throw a Grenade past the Cover and have the Explosion damage the Guardian from behind. The Guardian does not gain Cover bonuses when the origin of the Explosion is on their side of the Cover.

Damage Types

There are two main types of Damage: Kinetic and Energy.

Kinetic Damage

Kinetic Damage is described as physical objects colliding with a target, such as bullets or fists. Kinetic weapons and Melee attacks deal Kinetic Damage. Kinetic weapons reduce the difficulty of performing a Precision Hit by 1 on non-shielded combatants, so instead of needing a natural +3, you can land a Precision Hit on +2.

Energy Damage

Energy Damage is described as different types of energy colliding with a Target. There are three Energy Damage Types: Solar, Arc, and Void. The Energy Damage types do not matter in Destiny:TTRPG and are just used for flavor text (An arc grenade would shoot out Lightning, a Solar Energy weapon would shoot superheated bullets of pure fire energy, etc).

When Energy Damage is applied to any Minion of The Darkness that has 1 or more SHIELD remaining, increase the ATTACK by +1. When anything other than a shielded Minion of The Darkness takes Damage, both Kinetic and Energy Damage are treated the same.

Taking Damage

All things – Guardians, objects, NPCs, and Enemies alike – are susceptible to DAMAGE. A Guardian's Character Sheet has a set of checkboxes that represent SHIELD and a different set of checkboxes that represent HEALTH. Enemies, objects, and NPCs have a number for SHIELDS and a number for HEALTH. Most Enemies will not have SHIELDS, which means their SHIELDS will be 0.

When any unit takes DAMAGE, the damage is first subtracted from that unit's SHIELDS. DAMAGE exceeding the capacity of the SHIELDS will then be applied to the unit's HEALTH. Unlike other creatures, a Guardian's HEALTH checkbox will be checked if any amount of DAMAGE is done to it, but it can absorb up to 10 DAMAGE from a single ATTACK before affecting the next HEALTH checkbox.

Each Player keeps track of their Guardian's SHIELDS and HEALTH on their Character Sheet using the checkboxes, and the Speaker keeps track of the DAMAGE dealt to all enemies,

NPCs, and objects. The Speaker does not need to share this information, and keeping this information hidden is sometimes intentional.

Example: Spex has 6 SHIELD checkboxes unchecked and 3 HEALTH checkboxes unchecked. Spex takes a hit that results in 3 DAMAGE. Spex checks off 3 SHIELD checkboxes as a result of this DAMAGE. Now Spex has 3 SHIELD checkboxes unchecked and 3 HEALTH checkboxes unchecked. Spex takes a second hit, this time resulting in an incredible 17 DAMAGE. Spex checks off the 3 remaining SHIELD checkboxes. 14 DAMAGE spills over onto the HEALTH checkboxes. One HEALTH absorbs 10 of that DAMAGE and is checked off. The remaining 4 DAMAGE is applied to the second HEALTH and it is checked off. In the end, Spex has no SHIELD checkboxes and only 1 HEALTH checkbox remaining, so if Spex took any amount of DAMAGE from one more ATTACK, he would die.

Shield Regen

Guardians' SHIELDS regenerate over time. At the start of a Guardian's turn, that Player must erase checked SHIELD checkboxes equal to the Guardian's REGEN stat. This is the Player's responsibility to remember. If the Player forgets to do this, but remembers before ending their turn, they may still Regen the Guardian's SHIELDS. If the Player ends their turn before remembering, then the Guardian's SHIELD can no longer Regen for that turn.

Unlike SHIELDS, HEALTH does not regenerate during battle.

Example: It is now Spex's turn. Spex's Shield is completely broken (All SHIELD checkboxes have been checked) and Spex has taken DAMAGE to his HEALTH. Spex's Regen is +3, so Spex erases 3 SHIELD checkboxes giving him back 3 SHIELD. The HEALTH remains untouched.

Death / Resurrection

The moment an Entity has 0 HEALTH, it dies. If an Entity that isn't a Guardian dies, then their death is permanent.

In the Destiny universe, a Guardian's Ghost is able to use the Light to resurrect their Guardian, but if that Guardian were to lose their Ghost or the Ghost were to become disabled, then that Guardian has no way of resurrection. A Ghost is a Guardian's protector. Without the Ghost, the Guardian's death would be their last.

Death

Once a Guardian is Dead, the Player then takes control over the Ghost. While the Guardian is dead, the Ghost cannot hide safely within the Guardian's inventory. If the Ghost was in the Inventory, then the Ghost materializes within 1m of the Guardian.

When a Player is taking control over the Guardian's Ghost, the Ghost has a limited choice of actions. The Ghost may Move, Speak, or attempt to Resurrect the Guardian. The ghost is capable of flight, and has the same SPEED as their Guardian.

Resurrection

While the Guardian is dead, the Ghost may attempt to Resurrect their Guardian. The Ghost must be within 1m of the dead Guardian. This will take an indeterminate amount of time, and is a continuous action until the Ghost stops or the Guardian is resurrected. The Ghost must remain within 1m of the Guardian during this Action. Resurrection does not consume any LIGHT POINTS.

In Combat

While attempting to Resurrect the Guardian during Combat, first make a note on the side of the Character Sheet for a 'Resurrect Total'. Set this number to '0' to start.

Every turn, the The Player controlling the Ghost must roll [4df + REGEN]. The TOTAL of this roll is added to the Resurrect Total. If the TOTAL of the Roll is 0 or lower, add 1 to the Resurrect Total instead.

If the Roll is a Critical Success, then the Guardian is instantly resurrected and still has all 3 Seconds to spend on the current turn. If the Roll is a Critical Failure, then you do not add anything to the Resurrect Total for this turn.

If the Ghost stops this Continuous Action for any reason, the Resurrect Total is reset back to 0.

Once the Resurrect Total reaches 6, the Guardian is brought back to life with 1 HEALTH, and SHIELD equal to their REGEN stat. The Guardian gets 1 remaining Second to spend on the current Turn.

Outside of Combat

Outside of Combat, a Ghost may spend 15 Seconds to resurrect the Guardian. Once a Guardian is Resurrected, they are brought back with maximum SHIELD and only 1 HEALTH.

Assisted Resurrection

In any scenario, a living Guardian can offer a bit of their Light reserves to resurrect a dead Guardian. The live Guardian must spend 3 Continuous seconds within 1m of the Ghost that is currently attempting a Resurrection. This is a Continuous Action. Since this draws from a Guardian's emergency stored light, this does not consume any LIGHT POINTS.

Inaccessible Guardian

If the Guardian's body is unable to be accessed, such as if the Guardian drowned in a rough ocean or fell into a very deep pit, the Speaker may allow the Ghost to resurrect the Guardian from a more easily accessible position, such as a beach near where the Guardian drowned or a ledge next to the pit. If this is used, then when the Guardian is resurrected, their body is teleported to the place that the Speaker chose.

Ghost Damage

During the time that the Ghost is not safely inside of the Guardian's inventory, the Ghost is vulnerable and can be attacked. The Ghost takes damage in a similar fashion to a Guardian, but has 2 HEALTH, 7 DEFENSE, and no SHIELD. If a creature is able to deal DAMAGE to the Ghost, it is always just 1 HEALTH regardless of the amount of incoming damage. Once a Ghost reaches 0 HEALTH, the Ghost is 'Disabled' and drops to the floor.

A Disabled Ghost may be recovered by a Guardian and taken to safety. It takes 1 hour of Resting to repair the Ghost and bring it back to the maximum HEALTH.

A ghost that remains Disabled for 24 hours loses its Light and becomes a Dead Ghost. If a Guardian and his Ghost meet this terrible fate, that Guardian is gone for good. There is no way to bring them back. Consult with your Speaker for next steps if this happens.

Chapter 4: Growing Fat from Strength

As your Guardian explores the System, the experiences they have and the challenges they complete will make them stronger. Guardians are able to grow fat from strength in two separate ways: They may Rank up when enough Experience has been reached, and they may increase their Attributes. To increase your Rank or increase an Attribute, you will need to acquire EXPERIENCE POINTS and ATTRIBUTE POINTS, respectively.

Ranking Up with EXPERIENCE POINTS

EXPERIENCE POINTS (also known as XP) simulate the knowledge improvement that your Guardian makes over time. Certain accomplishments in the game will award your Guardian EXPERIENCE POINTS. The amount of EXPERIENCE POINTS that your Guardian has must be written down on the Character Sheet at all times. Earned EXPERIENCE POINTS will be tracked and rewarded by the Speaker at the end of a Mission, Strike, or any other game session.

Once a Guardian reaches the required amount of XP for a Rank, then that Guardian does NOT immediately Rank Up, but is instead eligible to Rank Up. Once that Guardian completes a Rest, then the Guardian may proceed to the next Rank and does all of the following:

1. Select one of the Tactics from your chosen Class/Subclass for your new Rank.
2. You may replace any 1 Ability with any Ability your Guardian does not know.
3. Upon reaching Rank 3, 5, 7, and 9, your Guardian learns a new Ability.

When a Guardian Ranks Up, the EXPERIENCE POINTS do not reset to 0 or go down, they stay exactly as they are and the Guardian continues to add XP on top of what they previously had.

Here are the experience thresholds that a Guardian needs to meet in order to Rank Up, as well as roughly estimated AP gains by that Rank:

Rank	XP	Award	+AP
Rank 1	0	Choose Subclass, Get starting Super Ability	0
Rank 2	80	Choose one Rank 2 Tactic	3
Rank 3	240	Choose one Rank 3 Tactic, Gain additional Ability	6
Rank 4	600	Choose one Rank 4 Tactic	10
Rank 5	1000	Choose one Rank 5 Tactic, Gain additional Ability	14
Rank 6	2000	Choose one Rank 6 Tactic	18
Rank 7	3600	Choose one Rank 7 Tactic, Gain additional Ability	23
Rank 8	6000	Choose one Rank 8 Tactic	28
Rank 9	10000	Choose one Rank 9 Tactic, Gain additional Ability	34

Rank 10	20000	Choose one Rank 10 Tactic, Gain Ultimate Ability	40
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Powering Up an Attribute with ATTRIBUTE POINTS

ATTRIBUTE POINTS (also known as AP) simulate the skill improvement that your Guardian makes over time. Similar to XP, certain accomplishments in the game will award your Guardian with ATTRIBUTE POINTS and the Speaker will reward you with AP at the end of a Strike or Mission. The amount of ATTRIBUTE POINTS that your Guardian has should be written down on the Character Sheet at all times.

A Guardian can only power up their Attributes after successfully finishing a Rest. A Guardian can upgrade multiple Attributes in a single successful Rest.

To increase an Attribute's QUALITY, you must pay the cost for the upgrade. This cost can be found in the Attribute QUALITY table in the 'Cost from previous level' Column. The QUALITY can only be powered up one QUALITY level at a time. This means that Attribute QUALITY levels cannot be skipped. +1 needs to become +2 before it can become +3.

Note: Do not forget to increase the STATS that are dependent on the Attributes. If you forget to do this, you may update the STAT immediately upon remembering.

Example: Spex has just successfully completed a Rest and Steven would like to spend some of the hard earned ATTRIBUTE POINTS powering up an Attribute. Spex currently has 7 ATTRIBUTE POINTS. Steven wants to upgrade Spex's +2 RESILIENCE. To power it up, he needs to pay the cost to get it to +3. After checking the 'Attribute cost from previous level' column in the 'Attribute Qualities' table, Steven notes that the +3 Quality cost 2 ATTRIBUTE POINTS. Steven powers up the Attribute by changing the Attribute QUALITY from +2 Fair to +3 Good and subtracts the cost from the ATTRIBUTE POINTS. Spex now has 5 ATTRIBUTE POINTS.

Now that Spex's Attribute has increased, any stat that was associated with it also needs to be re-calculated. Spex's DEFENSE stat was at 1, but since the RESILIENCE is now +3, the DEFENSE stat becomes 2. This is changed on the Character Sheet.

Chapter 5: Abilities

Guardians have been bathed in Light, allowing them to bend Light to their will. As a result, they have super-human abilities that set them apart from normal people. Many guardians dedicate their lives to studying the ways Light can be manipulated, and the ways in which the Light can be manipulated are referred to as Abilities.

An Ability is an action that the Guardian is capable of performing, usually manifesting their Light into physical forms that can be incredibly helpful or destructive. Abilities require LIGHT POINTS to use, an example of this would be a Burn Grenade or a Barrier. There are also very powerful abilities known as Super Abilities that can turn the tides of battle. Unlike Attributes, Abilities do not have a Quality associated with it. Your Guardian either knows the Ability or doesn't.

Three of the most common ways the light has been used in battle are with Super Abilities, Grenades, and Melee Attacks. There are also incredibly powerful Ultimate Abilities which are awarded only to Guardians who have mastered the power of Light.

Note: In Destiny: TTRPG, any ability can be used by any class. Feel free to mix and match!

Moving and Attacking

For abilities that contain both movement and attacks, the attacks may occur at any point during the movement. For example, an Ability that allows a Guardian to make 2 Seconds of Sprinting SPEED and make 2 ATTACKS, assuming that Guardian has 6 SPEED, may move a total of 12 meters and make the two attacks at any points along that movement. The Guardian may move 8 meters, Attack, move 3 meters, Attack, and then move the final 1 meter. The order does not matter, as long as the maximum movement distance is not exceeded.

Note: This does not apply to Weapon attacks. You can make a Weapon attack before or after a Movement action, but not during one.

Super Abilities

Super Abilities are incredibly strong abilities only able to be cast once, until you've rested a minimum of 8 consecutive hours.

Super Ability Name	Time Cost (Seconds)	Effect
Fists of Havoc	3	Once Activated, your fists are charged with energy. You may move up to 2 Seconds worth of Sprinting speed. Make up to 3 $[4df + 2 + \text{STRENGTH}]$ 1m Explosion Attacks centered on yourself.

Thundercrash	3	You fly through the air as though you were a missile, crashing at a location doing massive damage. Pick a Target within 3 * SPEED in meters. Move your Guardian to that location and make a [4df + 6 + STRENGTH] 2m Explosion Attack centered on yourself.
Hammer of Sol	3	You manifest a one-handed hammer of pure light that you can throw. You may move up to 1 Second worth of Sprinting speed. Make up to 3 [4df + 2 + STRENGTH] Attacks against Targets within 10m.
Siege Hammer	3	You manifest a large hammer of pure light. You may move up to 2 Seconds worth of Sprinting speed. Make up to 3 [4df + 2 + STRENGTH] 1m Explosion Attacks against Targets within 2m.
Sentinel Shield	3	You manifest a Shield of pure light. You may move up to 1 Second worth of Sprinting speed. Make up to 3 [4df + 2 + STRENGTH] Attacks against Targets within Melee range. The final attack may increase the range to 15m as your Guardian throws the Shield. If you choose to not throw the Shield, increase your DEFENSE and the DEFENSE of any allies within 1m by +2 until the start of your next turn.
Ward of Dawn	2	You create a protective bubble of pure light energy that protects yourself and your allies. When any ATTACK is made through the bubble wall, the target's DEFENSE is increased by +30. The bubble has a radius of 1m. All entities can pass through the bubble wall freely. The bubble disappears after 6 Seconds or when the casting Guardian chooses, whichever comes first.
Arc Staff	3	You manifest a staff of pure Light. You may move up to 2 Seconds worth of Sprinting speed. Make up to 3 [4df + 1 + DISCIPLINE] Attacks against Targets within Melee range. Until your next turn, if any projectiles pass within 1m of your location, you may roll [4df + DISCIPLINE]. If your roll is higher than the incoming ATTACK, the attack is deflected and does nothing.
Arc Blade	3	You manifest a dagger of pure light energy. Move up to 3 Seconds of Sprinting Speed and make up to 3 [4df + 2 + DISCIPLINE] Attacks against Targets within Melee range.
Shadowshot	2	You manifest a bow of pure Light. Select 1 Target within 15m and make an attack at [4df + DISCIPLINE]. The arrow then becomes an anchor at the Target that tethers to nearby enemies. All enemies within a 2m radius of the Target are Disoriented for 6 Seconds or 2 Turns. All Attacks made against tethered targets have the ATTACK increased by +2.
Spectral Blades	3	You manifest two daggers of Void Light energy. You become invisible and can move up to 2 Seconds of movement speed undetected. Make up to 3 [4df + 2 + DISCIPLINE] Attacks

		against Targets within Melee range. The first Attack gains ADVANTAGE, but after that first Attack you are then visible.
Golden Gun	3	You manifest a Hand Cannon of pure Light. You may move up to 1 Second worth of Sprinting speed. Make up to 3 [4df + 2 + DISCIPLINE] Attacks against Targets within 15m.
Blade Barrage	2	You create multiple knives made of pure light in each hand. Move up to 1 second of Sprinting speed. Make up to 3 [4df + 1 + DISCIPLINE] 1m Explosion Attacks against Targets within 10m.
Daybreak	3	You manifest a sword of pure Light capable of shooting beams of energy. You may move up to 1 Second of Sprinting speed. Make up to 3 ([4df + 2 + INTELLECT] Attacks against Targets within 10m.
Well of Radiance	2	You create a massive Well of Light on the ground that empowers and heals your allies. This Well of Light has a radius of 2m. All allies within the Area of Effect have their REGEN increased by your REGEN and gain +2 ATTACK. The Well of Light lasts for 6 Seconds.
Stormtrance	3	Once Activated, lightning shoots out from the tips of your fingers. You may move up to 1 Second worth of Sprinting speed. Make up to 3 [4df + 3 + INTELLECT] 2m Explosion Attacks centered on yourself.
Chaos Reach	3	You focus your Light into a powerful beam. Attack a single Target within 15m with [4df + (INTELLECT * 3)]. Any leftover DAMAGE may then be applied as ATTACK to any Target within 2m of the original Target.
Nova Bomb	2	You form energy into a sphere between your hands and release it onto your enemies with explosive power. Select a Target within a 10m range. Make a [4df + 6 + INTELLECT] 2m Explosion Attack on the location you Targeted.
Nova Warp	3	You focus Light into a ball between your hands which builds up and explodes. Move up to 2 Seconds of Sprinting speed. Make 3 [4df + 2 + INTELLECT] 1m Explosion Attacks centered on yourself, that does not damage yourself.

Ability List

All Abilities that have the potential to cause any DAMAGE, deal Energy Damage. The Energy Damage Type is not specified, and you are free to choose what Type it is upon usage. The Energy Damage Type does not matter in D:TTRPG and should only be used to describe flavor text. Here is the list of available Abilities:

Quick Reload

Range: Self	Time Cost: 1 Second	Cost: 2LP
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Effect: Instantly reloads the currently equipped weapon from your reserves. If you have no reserve ammo for this weapon type, then this Ability has no effect.

Shadestep

Range: Self	Time Cost: N/A	Cost: 3LP
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Effect: Upon taking DAMAGE, you may instead attempt to dodge the attack. First, move your Guardian up to 2m in any open direction your Guardian could walk to. Then roll [4df + MOBILITY]. Reduce the DAMAGE by the TOTAL of the roll. (Ignore a TOTAL of less than 0). A Critical roll results in doubling the TOTAL.

Healing Touch

Range: 1m	Time Cost: 1 Second	Cost: 3LP
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Effect: Your hand glows a warm amber hue. You or a willing Entity within 1m that you touch is healed. This Entity gains 1 HEALTH.

Trick Sense

Range: 20m	Time Cost: 15* Seconds	Cost: 1LP
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Effect: You look at an Entity within 20m. That Entity experiences a gentle illusion of sight, sound, smell, or touch for up to 15 seconds. The player decides what this illusion is. They can use this to whisper a sentence to the Entity from far away, or they can have the entity feel a sudden gust of wind. The length of time required to cast this Ability is the same as the length of time the illusion lasts. This means that during combat, a tap on the shoulder of an opponent may cost you only 1 Second.

Light Display

Range: 2m	Time Cost: 1 Second	Cost: 1LP
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Effect: Your light creates a non-physical but visibly glowing object hovering anywhere within 2m of you. This object can be anything your Guardian imagines as long as it is no larger than 1m in any dimension. This object may also be animated, such as an animal or a machine. You may decide the color of this object. This display of light lasts for up to 6 minutes or when you decide to dismiss it.

Devour Light

Range: Self	Time Cost: 1 Second	Cost: 3LP
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Effect: You Consume your own Light to regenerate SHIELD equal to your INTELLECT.

Quicksilver

Range: 1m	Time Cost: 2 Seconds	Cost: 5LP
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Effect: Your hand glows white. You grasp your own Weapon or a Friendly Entity's Weapon within Melee range and it fully reloads the Weapon's Loaded Ammo replacing any existing ammo with newly formed ammunition. This new ammunition is imbued with Light. Each attack that uses this ammunition gains an additional +1 DAMAGE. This newly formed ammunition becomes normal after 20 seconds, and ceases to exist after 1 minute.

Burn Grenade

Range: 10m	Time Cost: 2 Seconds	Cost: 5LP
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Effect: You throw a Grenade that is capable of an Elemental Burn. Throw a Grenade at a Target within 10m. The Grenade causes a 1m Explosion. Make a [4df + 1 + INTELLECT] Attack against the targets within the Explosion. Any Target that takes DAMAGE is now Burning for 6 seconds.

Magnet Grenade

Range: 10m	Time Cost: 2 Seconds	Cost: 5LP
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Effect: You throw a Grenade that sticks itself to surfaces. Throw a Grenade at a Target within 10m. The Grenade causes a 1m Explosion. Make a [4df + 1 + INTELLECT] attack against the targets within the Explosion. If the Natural Roll is +1 or Higher, the Grenade sticks to the Target and deals an additional +2 DAMAGE to the Target alone.

Flashbang Grenade

Range: 10m	Time Cost: 2 Seconds	Cost: 5LP
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Effect: You throw a Grenade that disorients enemies. Throw a Grenade at a Target within 10m. The Grenade causes a 1m Explosion. Make a [4df + 1 + INTELLECT] Attack roll against the targets within the Explosion. All targets that take DAMAGE become Disoriented for 1 Turn.

Bolt Grenade

Range: 10m	Time Cost: 2 Seconds	Cost: 5LP
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Effect: You throw a Grenade that sends a massive energy Bolt to the nearest Enemy. Throw a Grenade at a Target within 10m. The Grenade jumps to the nearest Enemy within 2m three times, without repeating targets. Make a [4df + 2 + INTELLECT] Attack against the targets.

Scatter Grenade

Range: 10m	Time Cost: 2 Seconds	Cost: 5LP
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Effect: You throw a Grenade that scatters into smaller explosive fragments. Throw a Grenade at a Target within 10m. The Grenade causes a 2m Explosion. Make a [4df + 1 + INTELLECT] attack roll against the Enemies within the Explosion.

Healing Grenade

Range: 10m	Time Cost: 2 Seconds	Cost: 6LP
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Effect: You throw a ball of glowing Light. Throw a Grenade at a Target within 10m. The Grenade causes a 1m Explosion. Make a [4df + 1 + RECOVERY] roll. All friendly Entities who are in the Explosion upon casting it recover 1 HEALTH. Additionally, all friendly Entities in the Explosion recover SHIELDS equal to your roll.

Force Push

Range: 1m	Time Cost: 2 Seconds	Cost: 3LP
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Effect: You strike a creature within Range and use your Light to create an Energy Attack blast pushing them away from you. Make a [4df + 1 + STRENGTH] OR [4df + 1 + INTELLECT] Attack to a Target within 1m of you. If DAMAGE is dealt and the Target is of size Medium or smaller, then the Target is pushed back 3m. If the Target is stopped by a hard object, then DAMAGE is increased by +1. If the Target is stopped by another entity, both the Target and the Entity take +1 DAMAGE.

Power Drain

Range: 2m	Time Cost: 2 Seconds	Cost: 3LP
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Effect: You attack a creature within Range and drain the Power from them. Make a [4df + 1 + STRENGTH] OR [4df + 1 + INTELLECT] Melee attack on an enemy within 2m. Regenerate your SHIELDS by half the DAMAGE dealt plus an additional +1.

Blink Strike

Range: 1m	Time Cost: 2 Seconds	Cost: 3LP
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Effect: You teleport a distance up to 1 Second of Sprinting speed towards a Target, exiting the teleportation at a threatening speed towards the Target. Make a [4df + 1 + STRENGTH] OR [4df + 1 + DISCIPLINE] OR [4df + 1 + INTELLECT] Melee Attack against the Target.

Searing Touch

Range: 1m	Time Cost: 1 Second	Cost: 3LP
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Effect: Your hand becomes coated in elemental flames. You reach out and grasp Target within Range. Make a [4df + 1 + INTELLECT] Attack against the Target. The Target is caught on fire and is Burning for 6 seconds OR 2 Turns. You may continue to hold your hand on the target for up to 6 seconds, each additional second heats up the area your hand is touching to the point that it can melt some metals. Your hand is immune to high temperatures during the duration of this Ability. Holding for extra time does not do more DAMAGE to a target, but may be useful in non combat situations.

Power Supply

Range: 1m	Time Cost: 2 Seconds	Cost: 3LP
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Effect: Your hand sparks with lightning. An electrical device you touch is powered and becomes functional as long as you maintain contact with it. More complex machines may require a [4df + INTELLECT] roll to see how much functionality is restored, such as just a ship's computer, vs it's full engines. This lasts for 6 minutes or until you stop touching the device with your hand. You may place your hands on an Enemy within Melee range in an attempt to Disorient them. Roll [4df + 1 + INTELLECT], if the Total is greater than their DEFENSE, the enemy is Disoriented for 6 Seconds or 2 Turns.

Throwing Knife

Range: 10m	Time Cost: 1 Second	Cost: 3LP
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Effect: You throw a Knife at an enemy. Make a [4df + DISCIPLINE] Attack against a Target within Range. If the Thrown Knife is a Precision Hit, it gains an additional +2 DAMAGE on top of the Precision Hit bonus.

Bolt of Narcolepsy

Range: 10m	Time Cost: 1 Second	Cost: 5LP
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Effect: You cast a bolt of light from your hand at a Target within 10m. Make a [4df + INTELLECT] attack against the Target. If the Target takes DAMAGE, they fall asleep for 6 seconds, unable to see or sense anything. Loud noises such as gunfire or taking any damage instantly wakes the affected entity.

Blinding Bolt

Range: 10m	Time Cost: 1 Second	Cost: 5LP
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Effect: You cast a bolt of light from your hand at a Target within 10m. Make a [4df + INTELLECT] attack against the Target. If the Target takes DAMAGE, they become Blind for 6 seconds, automatically failing at any SENSE checks that rely on sight. The Target can only attack enemies within 1m.

Dizzying Bolt

Range: 10m	Time Cost: 1 Second	Cost: 5LP
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Effect: You cast a bolt of light from your hand at a Target within 10m. Make a [4df + INTELLECT] attack against the Target. If the Target takes DAMAGE, they become Disoriented for 6 seconds. The Entity's turn is 1 Second instead of 3, but may make a 2 Second Action at Disadvantage.

Vanish in Smoke

Range: Self	Time Cost: 1 Second	Cost: 3LP
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Effect: Throw down a Smoke Bomb that makes you and all friendly Entities within 1m of you vanish and become invisible. Your MOBILITY is granted to all affected entities MOBILITY for stealth-based rolls. This invisibility lasts for an amount of seconds equal to your SPEED, or until the invisible Entity makes any attack or uses any Ability.

Healing Rift

Range: Self	Time Cost: 2 Seconds	Cost: 6LP
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Effect: Throw your Light onto the ground where you are standing. This creates a Rift that can heal nearby allies within 1m. All friendly Entities who are in the rift upon casting it recover 1 HEALTH. Additionally, all friendly Entities in the Rift have their REGEN increased by your REGEN. The Rift collapses and ceases to exist in 6 seconds.

Empowering Rift

Range: Self	Time Cost: 2 Seconds	Cost: 6LP
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Effect: Throw your Light onto the ground where you are standing. This creates a Rift that can empower nearby allies within 1m. Any friendly Guardian who makes an Attack from within the Rift gains half of your INTELLECT (Minimum 1) to their roll. The Rift collapses and ceases to exist in 6 seconds.

Rallying Barricade

Range: 1m	Time Cost: 2 Seconds	Cost: 6LP
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Effect: You create a semi-transparent Barricade 1m high and 3m wide that stands 0.5m in front of you (On the line if using a Grid Map). This Barricade can be used as Cover and gives +2 DEFENSE instead of the normal +1 Cover Bonus. The Barricade lasts for (Your DEFENSE x 3) seconds.

Levitate Creature

Range: 1m	Time Cost: 6 Seconds	Cost: 2LP
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Effect: You or a willing Entity that you touch gains the ability to levitate up to 30cm from the ground for 6 minutes. During this time, they may freely move about and ignore any ground conditions.

Orb of Visible Light

Range: Self	Time Cost: 1 Second	Cost: 1LP
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Effect: You create a physical Orb about 8cm in diameter that glows bright like a light bulb. This orb casts light for 10m and may be thrown up to 15m. The light will fade and the orb ceases to exist after 6 minutes OR when you decide, whichever comes first.

Armor of Light

Range: 1m	Time Cost: 1 Second	Cost: 1LP
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Effect: Your hand glows blue. You or a willing Entity that you touch gains Armor made out of Light. Their DEFENSE is raised by 2 for 6 Seconds. This appears as a faint blue glow hovering just above their current Armor.

Shield Recharge

Range: 10m	Time Cost: 1 Second	Cost: 3LP
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Effect: You focus your light on yourself or an Entity that you can Target within 10m. A shining stream of sky-blue light flows from your hand to the SHIELD of the Entity. The Entity's SHIELD is then regenerated by your REGEN amount.

Ultimate Abilities

Ultimate Abilities are only earned once a Guardian has reached a high Rank. These are incredibly powerful moves. These Ultimate Abilities cost Max Light or 15 LIGHT POINTS (Whichever is cheaper). So, if a Guardian's Max Light is 12, they must pay all 12 LIGHT POINTS to cast the Ultimate Ability.

Ultimate Ability	Time Cost (Seconds)	Effect
Axe of the Iron Lords	3	Spawn a massive Axe filled with burning Light. Move up to 2 Seconds of Sprinting SPEED and make 2x [4df + 3 + STRENGTH] Melee Attacks. Then, at the end of your movement, make one final [4df + 3 + STRENGTH] Melee Attack to all enemies within 1m of you.
Superheated	1	Your temperature rises and heat radiates from your body, for the next 9 seconds all enemies within 2m take 1 DAMAGE at the start of their turn. During this time you gain +2 when attacking a Target that is Burning.
Blitzkrieg	1	You become incredibly strong, focused, and near unstoppable. Double SPEED, STRENGTH, and DEFENSE for 6 Seconds. Melee Attacks during this time have ADVANTAGE.
One Punch	2	You make a single extremely powerful strike. Move up to 1 second of Sprinting SPEED and make a [4df + (STRENGTH * 3)] Melee Attack to a single target. If that Target is size Medium or smaller, you push the Target back 5m.
Defender's Wish	2	Your Light spreads out to your allies, protecting them from harm. All allies within 4m have their DEFENSE increased by an amount equal to [Your DEFENSE * 3] for 6 Seconds.
Overclocked Overwatch	1	For 6 Seconds, when any enemy that you can see Attacks or Moves, you may make a Weapon Attack or Melee Attack at no time cost against this target with ADVANTAGE.
Nighthawk	2	You form a golden gun with a single overcharged bullet. Make a [4df + (DISCIPLINE * 3)] Attack against an enemy you can see within 15m. If the Natural roll is +1 or higher, add an additional +4 to the ATTACK.
Bulletstorm	2	With your Light, you form a handcannon in the shape of a revolver and use your light to reach a higher level of focus. For each enemy within 7m, make a [1df + 1 + DISCIPLINE] Attack. Note that these attacks are unusual, and are using 1 F-Die instead of 4 F-Dice. In the case that many attacks are being made, you may roll many dice at once with each die representing a single attack.

Direct Current	3	You create two daggers made with overcharged arc energy. Move up to 2 Seconds of Sprinting SPEED and make 3x [4df + 3 + DISCIPLINE] Melee Attacks to enemies within Melee Range. At the end of your movement, you make a flash of light that blinds all enemies within 3m of you for 9 Seconds.
Lightning Spear	2	You form a spear made of pure arc light. Choose a Target within 15m that you can see. You throw the spear at that Target. All enemies within 1m of the spear's flight path, including the Target, take [4df + 2 + DISCIPLINE]. The Target takes an additional +2 ATTACK.
Legion	2	You form a massive bow with your Light and aim it high into the sky. With one shot, hundreds of arrows are sent into the sky. Select a Target within 20m. Make a [4df + 4 + DISCIPLINE] Attack against all Enemies within 3m of the Target.
Deathblade	2	You use your Light to form a dark and sinister blade. Select a Target within 20m, then teleport yourself within 1m of the Target. Make a [4df + (DISCIPLINE * 3)] Melee Attack against the enemy.
Solar Flare	2	You call down the power of the sun to your position. Make a [4df + (INTELLECT * 2)] Attack to all enemies within 2m of your position. All Enemies within 7m that can see you are Blind for 6 Seconds.
Traveler's Blessing	2	You use your Light to create a zone free from Darkness and heals allies. The area within 5m of you is no longer a Darkness Zone. Allies within this area are instantly healed to full and gain full SHIELD. The area returns to its previous state after 8 hours.
Lightning	2	The skies above form a powerful storm. A single bolt of lightning is cast forth from you to a Target you can see within 15m. Make a [4df + (INTELLECT * 3)] Attack against the Target. All Enemies within 15m of the Target are Disoriented for 3 Seconds.
Tesla Beacon	2	Lightning fires from your fingertips to all nearby enemies. Make a [4df + 4 + INTELLECT] Attack against all enemies within 4m of your location.
Black Hole	3	You use your Light to create a temporary black hole. Select a Target within 15m. All enemies within 5m sized Medium or smaller are moved 3m closer to the black hole. Make a [4df + 3 + INTELLECT] Attack against all enemies that are within 5m of the Target. If the Enemy dies as a result of this Attack, they are sucked into the black hole never to be seen again.

To The Void	2	You force an enemy you see into the void. Roll [4df + (INTELLECT * 3)]. If the Total is higher than the Enemy's remaining HEALTH - 4, the Enemy is sucked into the void never to be seen again. If the result is less than the Enemy's remaining HEALTH - 4, then make the Attack normally using the Total as the ATTACK.
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Chapter 6: Equipment

All Guardians carry a variety of equipment with them while journeying across the Solar System, to aid them or others in any situation they may find themselves in. While most of the focus of a Guardian's inventory is in their weaponry, most tend to keep other items for practical or sentimental value.

Weapon Armory

Firearms are as core to a Guardian's ability to defend the city just as much as their Light is. The Weapons that a Guardian wields into battle speaks volumes to their fighting style. Do you jump straight into the fray and spray bullets in every direction? Or do you prefer to find a nice perch up high and pick off enemies from a distance? This section has all there is to know about weapons.

Weapon Slots

There are three slots that every Guardian has for weapons: Kinetic, Energy, and Heavy.

Kinetic Weapons are the first slot. These fire heavy metallic projectiles. Kinetic Weapons can activate the Precision Hit bonus on a Natural +2 or greater, instead of the usual +3.

Energy Weapons are the second slot. These fire unique energy-based materials. Energy damage is stronger when breaking Energy-based shields that guard tougher Enemies, gaining +1 ATTACK if an enemy has 1 or more SHIELD remaining.

Heavy Weapons are the third slot. The ammo for these weapons is rare and expensive. Most Heavy weapons are heavy, cumbersome, and difficult to reload quickly. The ammo is also heavy and hard to carry. However all Heavy Weapons gain +2 to ATTACK, and will also gain +1 ATTACK if an enemy has 1 or more SHIELD remaining, similar to energy weapons. It is recommended to use these weapons for special scenarios to deal massive amounts of damage to a single target or to blast an entire area full of enemies all at once.

Weapon Perks

Every Weapon Type has its own Perk. A Perk is an extra feature of the firearm that makes it stand out from the rest. Every Common Weapon has one Perk, and this Perk should be noted on the Character Sheet along with the Weapon.

Legendary Weapons have an additional Perk. This extra Perk can be one of the perks located in the 'Legendary Weapon Perks' or it can be a default Weapon Perk from a different Weapon

Type. For Instance, a Legendary Handcannon, which normally has the Weapon Perk “Deadeye” may also have a second Perk “Burst Fire” (which is a Pulse Rifle Default Perk) and the Legendary Handcannon gain benefits from both at the same time.

Weapon Rarity

Common is the lowest rarity tier. These Weapons are found everywhere in the system, and it is relatively easy to obtain a new Common Weapon. Most Gunsmiths sell Common Weapons of any type.

Legendary Weapons are more powerful, but harder to find. Legendary Weapons have often earned a reputation for themselves and have been given a name. Legendary weapons are just like Common weapons with the exception that they gain a secondary perk. If a vendor is selling a Legendary Weapon, it will cost 2x to 4x what a Common weapon of the same Weapon Type would cost, depending on how good the Default Perk matches up with the Second Perk.

Exotic is the highest Weapon rarity tier. Across the system there are only a handful that exist. These Exotic Weapons are incredibly powerful weapons, and they contain a unique secondary perk that is exclusive to that specific weapon. If the Guardians are lucky enough to find an Exotic Weapon being sold, it will start at 8x the cost of a Common Weapon of the same Weapon Type and can go as high as 12x.

All Guardians start off with Common quality weapons, and may obtain Legendary or Exotic quality weapons as they adventure through the solar system.

Buying / Selling Weapons

There are Vendors and Gunsmiths across the solar system, especially on Earth, that are willing to buy, trade, and sell Weapons. In general, these vendors take pride in their stock and are often not interested in buying Weapons from Guardians.

Buying Weapons

All Common Weapons can easily be found at almost any Gunsmith. Most Vendors have weapons lying around, but maybe not a full selection. It is not uncommon to see a Legendary Weapon or two sitting in the shop, but Exotic Weapons are incredibly rare and are almost never sold. When buying a Weapon, simply pay the agreed upon price and write down the Weapon’s information on the Character Sheet.

Note: Prices can be found in the ‘Weapon Types’ Section further in this Chapter.

Selling Weapons

Gunsmiths and Vendors are usually not interested in used Guardian Weapons, but would be happy to take them off of Guardian's Hands to scrap for parts if the Weapon is cheap enough. Guardians may sell a Weapon for 10% of the Weapon's asking price.

Upgrading Weapons

Sometimes you have a Common weapon you've formed an attachment to. Vendors and Gunsmiths may take the weapon to upgrade for you. Vendors may upgrade Common weapons to Legendary versions for about 25% less than buying a new legendary, though you'll have to give them up to a week to finish work on it. Exotics are too advanced for standard vendors to make.

Weapon Types

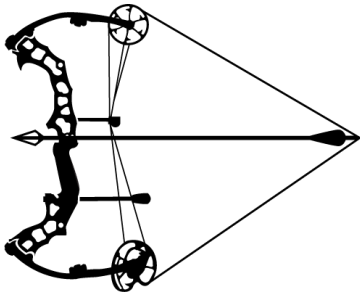
There are three types of Weapons. **Primary**, **Special**, and **Heavy**. Each Weapon type consumes a different type of Ammo.

Each Weapon has a Weapon Type that determines Ammo Type, and a Slot associated with it's Damage Type. For Example, a Primary Kinetic Auto Rifle. This Auto Rifle cannot be equipped in the Energy Weapon slot, nor can it be loaded with Special Ammo. The Weapon's Slot and Ammo Type cannot be changed.

Primary Weapons

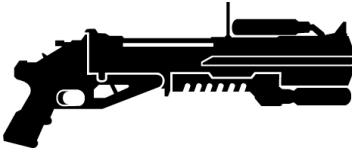
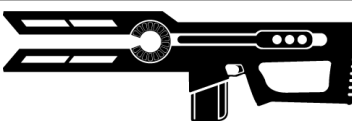
Primary Weapons are the main workhorse of a Guardian's arsenal. Primary Weapons can be purchased at the price of 10,000 Glimmer, or 20,000 Glimmer for a Heavy version. Primary Weapons can fit into either the Kinetic or Energy Weapon Slot, and have unlimited Reserve Ammo. Here are the types and their stats:

	<u>Auto Rifle:</u> These weapons have long bodies, designed to spray many bullets with only relative accuracy. Every bullet may not hit, but you don't always need them to. Range: 2-10m Full Auto Trigger System: When you Attack, you may expend 1 additional Loaded Ammo to increase ATTACK by an additional +2.
	<u>Pulse Rifle</u> Short, controlled burst is the phrase most used with this medium range weapon. Accuracy within range makes this weapon ideal for many sharpshooters. Range: 2-10m Burst Fire: When making an Attack roll with this weapon, you may reroll

	any 1 die once.
	<u>Scout Rifle</u> No one gets away when you hold this medium-to-long range weapon. Single fire action, down a long rifled barrel means you get to be first to engage. Range: 2-10(20)m Rangefinder: This weapon's Max-Range is Doubled.
	<u>Bow</u> Primitive weapons may seem less potent at a glance, but with no magazine for reloading, and the Light to guide you, these weapons are great for medium range. Range: 2-7m Quiver: You may spend 1 additional second to shoot with double Max Range. Costs 0 seconds to reload
	<u>Submachine Gun</u> This weapon has a short body, and a long magazine, intended for spraying shrapnel toward foes. Accuracy is secondary for these weapons. Range: 2-7m Close and Personal: Enemies within half this weapon's Max Range receive +1 ATTACK.
	<u>Sidearm</u> With a light body and frame, sidearms are easy to conceal and great for drawing first. Enemies in closer ranges won't have time to know what hit them. Range: 2-7m Quickdraw: Swapping to this weapon costs 0 seconds.
	<u>Handcannon</u> This weapon class typically appears small enough to be held in one hand, though the bullets it fires kick hard enough that without proper precautions, it should be held with two. Range: 2-7m Deadeye: Precision Hits grant an additional +1 ATTACK.

Special Weapons

Special Weapons are meant for special use cases. Just like Primary Weapons, Special Weapons can fit into the Kinetic or Energy Weapon Slot, but have a limit of 4 Reserve Ammo. Special Weapons can be purchased at the price of 15,000 Glimmer, or 30,000 Glimmer for a Heavy version. Here are the types and their stats:

	<u>Shotgun</u> This long weapon loads shells loaded with small pellets that, when shot, fire in a large spread. This is the ideal weapon for ending close-up arguments. Range: 0-3m Pellets: All attacks within this weapon's Range are considered Precision Hits. Costs 1 second to Reload 1 Loaded Ammo.
	<u>Sniper</u> You'll see them long before they see you with this extremely long range rifle. Capable of taking the head off an alien from far away, you wouldn't want to be on the receiving end of this attack. Range: 5-150m No Land Beyond: Precision Hits grant an additional +2 ATTACK.
	<u>Breech-Loaded Grenade Launcher</u> This type of Grenade Launcher only holds a single grenade. It has a highly explosive payload, good for taking out groups or destabilizing structures violently. Range: 3-10m Grenade Rounds: Attacks expend 2 Loaded Ammo. Enemies within 1m of the Target receive ATTACK.
	<u>Fusion Rifle</u> These projects first came out in the Golden Age. After a short charge, these weapons can blast massive energy into a single target – or clean through several weaker ones. Range: 2-10m Charge Shot: Takes 3 seconds to fire, but grants +1 to DAMAGE. Overkill DAMAGE is transferred to the nearest enemy within 2m as ATTACK.
	<u>Trace Rifle</u> A close relative of the Fusion Rifle, Trace Rifles fire a concentrated beam of energy. These beams cut straight through your targets, but have considerable ammo usage. Range: 2-10m Trace Beam: After you Attack with this weapon, you may make another Attack for only 1 Second.

Heavy Weapons

Heavy Weapons are much heavier and specialized than Primary or Special Weapons. All Heavy Weapons can only be equipped in the Heavy Weapon slot, and have a limit of 2 Reserve Ammo. Heavy Weapons can be purchased at the price of 30,000 Glimmer. As a reminder, all Heavy Weapons gain +2 to ATTACK. Here are the Heavy Weapon types:

	<u>Rocket Launcher</u> The staple weapon for wanting as many things dead in as short a time as possible, this weapon fires a high velocity missile that makes a large explosion. Range: 3-15m Danger Zone: Attacks expend 2 Loaded Ammo. Enemies within 2m of the Target receive ATTACK.
	<u>Grenade Launcher</u> This version of the grenade launcher is drum-loaded, so it can fire multiple grenades before reloading, great for hitting multiple small groups quickly. Range: 3-10m Explosive Rounds: Enemies within 1m of the Target receive ATTACK. Costs 1 second to Reload 1 Loaded Ammo.
	<u>Sword</u> Taking a sharpened piece of metal and swinging it as hard as you can is a tried and true strategy throughout history. Adding power ammo just makes it hurt that much more. Range: 0-2m Melee Weapon: Weapon Attack rolls use your STRENGTH in place of AIM and gain +1 ATTACK. Reloading this weapon costs 0 Seconds.
	<u>Machine Gun</u> These weapons are as bulky as they are powerful. Belt-fed with an extremely high rate of fire, these weapons are designed to rip apart even the most armored foes. Range: 3-10m Belt-Fed: You may make an Attack that does not consume Ammo. This weapon must be reloaded from empty before Belt-Fed can be used again. Reloading costs 3 seconds.
	<u>Linear Fusion Rifle</u> The most advanced member of the fusion rifle family, after a short charge, it fires a concentrated burst of high power energy over long distances. Range: 5-20m Charging Coils: Attacks cost 3 Seconds and consume 2 Loaded Ammo, but gain +1 ATTACK. If your Target takes DAMAGE, apply ATTACK to the next Enemy in a straight line between you and your target; repeat up to Max Range or until an Enemy takes no DAMAGE.

Default/Legendary Perks

Located below are all Weapon Perks, and the ammo type they require. These are used when the Speaker makes a Legendary Weapon or when a Legendary Weapon is randomly created.

Use this table to look up the effects of the different Weapon Perks, and upgrade its ammo usage appropriately.

Perk Name	Ammo Type	Description
Full Auto Trigger System	Primary	When you Attack, you may expend 1 additional Loaded Ammo to increase ATTACK by an additional +2.
Burst Fire	Primary	When making an ATTACK roll with this weapon, you may reroll any 1 die once.
Rangefinder	Primary	This weapon's Max-Range is Doubled.
Deadeye	Primary	Getting a Precision Hit increases the ATTACK by an extra +1.
Bullet Hose	Primary	Minimum range reduced to 0.
Quickdraw	Primary	No time cost when Swapping to this weapon.
Quiver	Primary	You may spend 1 additional second to shoot with double Max Range. Costs 0 seconds to reload
Opening Shot	Primary	The first attack made with the Weapon after Reloading has its Max Range increased by 2m and has +1 ATTACK.
Threat Detector	Primary	If two or more Enemies are within 2m range of you, this Weapon may be Reloaded at no time cost.
Triple Tap	Primary	Upon getting a Precision Hit, roll 1 F-Die. If the result is a +1, then regain the spent ammo.
Close and Personal	Primary	Enemies within half Range receive +1 ATTACK.
Melee Weapon	Primary	Weapon Attack rolls use your STRENGTH in place of AIM and gain +1 ATTACK up to 2m away. Reloading this weapon costs 0 Seconds.
Zen Moment	Primary	Spend 1 extra Second to gain ADVANTAGE on an ATTACK.
High Caliber Rounds	Primary	Heavy rounds leave enemies reeling. Hits Disorient enemies.
Dragonfly	Primary	Kill triggers a 1m explosion at the Target. Deal 2 DAMAGE to Enemies in the Explosion.
Outlaw	Primary	Upon Kill, the Wielder may reload this weapon at no time cost.
Rampage	Primary	Upon Kill, the Wielder gains +2 on the next ATTACK with this weapon within 30 seconds.
Pulse Monitor	Primary	Upon Wielder's SHIELD reaching 0, Wielder may reload this weapon instantly.
Auto-loading Holster	Primary	Upon swapping away from this Weapon, the Wielder may reload this Weapon instantly.
Lightweight Frame	Primary	Increase SPEED by +1 while this Weapon is Equipped.
Assassin's Weapon	Primary	You gain +3 SPEED for 3 Seconds after a Kill with this weapon.
Backup Plan	Primary	After swapping to this Weapon, the time cost to immediately Attack with this Weapon is reduced by 1 Second (Minimum 1 Second).

Grave Robber	Primary	Upon a Melee Kill, gain 1 Loaded Ammo.
Mechanized Autoloader	Special	Upon picking up Ammo for this Weapon, the Weapon is reloaded instantly.
No Land Beyond	Special	Precision Hits gain an additional +2 ATTACK.
Grenade Rounds	Special	Attacks expend 2 Loaded Ammo. Enemies within 1m of the Target receive ATTACK.
Charge Shot	Special	Takes 3 seconds to fire, but grants +1 to DAMAGE. Overkill DAMAGE is transferred to the nearest enemy within 2m as ATTACK.
Trace Beam	Special	After you Attack with this weapon, you may make another Attack for only 1 Second.
Pellets	Special	All attacks within this weapon's Range are considered Precision Hits. Costs 1 second to Reload 1 Loaded Ammo.
Cluster Bomb	Special	Explosion Radius increased by 1m (Can only be used on Grenade Launchers or Rocket Launchers).
Belt-Fed	Heavy	You may make an Attack that does not consume Ammo. This weapon must be reloaded from empty before Belt-Fed can be used again. Reloading costs 3 seconds.
Spray and Pray	Heavy	You may spend 1 Loaded Ammo to reroll any number of dice from your ATTACK. If you have a DISADVANTAGE die, it cannot be rerolled.
Danger Zone	Heavy	Attacks expend 2 Loaded Ammo. Enemies within 2m of the Target receive ATTACK.
Explosive Rounds	Heavy	Enemies within 1m of the Target receive ATTACK. Costs 1 second to Reload 1 Loaded Ammo.
Charging Coils	Heavy	Attacks cost 3 Seconds and consume 2 Loaded Ammo, but gain +1 ATTACK. If your Target takes DAMAGE, apply ATTACK to the next Enemy in a straight line between you and your target; repeat up to Max Range or until an Enemy takes no DAMAGE.

Example Exotic Perks

Exotic Weapons, being as rare and powerful as they are, have such a wide range of possibilities for their Exotic perk. While this list is by no means exhaustive, it may be useful to take a perk from here or to use them as inspiration for your own Exotic weapons. Exotic perks may change existing rules in fun and interesting ways, a weapon's exotic perk always trumps rules written, such as Heavy Weapons always being Energy.

Perk Name	Description
Cruel Remedy	All Kills with this weapon regenerate the Wielder's SHIELD by 2.
Red Death	Precision Kills heal the Wielder's HEALTH by 1.

Business Time	Picked up ammo may go directly into the Loaded ammo. 'Full Auto Trigger System' gains an additional +1.
Black Hole	Increased Max-Range by 50%. Killed targets trigger 1m explosion and deal 2 DAMAGE to Enemies.
Multi-Tool	Increase SPEED by +1 while this Weapon is Equipped. Precision Hits Disorient enemies.
Sunburn	Detonates upon impact. 1m Explosion. Enemies that take DAMAGE from this Weapon gain BURN for 1 turn.
Repulsor Force	If DAMAGE is dealt, then the Target is pushed back 3 meters. If the Target is stopped by a hard object, then DAMAGE is increased by +1.
Personal Assistant	Aim at Enemy for 1 Second. Learn 1 piece of information about the Enemy. (Faction, Race, DEFENSE, Current HEALTH %, etc.)
Conserve Momentum	Dealing non-lethal DAMAGE with this Weapon causes the next Attack with this Weapon within 30 Seconds to take only 1 Second.
Mad Scientist	Fires a volley of rockets. Increase Explosion Radius by 1m. Picking up Heavy ammo Reloads this Weapon at no time cost.
Excavation	Wielder may make 2 separate Attacks with this Weapon in the time it takes to make a single attack.

Artifacts

Artifacts are small objects that Guardians tend to carry around with them. They often have little to no use in Combat, but they can sometimes be useful in tricky scenarios. All Artifacts listed here are valued at 200 Glimmer each, but most vendors aren't interested in junk.

There are also rare and better quality Artifacts known as Legendary Artifacts. Legendary Artifacts are generally more useful, and can fetch a pretty piece of Glimmer. Legendary Artifacts can sell anywhere between 2,000 and 10,000 Glimmer depending on the buyer's interest and the usefulness of the Legendary Artifact.

There is another tier of Artifacts above Legendary. These Exotic Artifacts are incredibly useful and powerful. They may often be sold for around 20,000 Glimmer, but the right buyer may pay triple that amount.

Common Artifacts

1	1	1	1	Large blood-red brooch with gold trim
1	1	1	0	Brass medallion with a symbol of a smiling sun
1	1	1	-1	Rabbit's Foot keychain
1	1	0	1	An old pair of casino dice still in great condition (2d6)
1	1	0	0	A glass bird that gently rocks side-to-side when on a flat surface
1	1	0	-1	Switchblade with a name etched into the blade
1	1	-1	1	Unusual Coin that is warm and vibrates gently
1	1	-1	0	Small black Hive figurine with a wax-like appearance
1	1	-1	-1	Transparent white-blue Vex sphere that is always cold to the touch
1	0	1	1	Small canister of ether (A gas compound that Fallen breathe)
1	0	1	0	The nametag of a high-ranking Cabal officer
1	0	1	-1	Hand sized piece of cloth with the symbol of a Fallen House
1	0	0	1	Small tome of Hive Glyphs bound in Silk
1	0	0	0	Hand-sized replica of a missing spaceship
1	0	0	-1	A ring infused with Light that emits a constant white-blue glow
1	0	-1	1	A keychain with a Magic 8-Ball on the end
1	0	-1	0	A set of F-Dice carved from rock or bone (4df)
1	0	-1	-1	A unique deck of 52 playing cards all of which are well worn
1	-1	1	1	A helmet-attachable voice scrambler with an on/off switch
1	-1	1	0	A piece of string with 4 glass-like beads each of a different color

1	-1	1	-1	A perfect sphere with a mirror-like surface
1	-1	0	1	A felt-tip black permanent marker that appears to never run out of ink
1	-1	0	0	A set of fancy eating utensils (Fork, Spoon, Butter-Knife)
1	-1	0	-1	A tarnished brass ring engraved minutely with indecipherable script
1	-1	-1	1	An electric wristwatch that eerily flickers when in a Darkness Zone
1	-1	-1	0	A stone that sparkles all colors when angled correctly
1	-1	-1	-1	A palm-sized voice recorder with a bright yellow button
0	1	1	1	An audio speaker the size of a fist with a red button on the back
0	1	1	0	An old photo of a Guardian with initials on the back
0	1	1	-1	A switchblade carved from the curved claw of a Hive Ogre
0	1	0	1	A cracked and dead red-eye of a Vex Gate Lord
0	1	0	0	A Cabal eyepiece that shows star constellations
0	1	0	-1	A black Hive crystal that creates a beautiful chime when struck
0	1	-1	1	A tiny figure of a white fox said to guide those who are lost
0	1	-1	0	A journal from a Guardian who studied the Fallen
0	1	-1	-1	A journal from a Guardian who studied the Hive
0	0	1	1	A journal from a Guardian who studied the Vex
0	0	1	0	A journal from a Guardian who studied the Cabal
0	0	1	-1	A shiny brass badge with a symbol of the Traveler
0	0	0	1	A glass sphere filled with ever-swirling Vex Radiolarian fluid
0	0	0	0	A metal ocarina with volume control
0	0	0	-1	A glass vial filled with edible black salt
0	0	-1	1	A travel-sized acoustic guitar
0	0	-1	0	An empty flask that will always have a strong scent of whisky
0	0	-1	-1	A small electric keyboard that can only play chip-tune sounds
0	-1	1	1	A black and red accordion with a deep rich sound
0	-1	1	0	A lavender stone that glows for 30 mins when the holder kills an enemy
0	-1	1	-1	A jar with a small live immortal Hive Worm inside of it
0	-1	0	1	A shiny coin that gives the false feeling of being lucky when held
0	-1	0	0	A 1-inch magnet cube which is annoying for Exos
0	-1	0	-1	An ivory chess piece oddly weighted to fall over with the slightest bump
0	-1	-1	1	A fish hook and 10m of fishing line
0	-1	-1	0	A component from a Fallen Shank that is always almost too hot to hold
0	-1	-1	-1	A keychain laser pointer

-1	1	1	1	A high-pitched whistle often used by Fallen Captains
-1	1	1	0	A folding shovel with a sharp edge
-1	1	1	-1	7 pebbles that glow in the dark, each one a different color
-1	1	0	1	An unusual vertebrae from an unidentified creature
-1	1	0	0	A roll of strong duct tape
-1	1	0	-1	A pair of toy guns that shoot rubber bands + 6 rubber bands
-1	1	-1	1	A grey marble mortar and pestle
-1	1	-1	0	A hand-carved jade figurine depicting a sitting lion
-1	1	-1	-1	A deed to a parcel of land and you do not know where this land is
-1	0	1	1	A bottle of bubble-blowing fluid and a bubble wand
-1	0	1	0	A steel yo-yo that is scratched and dented on all sides
-1	0	1	-1	A rubiks cube with the colors painted on where all the stickers fell off
-1	0	0	1	A small hand-carved toy [animal] from your childhood
-1	0	0	0	A single all red piece from a jigsaw puzzle
-1	0	0	-1	A love letter that for some reason you don't want anybody else to see
-1	0	-1	1	Six 1 inch tall poor-quality carved figures depicting Guardians
-1	0	-1	0	A 6-inch square cloth with one corner coated in a never-drying weak acid
-1	0	-1	-1	Two hairs (possibly whiskers) pressed and sealed between two glass plates
-1	-1	1	1	A necklace made from beads carved from Vex glass eye-lenses
-1	-1	1	0	A medal awarded to Guardians who fought at the Battle of Twilight Gap
-1	-1	1	-1	A child's drawing of himself, a Guardian, and the Traveler holding hands
-1	-1	0	1	An empty 6-inch square leather pouch labeled "Interesting Finds"
-1	-1	0	0	A handkerchief that has a light and familiar scent of perfume
-1	-1	0	-1	A flag for a country that no longer exists
-1	-1	-1	1	A square sliding puzzle that makes a clacking noise when played with
-1	-1	-1	0	A tiny broken clockwork Vex Harpy
-1	-1	-1	-1	A very intricate and detailed doll carved from driftwood

Legendary Artifacts

1	1	1	Reusable and extremely loud Handcannon Blank (24 hour recharge)
1	1	0	A small tube of super glue (6x fingerprint size uses)
1	1	-1	A mechanical wristwatch that secretly doubles as a small lighter

1	0	1	A throwing knife (10m melee attack, can be recovered and reused)
1	0	0	A 3 inch tall sweeper bot that can follow simple commands but cannot speak
1	0	-1	A pair of Night vision goggles
1	-1	1	One-time use Cabal password/codes.
1	-1	0	A Remote-control Fallen Shank replica. (Cannot shoot weapons)
1	-1	-1	A dead Ghost that still has a few memories stored on it.
0	1	1	A portable handheld solar-energy blowtorch.
0	1	0	A friendly 0.5m long Hive Worm that is capable of following 1-word commands
0	1	-1	A short-range Vex Teleporter (range: 10m, teleporter left behind upon teleporting)
0	0	1	A flare gun with 5 flares. (Deals 3 Seconds of BURNING to anything it hits)
0	0	0	A piece of jewelry that can record + store + play-back audio/video recordings
0	0	-1	A watch that accurately tells when the next sunset will occur (Only works on planet surface)
0	-1	1	A device that makes neon-holographic items in the hands of the user when they gesture
0	-1	0	A grapple gun that can stick to most surfaces. (range: 15m)
0	-1	-1	A gun that shoots a net (Range 7m, 1m radius area of effect)
-1	1	1	A bag of 10,000 fake glimmer (+5 Difficulty SENSE to detect)
-1	1	0	An auto-loading holster. (A Kinetic weapon stowed for 3 consecutive seconds is reloaded)
-1	1	-1	A 0.5m by 1m towel that always stays dry and comfortably warm
-1	0	1	A small sticky tracking device along with a hand-held tracker
-1	0	0	A set of durable and reliable old-age lockpicks
-1	0	-1	A pair of Heat-sensing Binoculars
-1	-1	1	An aerosol can with a healing compound (1 Second. Heals 2 HEALTH, 24 hr recharge)
-1	-1	0	An Ammo Synth. One-time use full Heavy Ammo. 2 Seconds
-1	-1	-1	An earpiece that translates an enemy language (Pick 1 at Random: Fallen, Cabal, or Hive)

General Item List

There will also be more common consumables and useful items known simply as 'General Items'. These are examples of General items that are very commonly sold by vendors across the solar system. The prices listed here are the prices that the goods are commonly sold at. These prices may change as supply or demand in the area changes.

1	1	1	Special Ammo Refill (Two Ammo Boxes)	250
1	1	0	Heavy Ammo Refill (Two Ammo Boxes)	950
1	1	-1	Glue	350
1	0	1	Duct Tape (15m)	450

1	0	0	Art Supplies (Paints + Brushes)	1,800
1	0	-1	Sports Ball	1,300
1	-1	1	Hatchet	2000
1	-1	0	Common Clothes	5000
1	-1	-1	Batteries	300
0	1	1	Pen / Pencil	150
0	1	0	Binoculars	1500
0	1	-1	Matches	300
0	0	1	Magnifying Glass	750
0	0	0	Common Tool (Hammer, Wrench, etc.)	1000
0	0	-1	Calculator	900
0	-1	1	Book	2000
0	-1	0	Flashlight	1500
0	-1	-1	Backpack / Bag	3000
-1	1	1	Knife	1250
-1	1	0	Instant Coffee	400
-1	1	-1	Rope (20m)	1500
-1	0	1	Food (1 serving)	450
-1	0	0	Glass Bottle / Metal Flask	1200
-1	0	-1	Bucket	600
-1	-1	1	Notebook	200
-1	-1	0	Playing Cards	500
-1	-1	-1	Bottle of Purified Water	100

PART 3: Speaker's Guide

Being the Speaker is an important and rewarding experience. Not only do you get to bring the locations and characters to life in the imagination of your players, you also get to experience the fun from a different angle and the satisfaction of creating a memorable adventure for your players.

As a Speaker, you are the creative force behind a Destiny : Tabletop Roleplaying Game adventure. You interpret the rules and work with the players to make a fun and interesting experience for everyone to enjoy.

Chapter 7: Rules Outside of the Game

When it is time to run the game, you will be responsible for having the Mission or Strike ready to play as well as being familiar with the rules of gameplay from both the Guardian side as well as The Speaker side of the table. It is **STRONGLY** recommended to come to the table prepared with the materials and knowledge to provide a seamless, immersive, and enjoyable experience for everyone. It may seem like a daunting task, but is very much worthwhile for the fun that is about to be had.

Guardian Oath

Apart from the in-game rules, there are some guidelines for maintaining a good experience for everyone involved. Everyone is here to have a good time, but sometimes a few things outside of the game may get in the way. Here are a few guidelines that everyone, including observers and bystanders, should follow. Although these rules are not mandatory to observe or enforce, they are still recommended to help ensure that everyone enjoys the game. Be sure to decide on these rules and make them clear before diving into a game.

Avoid Distractions

Sometimes emergencies or other distractions are critical and must pull players away from the table, but for the most part players should not be distracted from the game. Cell phones, TV playing in the background, or other guests who are not playing can draw the attention from players. This lack of attention causes a break in the immersion and slows down the game. Ask your Players to pay respect everyone's time and to avoid distractions in the game. It is rude to make others wait on your turn or force people to repeat themselves if you did not hear it the first time. As the Speaker, you may also refuse to repeat yourself in these scenarios. If the game events were really happening, a distracted Guardian could reasonably miss vital information or

clues, and that Guardian wouldn't have a second chance at noticing it. Refrain from doing this often as it may cause bad blood at the table.

Metagame Thinking

It is very common for players to talk to each other while playing the game in a way that would be impossible for their Guardians to do so. For instance, a Guardian couldn't know that a fellow Fireteam Member in a different location is in trouble and needs help, or the Guardians normally wouldn't have time to plan out an offensive strategy if they got ambushed. Allowing the Players to share this information or strategize in this way is known as 'Metagame Thinking'. Usually, this is allowed and isn't a problem, but if your group of Players prefers to have a more challenging and realistic experience, you can rule out allowing players to share information that their Guardians wouldn't have access to, or disallow time to discuss attack strategies.

Dropping Dice / Overthrowing Dice / "Dead Dice"

Accidents happen and dice sometimes fall to the floor. If this happens, reroll all dice that fell to the floor. Repeated offenders of dropping dice can sometimes slow down the game or even pause the game while they search for their dice. If this is an issue in your group, you may instantiate a "Dead Dice" rule. At first, any offender must be given a warning on the first roll that falls off of the table for that given play session. After receiving a warning, a player should no longer be allowed to reroll fallen dice, and any fallen dice should be treated as a '-'.

Missing Players

If a Mission, Strike, or Campaign spans multiple game sessions, it is not uncommon for a player to be unable to attend one or more sessions. There are multiple ways to handle this. 1) You may imagine that the Guardian instantly vanished from existence and nobody questions why, or that the Guardian had to leave the group for some reason. The following session that Guardian instantly re-appears or rejoins the group and continues. 2) You may instead have the Speaker or another Player play as the Guardian. In this scenario, it would be best to assume the Player's actions as closely and truthfully as possible. This Guardian would then not receive rewards, but should also not be able to perish due to mistakes that the Player did not make. Regardless of whether or not the Guardian is part of the game, make it clear to players beforehand so expectations are set. **Note:** Experience and rewards are an incentive to show up at game day and on time. Missing a game day does not guarantee that the Guardian will receive the found loot or XP for the missed session.

New Players

Sometimes, new players will appear in your game. When this occurs, it would be unfair to force the new player to roll up a new character with no gear while everyone else is a higher Rank and is using Legendary weapons. Have the new player create a new character. However, instead of

having the new Guardian start at Rank 1, set their Rank to that of the lowest Ranking Fireteam member, and set the new Guardian's current XP to the required amount to reach their new Rank. Additionally, let everyone know that the other Players may offer to share some Glimmer, Artifacts, or Weapons with the new recruit, but the new recruit is expected to earn their own loot as they play.

Rule Discussion

Sometimes there may be a question or a conflict in the interpretation of the rules. Maybe there is a scenario where the rules do not clearly explain what should happen. Feel free to pause the game to look up the rules, however it is recommended to have the Speaker make a final and fair call on how they believe the rules should apply and make a note to look it up after the game is over. If players get into a conflict over game rules, the Speaker always has the final say.

Respect

The most important rule of all is to respect everyone. Each person involved, regardless of whether they are playing or observing, should be treated with respect. Respect the space, property, and feelings of others. Everyone must do their best to make the other players and observers feel welcome at the table.

In the most extreme scenarios, if any house rules are broken or a conflict between players is unable to be resolved, the Speaker has the power to ask a Player to leave the table. This is a power that should only be used in the most dire situations. It is recommended to attempt to resolve conflict peacefully before this action is taken. If all the players feel that the Speaker is being unfair or is making decisions that are causing the game to become unenjoyable, the Players are free to elect a new Speaker for future games. If a single person is causing problems, regardless of if it's a Player, The Speaker, or even a bystander/observer, it is up to the other players to decide what the best course of action is. Remember, everyone is here to have a good time.

Chapter 8: Running the Game

The core of the game is the Game Loop talked about previously in this book in "PART 2: Guardian's Handbook". As the Speaker, you must initiate this loop and keep it going, clearing confusion and keeping things interesting as the game progresses.

Tip: [TODO STYLE AS A NOTE] Get to know your Players! Some Players prefer intense and dangerous combat scenarios, while others simply want to live in the lives of their Guardians, exploring new places and meeting new NPCs.

Recommended Setup

As a Speaker, you should be able to build an enjoyable game using only the materials in this book along with the ‘What do I need?’ section of ‘PART 1: Getting Started’. However, there are a few more items recommended to facilitate a more immersive experience.

The first thing is a ‘Speaker Screen’, (Known in other Tabletop RPG Games as a “DM Screen” or a “GM Screen”). This is an opaque object that you may set upon the table so the Players may not read your notes or adventure material during the game. This also helps in hiding your Dice Rolls, which adds another layer of mystery to the game. A simple piece of Cardboard or a few books standing up would suffice, but game stores often sell professionally made ones as well.

Another helpful accessory is a notebook with a pencil. Keeping track of events, interactions, characters, and locations helps a lot in delivering a cohesive and consistent adventure for your Players. You may also keep track of the health of enemies in this notebook, hidden away from prying eyes.

Finally, and this is completely optional, is a Map/Grid with Miniatures or Tokens to visualise exploration and combat scenarios on. A sheet of Grid Paper does a great job in working as a Map, but more experienced or dedicated players may want a bigger and more permanent solution. Most game stores sell ‘Wet Erase’ vinyl maps along with erasable markers. You may also find useful Miniatures or Tokens there. This is recommended for serious or combat-focused groups.

Attribute Checks

Your players will often attempt tasks or do dangerous, risky, or improbable things. It is your job as the Speaker to determine the correct Attribute to be checked, as well as how difficult the task should be. In certain scenarios, the task may be difficult, but the Player(s) have an obvious advantage or disadvantage. You may decide to give them ADVANTAGE or DISADVANTAGE in those cases.

Deciding which Attribute to use

Almost every attempt at something would gain an Attribute Modifier to the player’s roll. It is your job to decide which Attribute Modifier will be used. As the Speaker, you should spend time making yourself familiar with the different Attributes available to the player and decide which one most accurately affects the situation. A player may suggest which Attribute to use, but ultimately it is your decision. Here is a table of the Attributes along with example scenarios on which that Attribute would be used as the Modifier:

[TODO: Integrate this table with the Character Creation part]

Attribute	Scenarios
Intellect	Trying to remember if they've heard of a name or location before. Being asked a question about history or something from the past. Having to make a demonstration of the Light to prove themselves.
Discipline	Catching something out of the air. Pickpocketing an NPC. Throwing an object accurately. Doing a card trick.
Strength	Lifting something heavy. Holding a door closed against attackers. Operating rusted machinery. Pinning down an enemy.
Resilience	Resisting poisons or toxins. Holding ground against being thrown back in an explosion.
Recovery	Recovery is not often used as a Check. It can be used in rare scenarios such as bandaging up a wounded civilian or identifying a poison.
Mobility	Stealth. Sneaking around. Jumping over an enemy. Outrunning a group of Thralls.
Tech	Figuring out how a piece of alien technology works. Hacking into a computer. Fixing ancient machinery.
Sense	Searching for clues at a crime scene. Looking in the distance for a far away building. Listening for footsteps in a nearby room. Feeling for an object in the dark.
Charm	Trying to persuade an NPC to help you. Attempting to intimidate an NPC for information. Trying to determine if an NPC is lying.

Setting Difficulty for Attribute Checks

Attribute Checks need to be compared to a number. This number is called a 'Difficulty'. As the Speaker, it is up to you to analyze the situation and determine a reasonable Difficulty for the task. Take into consideration the Attributes of the Player making the check. If the Difficulty is 4 less than the player's Attribute, then state that it is an auto success and the Player does not need to roll for it. On the other hand, if the Difficulty is 4 higher than the Player's Attribute, then

only a Critical Success may succeed, or you may refuse to let the player roll the dice and decide that it is impossible even if they try.

Difficulty	Comparison
10+ Impossible	Success is impossible for all except the most legendary Guardians. Jumping over a 20m gap. (Mobility)
+9 Near Impossible	Success is near impossible. Only powerful Guardians can do this. Demonstrating your control over Light to intimidate an army. (Intellect)
+8 Legendary	Only experienced Guardians have a chance to succeed. Persuading an enemy leader to stop a war. (Charm)
+7 Incredibly Difficult	Skilled Guardians will need a bit of luck. Trying to lift up the wing of a crashed jumpship. (Strength)
+6 Very Difficult	Only skilled Guardians have a chance. Trying to hack into a well secured database. (Tech)
+5 Difficult	Success is no longer expected. Trying to convince an angry enemy to drop their weapons. (Charm)
+4 Very Challenging	Success is unlikely. Failure is more likely for most Guardians. Noticing a secret lever that is hidden very well. (Sense)
+3 Challenging	Would succeed about half the time. Picking a lock. (Discipline)
+2 Not Challenging	Would succeed over half of the time. Remembering something you were told a long time ago (Intellect)
+1 Moderate	Success is common, but not guaranteed. Catching a ball. (Discipline)
0 Not Easy	Should succeed, failure is possible. Walking up slippery stairs. (Mobility)

-1 Easy	Should succeed most of the time. Picking up a heavy weight. (Strength)
-2 Very Easy	Should succeed almost every time. Having a calm conversation with someone. (Charm)
-3 Incredibly Easy	Should succeed every time. Eating a piece of cake. (Resilience)

ADVANTAGE and DISADVANTAGE

In many scenarios, the Guardians will attempt a difficult task, but find a way to get an edge on it. For example, a Guardian attempts to quickly flee through space debris that would normally be very difficult to navigate a starship through, however they manage to scan the debris field ahead of time and use the scans to navigate. This would result in ADVANTAGE.

As the Speaker, it is up to you to determine when it is fair to give ADVANTAGE. On the flip side, maybe a Guardian is badly injured and is attempting to climb a slippery ladder. In this case, the injuries might make things difficult and would impose a DISADVANTAGE. Just as with ADVANTAGE, it is your job as the Speaker to determine when it is fair to apply DISADVANTAGE to an Attribute check.

Non Player Character Interactions

Non Player Characters (NPCs) are a huge part of Destiny:TTRPG. As the Speaker, you have the power to bring these characters to life. All NPCs are unique, they each have personality, they have likes and dislikes, their own strengths and weaknesses, as well as their own flaws and fears.

Describe the NPC

Before any NPC interaction starts, it is important to paint a picture in the minds of the Players. Start off with the visual description, what they look like. Height, hair color, features, clothing, scars, and any other unique identifiers. If a player forgets the name of an NPC, it should be easy to remember them by their unique, identifying characteristics such as “The Hunter with a broken arm” or “The Awoken that wears golden bracelets”.

Next, describe the posture, mannerisms, and the expression they have on their face. Maybe they’re fiddling with an object or they’re staring at a door at the back of the room. Even a nonchalant lean against the wall with a careless stare can drive the imagination wild. You may

state these in words to the Players or alternatively you may act them out yourself. Being descriptive about a character's disposition may give clues to the players as to the nature or intentions of the NPC.

Bring the NPC to life

Now that the Players have an image of the NPC in their minds, you can bring the NPC to life through interaction. There are several aspects to keep in mind when creating robust NPCs.

Keep the NPC real

NPCs aren't perfect. They too have limited knowledge and flaws. Don't ever have the NPC say something that they shouldn't know, as it can lead to confusion or cause the Players to be wrongly suspicious of the NPC. Also focus on the NPCs strengths, weaknesses, and their flaws. If an NPC has great Sense but very little Charm, keep that in mind when crafting the interaction. The NPC might not be the nicest and might even be slightly awkward, but they can easily notice the sounds of the Hive Thralls wandering around outside, maybe even before the Guardians do.

Keep the NPC interesting

NPCs often provide interesting and entertaining interactions and reactions with the players. You may roleplay as the NPC, acting out conversations with the players in first person. While roleplaying, be sure to focus on your mannerisms. Be expressive, use your arms and hands and full body to really drive the imagination of the players. Alternatively, you may simply describe what the NPC does and says in third person. Describe how the NPC carries themselves and acts towards each of the Guardians individually. The way the NPC carries themselves can give subtle signals to the player as well as keep the conversation entertaining.

Keep the NPC in it to win

NPCs are sometimes selfish or have ulterior motives. Keep this in mind when playing or describing an NPC. The NPC might be helping a Guardian search the Buried City on Mars for a specific piece of golden age data, but the moment they find the location of the data, the NPC could turn on the Guardians and want it all for themselves. Most NPCs may not have a reason to lie or betray, but there are few that have their own desires and will put Guardians at risk to obtain it.

Playing as an NPC vendor

Some NPCs can own shops or provide services, and if you play as these NPCs, the Players will expect fair and reasonable prices and interactions.

Make sure to know what this NPC is selling. A good way to do this is to keep a note card containing common items as well as key items unique to this NPC. A shop owner who doesn't

know their own inventory breaks immersion a bit (unless, of course, that's intended behavior). Keep an eye on the shop owner's intentions. If they want word about their new shop spread throughout the system, they may treat the Guardians with great respect and repeatedly remind them to spread the word. On the other hand, if the vendor is a secluded illegal arms dealer, they may act discreetly and straight to the point -- maybe even impatient with the Guardians. The way an NPC makes a deal can say a lot about their personality and can paint a colorful and imaginative picture in the minds of your players.

Some players love making deals and getting better prices. If a Player wants to haggle something down, then really consider the offers and the way that the NPC would react to the situation.

Would this NPC get frustrated with a deal? Or would they jump at the excitement of haggling like it's an intense game of chess? Would this person be willing to part with an item that means a lot to them? Or would this person be incredibly stubborn and offended if a Guardian didn't want to pay what they believed was already a more than fair price?

After all that consideration, set the Difficulty for this attribute check using the table found in the "Setting Difficulty for Attribute Checks" section. For instance, if the NPC restaurant owner has had very little business selling Ramen noodles and wants to attract customers, and the Guardians ask for a 'buy 1 get 1 free' deal, the restaurant owner may be more inclined to give such a deal, and you can set the Difficulty as '+1 Moderate'. However, if the Guardians are asking for a price cut on an ancient relic that is highly cherished by the stubborn, wealthy antique store owner, then you can set the Difficulty as '+6 Very Difficult'.

Playing as the Enemy in Free Play

Outside of combat, you may control the enemies movements, interactions, and placements. This is a good time to show the Players the personalities and unique nature of each enemy. Fallen Dregs are like space pirates, so it wouldn't be too unusual to see them gambling at a table or getting into fights with each other, whereas the Vex are an intellectually advanced race controlled by a single hive mind, so you would expect to see some of their units standing around shut off or repairing machinery. Enemies may also be NPCs and may socialize with the players.

Object Interactions

The solar system is full of unique, useful, and dangerous objects that your Players will likely be interested in interacting with. You should first make the players aware that something interesting exists, then be prepared to handle any and all interactions the Players might attempt.

Describe the Object

Engage the Players' senses. Describe what they see, what they feel. Does the object feel worn down or cheaply made? Or does it look crisp and untouched? Think about things like temperature, weight, quality, and color. These are all effective ways of encouraging the Players' interest in the object, and provides a great mental image.

Let the Players interact with the Object

Once the players show interest, they might want to take the object, scan the object, transmat the object, or even destroy the object.

Take the Object

If the player can lift the object, tell the player that they simply take the object. You should note that the object has been taken, and make the Player aware that they are responsible for remembering that they have the object as well as writing it down on their character sheet. It is sometimes important that it is made clear to everyone which Guardian is in possession of the object.

Scan the Object

Guardians may want to scan the object. In many scenarios, this would lead to a mundane explanation of a simple object. For rare or exotic objects, make sure to prepare something interesting to say about it before they scan it. You could give the object an elaborate backstory or provide clues as to how the object can be used.

Transmat the Object

If the Guardians are outside of a Darkness Zone, then they may transmat the object to their ship or transmat objects down from their ship. Follow the rules in the 'Interacting with Objects' section of 'Chapter 1: Gameplay' [TODO: PAGE NUMBER HERE].

Destroy the Object

If a player attempts to destroy an object, ask them to make an attack against the object just like it were an enemy. Each object would have a certain amount of Defense along with a certain amount of Health, again, just like it were an enemy. The Defense and Health is primarily based off of the material it is made out of. Use the materials below as a reference point. Aged or damaged objects are weaker and have less Defense, whereas corrupted or hardened items have more Defense.

Note: As a Speaker, you can make important irreplaceable quest items indestructible. Breaking a unique key item could derail a whole quest.

- Glass, Paper, Rope:
Defense -3~0, Health 1~3
- Wood, Electronic Components:
Defense 2~3, Health 3~6
- Iron, Brick:
Defense 5~7, Health 5~10
- Hardened Metal, Vex Structures:
Defense 8~15, Health 9~15

Exploration and Maps

Exploration is as core to Tabletop Roleplaying games as NPC interactions and combat is. Exploration is the term for any form of the players navigating and uncovering their environment. This can be anything from gliding across the landscape on a Sparrow to spelunking the intricate Vex machine caves on Mercury.

Interplanetary

Space between planets is sparse and mostly barren. So little gameplay time is going to be spent in space or in orbit, and there is not much of a need for a map. In normal scenarios, not much game time should be spent in space. If a space battle does occur, it should be simplified to a 2D plane and play out that way.

Planet Surface

When your players are exploring a planet's surface, it is helpful to provide them with some way of getting their bearings on where they are and where they have been. Make your players aware of key locations such as cave entrances, buildings, NPC hideouts, or where they landed on the planet. It is also nice to give clear directions or hints on places the Guardians might want to check out.

An easy way to explain the area's layout is to use a map. Have paper visible to your players and add to it as they explore the landscape, adding notes and marks for the different key locations. Let the map become revealed and filled in as your players unravel its mysteries. When using a grid, each square can represent space between as small as 1 meter and as large as 5 kilometers or more, so be sure to make the scale clear to all players.

Exploration and scenery present ideal opportunities to engage the Players' imagination. Describe the feel, sounds, weather, and time of day. This could create an incredible image in the

minds of your players. From the incandescent sulfur plumes of Venus to the shimmering, blazing sands of Mercury, the scenery can make all the difference.

Interior / Underground

The layouts of buildings, ships, and underground caves rely much more heavily upon maps. Understanding the way the rooms are arranged and connected is important for exploration. If your interior is very linear with minimal branching, a map is not necessary and a verbal explanation may suffice. If a map is needed, it is recommended to use a map/grid paper to draw the rooms and their arrangement. Each square in a grid is 1 meter. Take note that this is the same scale as a Combat scenario. This is intentional. If Combat breaks out, you will be able to use the same grid for Combat as you would for Exploration.

Just like the planet's surface, the interior of a building or a cave is a perfect place to ignite the imagination of your Players. Describe to the players what they see, the sounds that they hear, the temperatures and density of the air they breathe, and the scent that looms in the air. Playing on many senses helps to build a believable, solid image in the mind.

Improvise

Be ready to improvise as you play. You may be following a pre-made game module or going through your own pre-written game, but in certain scenarios the players might break away from the planned story and get off track. This is okay and is to be expected occasionally depending on the types of players.

Tips for getting back on track

If your players wander off of the story or they are distracted by something that isn't important to the direction they were expected to follow, there are a few tricks that you can use to get things moving in the right direction again.

One trick is to use a 'Hook'. A hook is something out in the world that grabs the Guardian's attention and pulls them towards the intended path/goal. For example, let's say you plan to lead the Guardians through a story to hunt down a Fallen Captain, but your group decides to instead build and run their own Ramen Shop. In this case, you could say that the Fallen Captain hates ramen and attacks their shop, or maybe there's a legendary recipe that calls for an ingredient that can only be found on the Fallen Captain's ship.

Another trick is to set obvious consequences for their actions. One option is to set a time limit on their current goal, and if the time limit isn't reached then the goal is failed. For example, if the Guardians are on a search and rescue mission but are getting off track, place a clue or a hint

that the lost person could be in danger and doesn't have much longer to live if the Guardians don't hurry up.

Tips for playing along

Some people will argue that the game is meant to go off the rails and that's where the real fun is. As a Speaker, you may want to play along with this, and it is encouraged. If your players deviate away from the set path, you can play along and build the world around the direction that they want to explore.

If this is the style of play that you prefer, then it is a good idea to prepare some tools beforehand so that you can seamlessly maintain continuity. These can be a few NPCs with names, personalities, and visual descriptions. You will then be able to place these in the game and make them vendors, interesting encounters, or obstacles for the Players. Another useful tool is a list of combat encounters that your Players might encounter as they explore. You may even set up small 2-3 room caves with traps, enemies, and loot that the players may find if they look in seemingly inconspicuous places.

Whatever happens, it's important to note that your game or story isn't ruined if it isn't played exactly as you thought it would be. Everyone at the table is there to have fun, and sometimes it's fun to go flying off of the planned route and into something crazy. Do not get upset with your players, but instead either help them back to the intended goal or help them explore as they would like.

Chapter 9: Directing Combat

Combat is a major part of D:TTRPG. The action and intense scenarios you create for the players can become some of the most memorable moments in the game. Be sure to be fair when it comes to combat, and most importantly be prepared to have a really fun time watching your players struggle and succeed!

Entering Combat / Turn Order

Once both sides of the fight have been made aware of the other side, combat ensues. Be sure to let all Players know that you are no longer in Free Play and are now entering Combat. This is the time to ask everyone to roll for the turn order. Follow the rules in the 'Turn Order' Section of 'Chapter 3: Combat'. Once Turn Order has been determined, it is up to you as the Speaker to keep track of the Turn Order.

The recommended method to keep track of Turn Order is to use index cards. Have 1 index card for each of the Guardians and 1 index card for each enemy type (All enemies of the same type move together). Keep these index cards visible to all Players in a vertical order or a horizontal

order. As the turn progresses, either move the first card to the last position once it's taken its turn, or use a token to keep track of what is currently taking its turn.

If you do not have access to Index cards, you may also use a section of paper and write all of the names in the turn order. Using this method, you may make a mark next to the name that is currently taking their turn.

Playing as the Enemy

When playing as the Enemy, you need to take into consideration what the enemy would naturally do along with what is fair to the players.

The Enemies that you control have stats that are crucial to Combat. These enemy stats can be found in PART 4: Bestiary [TODO PAGE NUMBER]. When playing as the Enemy, use these stats in an identical way to how the Guardians use their stats with the exception that enemies can not Double Jump. Just like the Guardians, you have 3 Seconds to spend on the enemy turn.

Enemies also have Abilities. These do not consume LIGHT POINTS and may be cast an unlimited amount of times, but instead have a cooldown associated with the Ability. When using an Ability, follow the instructions on the Ability Description and note that the Ability was used. You will need to keep track of how much time has passed in order for the Ability to be able to be used again.

Note: If multiple Enemies of the same type share a Turn, the Speaker chooses what order those enemies move. It doesn't need to stay consistent between rounds; just make sure all entities in that Turn get their own 3 seconds to spend. For example, if you have 3 Cabal Legionnaires share the same turn, you may have Cabal Legionnaire #1 take their turn, followed by Cabal Legionnaire #2, then Cabal Legionnaire #3. The next round you won't need to follow the same order and you may have Cabal Legionnaire #3 go first, then Cabal Legionnaire #1, then Cabal Legionnaire #2.

Tactics

Not all enemies will react the same in combat. Some enemies might rush head on to the first Guardian they see while others may take a more tactical approach and plan an ambush or retreat. All of the Enemy Races have a "Combat Strategy" section that can be used as inspiration for how these enemies might behave.

You may also want to pay attention to which Guardian did the most damage recently, and have the enemies hunger for revenge against that Guardian. Other more desperate enemies might all focus on the weakest Guardian in the Fireteam. The way the enemies utilize their turn says a lot about the enemy.

For the most part, Enemies are not always the smartest bunch and you may find yourself in a scenario where there would be a clear advantage in using a specific strategy but it does not match what the Enemies would do. Use your best judgement in these scenarios. Sometimes it may be better to use less optimal strategies if it adds fun to the game, or maybe your Players crave the challenge and that extra twist could cause them to dive into strategy mode.

Tracking Damage

Guardians will keep track of their own damage on their Character Sheets. However, keeping track of Damage to Enemies is your responsibility. The recommended way of keeping track of Damage to Enemies is to have the Total amount of health written down somewhere only you can see. Then, on a Paper that the other Players can see, you write down initials or symbols for each of the Enemies and keep track of the amount of damage for each enemy starting from 0 and counting up. This way, the other Players can see how much Damage has been dealt to different enemies, but they don't know how much Damage needs to be done before they kill the enemy. Once the Damage Dealt is larger than the Total Health of the Enemy, the Enemy is killed.

Tracking Status Conditions

It is important to keep track of the onset and duration of status conditions like Disoriented or Burning. For Enemies and Guardians alike, make a note next to their name on the sheet you are using to track Turn Order. This way when it becomes their turn, you can clearly see what Status Effects they have applied to them.

Using a Map/Grid

Using a Map or a Grid for a Combat scenario provides combat oriented players with a much better view of the battlefield and it allows the option for more advanced strategies and movements to take place. During Gameplay, follow the Map/Grid rules in 'Chapter 2: Combat'. However, as the Speaker, you may want to have maps drawn out and ready for gameplay that are hidden away from other Players for a smooth game.

Tracking Kills

When an entity gets killed, remove the entity from the map and the turn order, and take note as to where they died. Keep a tally of enemies the Guardians kill as you may later use it to determine how much XP and loot the Guardians collect from the Mission or Strike.

As entities on either side of the battlefield get kills, you may want to track the kills each entity got. If a Fallen Vandal killed an NPC or downed a Guardian then escaped the fight alive, the

Guardians may re-encounter the familiar face – now a powerful and skilled Fallen Captain – and attempt to finish the job.

Killing Players

Death is inevitable. If a Guardian is killed and their ghost's light fades into the Darkness, then the Guardian is dead for good. There is no bringing that Guardian back. However, the Player is not out of the game. Players that lose their Guardian may create a new Guardian while following the rules of a New Player joining the game. If the items of the Dead Guardian are recovered, then they may be split among the party or all given to the Player's new Guardian. This is up to the Speaker to decide. This should NEVER be an incentive for one player to cause the death of another player's Guardian.

Finishing Combat

Once Combat is over, the Speaker must announce that the Players are no longer in Combat and that they have returned to Free Play. Now is the time to take a more permanent note of the kills the Guardians achieved. Also note threats that were not killed but otherwise dealt with, as the Guardians should still be awarded EXPERIENCE POINTs for those threats dealt with. The Speaker must have a running total of the Enemy Cost that the Guardians have defeated. To check the Enemy Cost, see Part 4: Bestiary [TODO: PAGE NUMBER AND LINK]. As for other Rewards, refer to the next Chapter, 'Chapter 10: Rewarding Guardians'.

Chapter 10: Awarding Guardians

Guardians should be rewarded based upon completing tasks requested by NPCs as well as their performance in combat. Awards are divided into three major categories: EXPERIENCE POINTs, ATTRIBUTE POINTs, and Loot.

Awarding EXPERIENCE POINTs and ATTRIBUTE POINTs

ATTRIBUTE POINTs are awarded at a rate of 1 ATTRIBUTE POINT per 2 hours of real-time play.

EXPERIENCE POINTs are awarded by adding up the cost of Enemies the players have defeated or otherwise overcome and the experience awarded by completing objectives, and then dividing that amount evenly among the players.

Example: Over the course of the game, Spex and Wolfe killed 3 Fallen Vandals with a combined cost of 60. Spex and Wolfe also intimidated a Fallen Captain, solving that situation without killing the Fallen Captain, which awards the Guardians the Fallen Captain's cost of 120.

Over the course of the game Spex and Wolfe completed an objective that was worth 100 EXPERIENCE POINTS. The 60 Vandal cost, the 120 Captain cost, and the 100 Objective XP are added together for a grand total of 280. This is divided evenly among the two Guardians, giving each Guardian 140 XP. The game lasted 4 hours long, which means each Guardian also gets 2 ATTRIBUTE POINTS.

Awarding Loot

As Guardians explore and adventure, the places they go, the enemies they kill, and the people they help will all contribute to the growing stockpile of loot the Guardian obtains. Loot usually comes in 3 forms: Glimmer, Weapons, and Artifacts.

There are two ways to award Loot. You may either take a detailed approach and allow the Players to roll on Loot Tables to determine what they get from each source of loot that they come across. This is great for players who wish to leave the quality and quantity of their spoils up to fate.

Alternatively, you may instead have the loot predetermined and award it in chunks for the completion of activities such as a combat encounter or quest. This is much better for Players who are limited on time or prefer a more consistent style of gameplay.

In general, NPC request completion and Mission/Strike completion awards should not be rolled for and should be predetermined. You may even tell the players the award ahead of time so they know what they're getting paid. For example, "Completing this request will earn you 20,000 Glimmer and a Legendary Engram".

Glimmer

Glimmer is the currency in the Destiny Universe, and can be awarded very frequently as each individual unit of glimmer is fairly inexpensive. When the Guardians kill an enemy, open a Chest, or find a Treasure Hoard, use the 'Loot Tables' to find out how much Glimmer the Guardians should receive.

Note: It is recommended to always divide Glimmer rewards evenly among the Guardians.

You may also give Glimmer for other tasks. If a Guardian searches a location that was not previously considered, you may reward their creative thinking with a few hundred Glimmer. In this scenario, depending on the location you may give the Guardian a specific amount of Glimmer or ask them to roll 4df and use the following formulas to determine the amount of Glimmer to award:

Small Award: $[(4df * 100) + 600]$.

Medium Award: $[(4df * 250) + 3,000]$.

Large Award: $[(4df * 1000) + 10,000]$.

Feel free to double the Glimmer upon a Critical Success, or throw a hazard the Guardian's way if the roll is a Critical Failure.

Weapons

Weapons can be found in two different ways: either the weapons can be pre-placed in locations or held by enemies that the Guardians may pick up after defeating the enemy. Most of the Weapons found by Guardians are encoded into encrypted caches called Engrams, but there is a chance that a Guardian can find the decoded weapon by itself as well.

Pre-placed Weapons

Weapons may be hidden around the zone where Guardians explore. This can be as simple as putting a Weapon inside a locked cabinet, hidden underneath a desk, or even leaning up against a wall in a crawlspace. These Weapons are placed before the game starts, but the Speaker may also decide to add one on the fly if it seems right. The speaker may consider adding a weapon on the fly if — for example — the Guardian searches a location that wasn't considered previously.

Enemy Dropped Weapons

Enemies have a chance to drop Weapons. If you are using the 'Enemy Drop Loot Tables', then the Guardians have a random chance at receiving Legendary and Exotic Weapon Engrams. If the tables are not used, then this must be decided beforehand and is usually described in the Strike/Mission

When a Guardian receives a new Weapon as an encoded Engram, the Speaker must first tell the Guardian what the quality of the Weapon is (Common, Legendary, or Exotic). The Guardian must make a note of it on their Character Sheet and then may decode the Engram later on when they have access to a Cryptarch.

When a Guardian receives a new Weapon not encoded as an Engram, the Speaker must first state the Weapon's Quality (Common, Legendary, or Exotic) then provide the Perks of the Weapon to the Guardian. This can be done by just telling the player and having them take note, or easier yet have a piece of paper ready beforehand that the Speaker may hand the player directly for them to keep or copy onto their Character Sheet. The Speaker may describe the visual appearance of the weapon to the Guardian to give the weapon more flavor. This is especially useful for Exotic quality weapons. It is the Player's choice as to which Guardian obtains the Weapon, and all Players must be made aware of which Guardian holds it. The Speaker should strongly encourage the players to split new Weapons equally among themselves over time.

Artifacts

Artifacts can be found anywhere, from defeated enemies to old golden age facilities. When a Guardian finds an Artifact, they may not know every detail about it. Some may require some form of discovery or activation. Much like Weapons, the locations that Artifacts can be found may be predetermined in the Strike/Mission or given freely by The Speaker.

When a Guardian finds or obtains an Artifact, describe to them what it looks like and what they are able to know about it initially. Make it clear to every Player which Guardian obtains the Artifact.

In the case that an Artifact is critical to the current Mission/Strike and the Player in possession of it needs to drop out or is unable to make it to the next game, the Artifact should then be passed to a different Guardian so that the Mission may continue.

General Items

There are also plenty of other general items that Guardians would love to get their hands on, and they can make great additions to chests or loot caches. These items are not as valuable as Artifacts, and can be given much more freely to players.

Loot Tables

Here are the tables that you can use to determine random awards for your Guardians.

The 'Chest Loot' table should be used whenever your Guardians complete an optional objective or do something creative. Use sparingly, such as once every two Strikes. The 'Strike/Mission Treasure' is something that should be used at the end of a reasonably sized Strike or Mission. The last table, 'Campaign/Raid Treasure Hoard' is a massive award that should be given after the Guardians complete a difficult Raid or have finished a series of Missions that lead up to a climax.

It may also be fun to have the Players roll the dice instead of you, so everyone gets excited when they see good numbers come up. These tables are just guidelines, feel free to use it as a base to build your own tables.

- C. Artifact = Random Common Artifact
- L. Artifact = Random Legendary Artifact
- L. Weapon = Random Legendary Weapon
- E. Weapon = Random Exotic Weapon

Chest Loot

4df	Glimmer	C. Artifact	L. Artifact	L. Weapon	E. Weapon
4	2500	-	-	1	-
3	2000	-	-	1	-
2	1750	-	1	-	-
1	1500	1	-	-	-
0	1250	-	-	-	-
-1	1000	-	-	-	-
-2	900	-	-	-	-
-3	800	-	-	-	-
-4	500	-	-	-	-

Strike/Mission Treasure

4df	Glimmer	C. Artifact	L. Artifact	L. Weapon	E. Weapon
4	25000	-	1	1	1
3	12500	-	1	2	-
2	10000	-	1	1	-
1	7500	-	1	1	-
0	6250	-	1	1	-
-1	5625	-	1	-	-
-2	5000	-	1	-	-
-3	4375	-	-	-	-
-4	2000	1	-	-	-

Campaign/Raid Treasure Hoard

4df	Glimmer	C. Artifact	L. Artifact	L. Weapon	E. Weapon
4	100000	-	1	1	2
3	50000	-	1	2	1
2	40000	-	1	1	1

1	30000	-		1	1	-
0	25000	-		1	1	-
-1	22500	-		1	-	-
-2	20000	-		1	-	-
-3	17500	-	-	-	-	-
-4	15000		1	-	-	-

Chapter 11: Crafting an Adventure

This section contains guidelines for making engaging and exciting Missions or Strikes for your Guardians to explore and conquer. Creating a Campaign or Raid (a collection of Missions), or a Strike is a time consuming task, but is worthwhile and rewarding in the end. Here we talk about how to give your Campaign or Strike an overarching story as well as how to flesh it out with colorful environments and flavorful NPCs. It is also important to balance your Combat encounters and reward your Guardians fairly for their efforts.

Making a Mission/Strike

Each Mission and Strike has its own self-contained story arc, which usually culminates in a single objective or goal. For those who have played a Bungie game from the Destiny series, they will know that every Strike and Mission consists of some story, some player discovery, and a few combat scenarios. This being a Tabletop Roleplaying Game, it may be expected to include a bit of NPC interactions, puzzle solving, sneaking around, or other forms of non-combat gameplay. Don't forget to include Loot such as Chests that contain a random amount of Glimmer, Weapon Placements, and Artifact Placements.

We recommend the 5 Room approach to making a mission or a strike, but you may deviate as much as you wish. You could add extra rooms, remove rooms, or even make optional branching paths. After all, it's your adventure that you are building for your Players.

5 Room Approach

The 5 Room approach is simple: split your Mission/Strike into 5 separate parts and flesh them out one by one. First, you must come up with a theme or a focus for your Mission/Strike. Then stick with the following guidelines to build a quick and fun Mission/Strike. Note that these do not need to be literal rooms, but can be any location that the Guardians travel through during the Mission.

Room 1: Entrance

Whatever this place is that the Guardians find themselves at, getting in might not be easy. Here is the chance to start off a game with excitement and mystery. Consider having Enemies placed outside of the entrance or an NPC that requires convincing, or requiring some sort of puzzle to be solved to gain entry.

The Entrance could be trapped with Explosives. The Door could be locked with Hive Runes and require the Guardians to unlock them while under attack. There could even be a blind Cabal Psion who is the only person who knows the password to the door.

If you choose a Combat Scenario, Follow the steps in the “Making Combat Encounters” section. Since this is the first Combat for the Mission, it is recommended to make it an ‘Easy’ encounter. Whatever you choose, focus on getting the Player’s attention and raising excitement for the game ahead.

Room 2: Puzzle or Roleplaying Challenge

This area is where you can cater more to Players who aren’t the fighting types, and it is the perfect place to let the ‘Passive Attributes’ shine. Here is where you put in some form of Puzzle, Roleplaying Challenge, or obstacle that cannot be overcome with outright combat.

This ‘Room’ could be a Machine with a series of Levers that need to be operated in the right order to open a passage, and a good TECH check could give the Players hints on the correct order. This ‘Room’ could be an NPC Guardian who knows the right way through a Hive cave, but is currently too scared to help and needs to be persuaded with a CHARM check. This ‘Room’ could also contain a hidden door that emits a slight sound and requires a SENSE check to discover it.

Some highly entertaining and memorable scenarios can occur in these rooms, so it is recommended that you spend some time and care considering the obstacles that the Guardians may encounter to ensure a fun and interactive puzzle.

Room 2 is a perfect spot to place some Loot. A Chest full of Glimmer, a Common quality Weapon, or an Artifact. Something to award the Players for making it this far and whet their appetite for the game ahead.

Note: If you chose a Puzzle/Roleplaying Challenge in Room 1, then you may instead opt to have a Combat Scenario here instead. Since it’s still early in the mission, an “Easy” or “Normal” combat encounter would work best.

Room 3: Twist or Setback

In this Room, something has gone terribly wrong or completely unexpected and now the current plan might go entirely out the window. These are spots that make Players who are complacent or bored widen their eyes and question their confidence.

Maybe the Players found the data they needed for their Mission but it's been encoded and they need to find the encoding key which is held by a very powerful enemy nearby. Maybe when the Guardians get their hands on the Golden Age relic they needed, an NPC that was assisting the Guardians instead steals it for themselves and traps the Guardians inside. Or it could be an ambush and the Guardians find themselves in a difficult scenario.

Regardless of the twist or setback, this Room presents the perfect opportunity to have a more difficult Roleplaying Challenge or Combat Scenario. The difficulty here should require the Guardians to burn some of their light and resources before tackling the final encounter further on.

Room 4: Climax

This is where things really heat up! Often an Ultra or other big threat awaits the Guardians at the bottom of caves or the core of a stronghold. Here we focus on Combat and important story elements as well as giving the Players a reason to panic or have a desire to achieve a goal. Maybe a Hive Deathsinger has started their song and the Guardians are in a panic to kill her before she finishes. Maybe a Vex portal opened up and Vex Goblins are spewing out and will not stop until the Guardians kill the Gatelord. Regardless of the threat that lies in wait, this is the time to let the Guardians fear for their lives and spend their precious saved Ammo and LIGHT POINTS.

Room 5: Conclusion

The fight is over and the Guardians have won. However, the adventure isn't over yet. This is the time that the Guardians are awarded Loot and EXPERIENCE POINTS. Consider placing a Legendary weapon here, or maybe a Legendary Artifact along with a larger cache of Glimmer.

However, before the dust settles, more clues may show that other threats and treasures still await the Guardians elsewhere in the solar system. Maybe after the fireteam searches a Cabal Primus, they find coordinates to a hidden Cabal Base. Or maybe the Guardians find an Exotic Weapon that is broken into pieces and the Gunsmith knows where the final piece is, but it won't be easy to get. Maybe the Fallen Archon Priest the Guardians just killed was following orders directed by a Fallen Kell who has a larger scheme.

This room is the perfect place to give the Players closure to the current story while still leaving the Players with a cliffhanger to get them excited to go onto future Missions and Strikes. These

cliffhangers are the mortar that keeps the bricks of gameplay together. This is a great way to keep Players together through a full campaign and segue from one Strike to another.

Writing a Campaign Story

Campaigns can be quite long, and will have story elements that last between games along with a single conflict or threat that the story will build up to before resolving.

Conflict/Threat Climax to the Story

A good place to start the story-writing process is to determine the conflict or threat. This is the thing the Guardians will overcome in the climax of the game. After deciding on a climax to your story, consider how the environment and those who inhabit it will interact with the threat/conflict before and after the resolution. If your conflict is between rivaling factions, how do members of those factions prepare for or react to your Guardians?

Introduction to the Story

The Guardians will learn about this great threat, or at least set out on a path to discover it in one way or another. News of the threat may spread throughout the Tower where the Guardians live leaving everyone in a state of shock and panic as the Guardians must combat whatever awaits in the darkness. Alternatively, a single message may be sent to the Guardians telling them to investigate a location on Venus and they won't discover the real threat until 2 Missions into the Campaign.

Story Body

The bread and butter of your story will be the events and encounters within the story. Think about the events that lead up to the climax and the dangers that your Guardians may face. There are many helpful story-writing resources online, and it is recommended to seek out a few for this section of your writing. This is the time to divide the Campaign into multiple Missions and determine which Missions happen at which time. Once your missions are laid out, you may go through the section "Making a Mission/Strike" for each of the Missions

You may also consider having some Missions be completed in an optional order. For example, the Guardians may have to locate and steal 3 separate codes from 3 different Fallen houses, each on a different planet. Each planet can be a unique but equally engaging Mission, but it is up to the Guardians to decide which one to go to first.

Making an Environment

In the Destiny series, the Guardians visit far away planets and explore the depths of terrifying and spectacular locations. These Environments are places that your Players will adventure into and experience in their minds. When choosing a location or describing it to the players, consider interacting with as many of their senses as possible. You may describe Venus caves as being lush with foliage, extremely damp, and having bits of sunlight streaming through cracks above, or you may describe the deserts of Mercury as having gusts of dry, blistering winds carrying bits of sand over ruined Vex structures. Think about how your descriptions of the locations your Guardians visit may impact their imagination.

When designing the interior of a structure, it is strongly recommended to sketch the interior of the location beforehand, and reveal parts of it to the players as they explore. Having multiple branching paths, hidden shortcuts, and traps or hazards along the journey creates different senses and feelings about the locations the Guardians may explore.

Traps

Traps are common in dangerous areas, and can be an interesting encounter to run into and overcome. All Traps require three parts: a Trigger, an Effect, and a Countermeasure.

Trigger

Traps need to have a specific way that they're set off. Trip mines have lasers that cause the tripmine to explode when crossed. When designing a trap, you will need to have a specific trigger written out.

Effect

Each Trap must have a specific Effect. The most common effect for traps is to Damage the Entity that triggered the trap, but not all Traps need to do that. Some traps could, instead, cause a cloud of smoke to blind everyone within a radius, Disorient the person who is touching the trap, or close the door to the room locking everyone inside.

If Damage is done, then the trap will have to make an Attack against the Target. This is done by the Speaker rolling 4df, adding a Modifier to it, and using that as the 'ATTACK' value against the Target. Simple traps should have a Modifier between 0 and +2. Moderate traps should have between +3 and +5. Dangerous traps should have +6 or higher. A trap that is Deadly could cause instant death to the Guardian. Deadly traps should be easy to spot or disarm, or in some way give the Guardian a fair chance to avoid dying instantly.

Countermeasure

The Guardians adventuring through the area and encountering the trap need to have some way of avoiding or disarming the Trap. This can be done before, during, or after the Trap has been triggered. Before the trap is triggered, there may be clues that a trap exists or the Guardian may see the trap and may be able to avoid or disable the trap. During the trap's effect, there may be a second or two that the Guardian could react quick enough and jump out of the way with a MOBILITY check or may find another means of disarming the trap. Certain traps that have a longer effect, like a trap that locks the Guardian into a room, can be countered after the trap went off by reversing the mechanism or hacking the security system.

Making NPCs

Every NPC (Non Player Character) that the Guardians encounter presents a chance to make a unique and memorable individual that your Players can talk about for years.

Note: For greater in-depth NPCs, follow the guidelines in this section and then go through the Guardian Creation and fill out a Character Sheet for the NPC. For NPCs who are not Guardians, ignore the Abilities and the Light, as only Guardians can wield the light.

Visual Appearance

First and foremost, the Visual description of the NPC is what will really draw the Player's attention, and it also helps the players easily distinguish between NPCs. Take note of the NPC's age, race, sex, height, weight, and muscle mass. Secondly, note defining features about this NPC such as scars, jewelry, and other odd or unique features only this NPC may have.

Personality and Behavior

The personality and behavior of the NPC can really set a very fun and entertaining mood for the players. The NPC may puff up their chest, pound their fist against the table, and have a loud roaring laughter that shakes the room, or they may be fickle, hunched over, hands clasped and constantly looking over their shoulder with nervous intentions. Give thought to how this NPC will present themselves to the players, their mannerisms, and the way they will talk.

Desires

All NPCs have basic intentions and desires, such as avoiding death whenever possible. But some have other more unique desires. An NPC may want a specific artifact so much they are willing to pay an incredibly high price for it, or another NPC might value their reputation more than their life.

Keep in mind that the NPC has limited knowledge. They don't know everything, which means they may learn as they go. With that, their desires may change and their course of action might be dynamic as they gain new information. A trader will change their route if they discover a more profitable trade route, and an enemy may become an ally if they learn of some greater threat to be afraid of.

On the contrary, the Guardians too have limited knowledge. This means that the NPC may attempt to lie or keep information hidden from the Guardians if it suits their goals and desires.

Pros/Cons in Attributes

NPCs have things they are good at and things that they aren't good at. Out of the Attributes available to Guardians, pick 2 Attributes for each NPC. One Attribute where the NPC is exceptionally strong and another Attribute where the NPC is laughably weak. For instance, a mercenary may have incredible Sense, and can see/hear far better than most, but has terrible Tech, and is pitifully clueless with most gadgets, even his own radio.

Vendor Inventory

NPCs can be shop owners or vendors that can be useful to the Guardians. If this is the case, then you must make a list of items that the Vendor will sell. If this is a general store vendor, consider all the items in the General Item List. You may also add a few Common or Legendary weapons to the list. Very Few vendors sell Artifacts or Exotic Weapons, but you may also add this to the inventory in rare scenarios. You may simply use the General Item List as the guide for what the Vendor is selling, but you are also welcome to take it as far as drilling down into local demand, supply, economy, and inventory stock. It's unrealistic for a vendor to sell unlimited items, so it is up to you to decide how much realism and work you would like to put in to create these Vendors.

Chapter 12: Forming Combat Encounters

Combat encounters can be the most exciting part of any game. The thrill of battle driven by the promise of reward or the threat of defeat looming overhead brings Guardians together, and it is the best part of the game for many Players. However, caution must be used to make sure battle isn't overwhelmingly difficult or consistently far too easy, as that will leave the players exhausted, or bored and wanting more. A well balanced combat encounter can make all the difference.

This Section provides a list of steps that helps The Speaker to plan out a fair encounter. In short, take these steps into consideration: the Fireteam Power, the number of Guardians, the encounter difficulty, and the quantity of Enemies that the Guardians will face.

Note: These steps give a general idea of what is a fair encounter. The actual results of these steps may be too easy or too difficult depending on many factors including: the abilities of the Guardians, the Weapons and Artifacts the Guardians have, the turn order, and the skill/strategy of the Players.

Step 1. Determine each Guardian's "Power Level".

Each Guardian has a number called "Power Level". This is a general idea on how effective the Guardian is in combat. This is useful for us to know in order to make a combat scenario that matches the Guardian's effectiveness. For a quick and general approach, use the table below.

Note: Since the Destiny video game changes max Power Level regularly, the video game is not a good comparison to the Power Level described in this system.

Guardian Rank	Power Level
Rank 1	75
Rank 2	90
Rank 3	105
Rank 4	125
Rank 5	145
Rank 6	165
Rank 7	190
Rank 8	215
Rank 9	240
Rank 10	270

For a more accurate number, do this for each Guardian:

1. Add up all of the ATTRIBUTE POINTS that would be necessary to make the Guardian from scratch. This number is 17 for most starting Guardians
2. Add the Guardian's Rank to that number.
3. Multiply that number by 4.

Make sure to get this number for each Guardian that is planned to participate in the battle.

Example: We have 3 Guardians at Ranks 1, 2, and 3. We decide to use the quick method and reference the table above to find out our Guardians have 75, 90, and 105 Power Level respectively.

Step 2. Add up all of the Guardian's "Power Levels" to obtain a base number we will call "Fireteam Power".

"Fireteam Power" is the base number that is used to determine how powerful a group is. The more Fireteam Power a group has, the more challenging opponents they are able to defeat.

Example: 3 Guardians with Power Levels of 75, 90, 105 would have a cumulative 270 Fireteam Power.

Step 3. Multiply the Fireteam Power by the Difficulty.

Not all encounters will be close call deathmatches. In fact, many will be easily dealt with and give enjoyable, simple combat scenarios. Use the 'Difficulty Multiplier' table to find how much you should multiply the Fireteam Power by in order to modify the difficulty of the enemies. Then, multiply the 'Fireteam Power' by the number in the 'Multiplier' column.

Example: We want a Challenging battle, so we multiply the 270 by 2 resulting in 540 Fireteam Power.

Difficulty	Multiplier
Easy	x0.5
Normal	x1
Challenging	x2
Deadly	x4

Step 4. Multiply the Fireteam Power by how many Guardians are present.

The amount of Guardians in the fight allow for strategic and dynamic levels of play. A single Guardian at a Power Level of 150 is usually not as effective as two Guardians with 75 Power Level each.

Example: We have 3 Guardians, so we multiply by 1.0. This does not change the 540 Fireteam Power, so we keep it and move onto Step 5.

Guardians	Multiplier
1	0.5
2	0.75
3-4	1.0
5+	1.25

Step 5. Use the Fireteam Power to ‘Buy’ enemies.

Each enemy has a ‘Cost’. This Cost can be found in Part 4: “Minions of Darkness”. Be aware, as you add enemies, they grow much more in strength. You must multiply the total Enemy Cost against the table below to determine the actual cost of the enemies. Remember to keep this number below the Fireteam Power that you have.

Note: Making an Enemy into a Major or an Ultra makes their cost go up. Refer to the section ‘Majors and Ultras’ located in ‘PART 4: Bestiary’ for details.

Example: With 2 Captains at 120 cost and 1 Vandal at 20 cost, we have 3 Enemies with a base cost of 260. If we look at the table, for 3 enemies we will have to multiply our Cost by 2.0. So after multiplying 260 by 2.0, these Captains and Vandals cost 520 Fireteam Power. We are near our limit of 540. We have successfully created a ‘Challenging Encounter’.

Enemy Count	Multiplier
1	1.0
2	1.5
3-6	2.0
7-10	2.5
11-14	3.0
15+	4.0

Bonus Step: Take into consideration the Guardians that these Enemies will face. Specifically, their Attack and Defense capabilities. If a Guardian has their Attributes heavily weighted towards the Passive 3 Attributes, then the Speaker might want to consider removing an enemy to balance out the fight.

Chapter 13: Homebrew Loot

The Speaker is welcome to make their own loot on top of the Loot Lists provided in 'PART 7: The Armory'. New loot, Homebrew Weapons, Legendary Artifacts, and other custom general items can be incredibly fun and super powerful. Creating original stuff is great for groups who are looking to have a blast, groups who have exhausted the provided Loot Lists, or people who enjoy crafting and creating their own story experiences.

Note: Keep in mind that creating balanced Weapons and Artifacts is a difficult task, and may lead to unbalanced Guardians. Groups with a more serious approach to the game should take caution when introducing customized Weapons and Artifacts.

Weapons

Here we provide a step by step process to creating new Weapons.

Step 1: Choose the Weapon's Type

Select a Type of Weapon that you wish to create. An example of the Weapon's Type can be an 'Auto Rifle' or a 'Handcannon'. After the Weapon's Type is chosen, using the Weapon Table, write down the Weapon Type's Minimum Range, Maximum Range, Weapon Slot (Kinetic/Energy/Heavy), and Ammo Type (Primary/Special/Heavy).

Additionally, be sure to note down that Weapon Type's Default perk. All of this information can be found in the Section 'Weapon Types' located in 'PART 7: The Armory'[TODO: PAGE NUMBER].

Example: For example, I am going to make a Handcannon. I write down the default Handcannon Perk "Deadeye" and make a note of the Perk's description. I also note down the Minimum and Maximum range for Handcannons. I also make a note that this is a Kinetic Weapon that uses Primary Ammo.

Step 2: Choose the Weapon's Quality

The Weapon may be Common, Legendary, or Exotic. If the Weapon is Common, then it does not get any additional Perks. If the Weapon is Legendary, then it gains an additional non-Exotic

Perk. If the Weapon is Exotic, then it does not gain a normal Perk and instead gains a custom Exotic Perk. Make a note of the Weapon Perk and Perk Description.

Example: I am going to choose 'Legendary' as the Weapon's Quality. This means that I also get to choose a Legendary Weapon Perk. For the Legendary Weapon Perk, I decided to go with 'Backup Plan'.

Step 3: Name the Weapon

Finally, we must come up with a name for this Weapon. Many unique or customized Weapons in Destiny have names.

Note: Common Weapons do not need a Special Name, but if you're making a custom common weapon, it would be a good idea to name it anyways.

Example: I'm going to call this Legendary Handcannon "Fallen Reaper"

Step 4: (optional) Give the weapon an appearance and a story

Weapons don't need backstories or appearance descriptions for them to be enjoyable, but if you would like to add a backstory and appearance to the weapon then this is the time to do it.

Consider the Weapon's appearance. The color of the weapon, the material that the weapon is made out of, any notable scratches, dents, or fractures on the weapon's frame.

Example: I would like to give this Weapon a story and an appearance description. Here it is: "This handcannon was developed and designed by gunsmiths in the tower and was intended to be used in the Battle of Six Fronts. This weapon was too late to the fight and ended up being locked away for many years. This Handcannon is in pristine condition without a single scratch. It is painted white with 8 purple stripes running diagonally along the left side." And with that, this Weapon is completed and is good to go!

Artifacts

Homemade artifacts are wide open to creativity. These are small items with varying amounts of usefulness. The things to note when creating new artifacts is that they must be easy to carry and are very often no bigger than the palm of the hand. Common Artifacts will almost never be useful in combat. Legendary Artifacts, on the other hand, may be useful during Combat, but may have its usefulness offset by a limited amount of uses. Exotic Artifacts can have a wide variety of usefulness from that similar to a Legendary Artifact, to a very powerful and unlimited use item that has world changing effects.

Be careful when you craft custom Artifacts, as Guardians are very clever and will likely use these items in unexpected and potentially game breaking ways. Creating an incredibly strong Artifact is okay and can sometimes lead to a very fun game experience, but should be done with

caution. See the Artifacts section for price ranges on how to value your custom made Artifact [TODO: Link to the Artifact Section]

General Items

General items are those that you can expect to find when shopping at odds and ends stores. General items include food, clothing, common tools, common writing utensils, and many more various things. When adding General Items to your game, consider the real world cost. For Destiny Tabletop RPG, we set Glimmer to be valued at around 100 Glimmer per \$1 USD. So if something would cost you about \$25 in real life, then that same General Item should cost about 2,500 Glimmer in the game.

Note: The Destiny universe is post apocalyptic, and because of this some items may be deemed easier to obtain or much harder to find. This will cause their values to go up or down significantly. Bricks and pipes are almost valueless, since they can be looted from almost any rubble or structure on Earth, but a small delicate spring could be incredibly expensive, as the exact shape you might need hasn't been in production for hundreds of years and most have either snapped in half or have become oxidized beyond usefulness.

PART 4: Bestiary

There are 4 major races that oppose the last City; the Fallen, Hive, Vex, and Cabal. These enemy races as well as the different rankings and different variations of each member of the race are described in this part. The information in this section is intended for the Speaker. Other players are allowed to look through this section and learn the stats of the enemies, but it is absolutely not required. In fact, it is discouraged as some players find it enjoyable to be surprised by the strength or weakness of an enemy.

Enemy Overview

Every enemy has HEALTH, SHIELD, DEFENSE, SPEED, SIZE, and Weapons. Enemies may also have Abilities. Check the Speaker Combat section to see how these are used. Although some entries mention multiple Ranged Weapons, note that each enemy can carry only ONE ranged weapon into battle.

Example: Captains have Shock Rifles and Shrapnel Launchers listed, but when that unit enters battle, it may only be carrying one Shock Rifle OR one Shrapnel Launcher, not both.

Randomized Stats

Most of these stats will be a flat number (For example "SPEED: 3"). However, some of these stats will have an optional dice modifier. For a more interesting and varied game, the Speaker

may roll the specified number of dice to modify the stats of an enemy before the game starts. This means that even players who have memorized the enemy stats may still be surprised at how strong their opponent is. When a stat has a modifier, it is represented by a second number in parenthesis after the stat. For example "HEALTH: 6 (+2df)" means to start with 6 then roll 2 F-Dice and add the result to the 6. The resulting stat in this example may be anywhere between 4 to 8.

Enemy Sizes

The enemies that the Guardians face can vary greatly in size. There are four sizes of enemies: Small, Medium, Large, and Colossal. The majority of enemies that Guardians face will fall under the Medium size. Guardians themselves also fall within the Medium size category.

Small creatures may occupy the same space as one other creature, but are represented as 1 meter by 1 meter.

Medium creatures occupy a 1 meter by 1 meter space.

Large creatures occupy a 2 meter by 2 meter space.

Colossal creatures occupy at least a 3 meter by 3 meter space, but can go up in size indefinitely, some very few being as large as moons or planets.

Transportation

All of the enemy races have their own unique method of transporting units into combat. At the start of each race section there is a quick description on how that race gets its units to the battlefield.

Equipped Weapons

Enemies of a given type don't all necessarily have the same weapons. You may find a Vex Goblin with a Slap Rifle standing next to a Vex Goblin with a Torch Cannon, the latter being much more terrifying. In general, most enemies enter combat equipped with a single Ranged Weapon and a single Melee Weapon. All enemies have the Weapons available to them listed under their stats. Each Weapon has a Minimum RANGE, Maximum RANGE, and ATTACK modifier. A weapon with a range between 3m and 10m that has a +3 Modifier will be shown as "(3m~10m, +3)". Some weapons also have a perk, which will be listed to the right of the Weapon's stats.

Majors and Ultras

Some enemies are far more skilled and resilient than other enemies of the same type. These are known as Majors and Ultras. Majors are stronger than normal units, and Ultras are the most powerful variation.

Majors will pose a significant threat to Guardians during combat. Ultras are very powerful and threatening enemies, usually placed in strategic positions by the enemy races to guard highly valued items or locations.

Major

To make an Enemy a Major: add +1 to the ATTACK, add +1 to the DEFENSE, and double the HEALTH of that Enemy. Additionally, if the enemy is of the Small or Medium size, increase the size up 1 step. The Cost of the enemy is then multiplied by 2x. Make sure to give players clues that this enemy is stronger and more threatening than other enemies of a similar type.

Ultra

To make an Enemy an Ultra: add +2 to the ATTACK, add +1 to the DEFENSE, and multiply the HEALTH of that Enemy by 4. Additionally, if the enemy is of the Small or Medium size, their size will change to Large. The Cost is multiplied by 5. It is absolutely necessary that players are made aware that this enemy is far stronger, bigger, and more threatening than other enemies of a similar type. An Ultra should strike fear into the hearts of Guardians.

The Fallen

"The stories say the Fallen were once a proud people. Great, in their own way. We've only known them as pirates and butchers." — Ghost

The Fallen (also known as 'Eliksni' in their native language) are a race of 4-armed humanoid nomads. The Fallen behave similarly to Pirates, as they live in temporary settlements and scavenge or pillage whatever materials and resources they can find. The Fallen have a keen understanding of advanced technology which allows them to construct autonomous drones called Servitors to aid them in their war efforts. The Fallen use a substance called 'Ether' as a food source, which is required for them to live, but large enough amounts of ether can cause fallen to grow in size and strength.

Social Structure: The Fallen have a fragmented social structure, dividing their race into separate factions called "Houses". Each Fallen House has a color and a symbol, and the Fallen

of each house wear cloth of the corresponding color, often with the house symbol hand painted on the cloth. Most Fallen Houses are led by a single powerful fallen leader known as a 'Kell'.

Dwelling: Some Fallen live in temporary houses and dens eked out in caves or ruins on planet surfaces, while others live on their warships. Both the dens and the warships fly the colors and symbols of the Fallen House, declaring to other Fallen their allegiance to their House.

Transportation: The Fallen traverse the galaxy in massive warships known as 'Ketches'. When traveling between their Ketches and the planet's surface, they often use smaller transport vessels known as 'Skiffs'.

Language: The Fallen speak a language we know as 'Eliksni'. Most Guardians know a little bit about this language and a few common phrases, but the language can be better understood and spoken with many years of studying and practice.

Combat Strategy: The Fallen will respect the chain of command, following the orders of their superiors and risking their lives to win more respect and more Ether after the battle. The Fallen are not above fighting dirty or doing whatever it takes to win. However, when a superior is killed or the Fallen are heavily outnumbered, they can sometimes lose morale and turn to an "Every man for himself" mentality.

Dreg

The Dreg is among the lowest of creatures in the Fallen hierarchy. A Dreg is a Vandal who has had their lower arms docked in a ceremony that is intended to humiliate them as punishment. A Dreg's arsenal does not usually extend past the close to mid range but make no mistake, in groups they can be dangerous.

Cost	Aim	Defense	HP	Shield	Regen	Speed	Size
10	3	1	5 +1df	0	0	6	Small

INT	DIS	STR	RES	REC	MOB	TECH	SENSE	CHARM
3	2	3	1	0	4	3	2	0

Weapons

- **Range Weapon 1:** Shock Pistol +3 (1~8m, Energy)
- **Melee Weapon:** Shock Dagger +4 (0~1m, Energy)

Vandal

A Vandal is the natural state of a Fallen. A Vandal's tactics can range from close-quarters combat, slicing through a Guardian's armor, to long range combat, sniping a fireteam from atop a distant ridge. Though they are one of the weaker Fallen ranks, they should not be taken lightly.

Cost	Aim	Defense	HP	Shield	Regen	Speed	Size
20	4	1	8 +2df	0	0	6	Medium

INT	DIS	STR	RES	REC	MOB	TECH	SENSE	CHARM
3	4	4	1	0	4	4	2	1

Weapons

- **Range Weapon 1:** Shock Rifle +4 (2~10m, Energy)
- **Range Weapon 2:** Wire Rifle +4 (4~30m, Energy)
- **Melee Weapon:** Shock Dagger +5 (0~1m, Energy)

Abilities

- **Shock Grenade**
Type: Grenade, Time Cost: 2 Seconds, Recharge: 30 Seconds, Range: 8m
Description: Select a Target within 8m. The Entity throws a Grenade at that Target. Make a [4df + 5] 1m Explosion Attack. If DAMAGE is dealt, the target is Disoriented for 3 Seconds.

Captain

Captains are Vandals that have grown in power and size by consuming ether. Captains come standard equipped with an energy shield, and their weapons can range from a pair of Shock Blades to a Shrapnel Launcher. Captains are experienced leaders and often have Dregs and Vandals by their side.

Cost	Aim	Defense	HP	Shield	Regen	Speed	Size
120	6	2	14 +4df	4	1	5	Large

INT	DIS	STR	RES	REC	MOB	TECH	SENSE	CHARM
4	8	4	5	-1	2	5	4	3

Weapons

- **Range Weapon 1:** Shock Rifle +6 (2~10m, Energy)
- **Range Weapon 2:** Shrapnel Launcher +6 (1~7m, Kinetic)
- **Melee Weapon:** Shock Blade +7 (0~1m)

Abilities

- **Shock Grenade**
Type: Grenade, Time Cost: 2 Seconds, Recharge: 30 Seconds, Range: 8m
Description: Select a Target between within 8m. The Entity throws a Grenade at that Target. Make a [4df + 5] 1m Explosion Attack. If DAMAGE is dealt, the target is Disoriented for 3 Seconds.
- **Enrage**
Type: Active, Recharge: 30 Seconds, Range: Self
Description: Immediately upon going below 50% HEALTH, this Entity moves 1 Second towards the nearest available target. Following turn, this Entity will aggressively close in on target and go for a Melee Attack.

Shank

A Shank is a small autonomous aerial drone made by the Fallen and is capable of multiple forms of combat. A Shank can be outfitted with different types of ranged weapons, or have explosives strapped to it to be used as a bomb.

Cost	Aim	Defense	HP	Shield	Regen	Speed	Size
10	4	2	2	0	0	5	Small

INT	DIS	STR	RES	REC	MOB	TECH	SENSE	CHARM
0	4	3	3	0	1	0	4	0

Weapons

- **Range Weapon 1:** Shank Turret +4 (1~8m, Energy)
- **Range Weapon 2:** Wire Rifle +4 (4~30m, Energy)

Abilities

- **Levitation**
Type: Passive
Description: Entity floats 1m above the ground. Entity is immune to fall damage.
- **Self Detonation**
Type: Active, Time Cost: 2 Seconds, Range: Self
Description: Entity explodes. Make a [4df + 10] Attack to all creatures within 1m. At the end of the Attack, the Entity dies.

Servitor

Servitors are floating autonomous sphere robots that serve the fallen by feeding them life-giving ether. About a meter wide and floating a meter above the ground, these Servitors are revered by the Fallen and the Fallen will defend a Servitor at all costs.

Cost	Aim	Defense	HP	Shield	Regen	Speed	Size
120	7	1	20 +6df	0	0	3	Medium

INT	DIS	STR	RES	REC	MOB	TECH	SENSE	CHARM
5	10	5	2	1	-4	4	3	0

Weapons

- **Range Weapon 1:** Servitor Eye +7 (2~10m, Energy)

Abilities

- **Teleport**

Type: Active, Time Cost: 1 Second, Recharge: 6 Seconds, Range: 7m

Description: Instantly move Entity to any open location within 7m that the Entity can see.

- **Ether Source**

Type: Passive

Description: All allies within a 2m Radius of the Entity gain +1 DEFENSE and +1 REGEN.

Heavy Shank

Much larger than a Shank and considerably more threatening, these machines are deployed by the Fallen to wreak havoc in dangerous areas. Heavy Shanks are able to hack into nearby systems making them troublesome threats around golden-age technology.

Cost	Aim	Defense	HP	Shield	Regen	Speed	Size
400	6	2	31 +10df	0	0	5	Large

INT	DIS	STR	RES	REC	MOB	TECH	SENSE	CHARM
0	8	7	3	2	2	7	8	0

Weapons

- **Range Weapon 1:** Shank Turret +6 (1~8m, Energy)
- **Range Weapon 2:** Wire Rifle +6 (4~30m, Energy)
- **Melee Weapon:** Arc Discharge +7 (0~1m, Energy)

Abilities

- **Levitation**

Type: Passive

Description: Entity floats 1m above the ground. Entity is immune to fall damage.

- **Multiple Attacks**

Type: Passive

Description: Enemy may make two separate Attacks within a single 2-second Action.

This can be two Ranged attacks, a Ranged and a Melee Attack, but not two Melee attacks in a row.

Archon Priest

An Archon Priest is one of the highest ranking Fallen positions. The Archon Priest has consumed enough ether to grow up to 4 meters tall. Archon Priests often have their own Ketch and an army of Captains, Vandals, and Dregs at their disposal.

Cost	Aim	Defense	HP	Shield	Regen	Speed	Size
400	6	2	23 +7df	6	1	4	Colossal

INT	DIS	STR	RES	REC	MOB	TECH	SENSE	CHARM
5	8	7	3	-1	-1	6	0	7

Weapons

- **Range Weapon 1:** Shrapnel Launcher +6 (1~7m, Energy)
- **Range Weapon 2:** Scorch Cannon +6 (2~10m, Energy), 1m Blast Radius
- **Melee Weapon:** Ground Slam +7 (0~1m, Kinetic), 1m Blast Radius

Abilities

- **Multiple Attacks**
Type: Passive
Description: Enemy may make two separate Attacks within a single 2-second Action. This can be two Ranged attacks, a Ranged and a Melee Attack, but not two Melee attacks in a row.

Prime Servitor

Prime Servitors are much larger than a Servitor at around 4 meters in diameter. These servitors are considered gods and are worshipped by the Fallen. One Prime Servitor can supply enough ether to feed and empower an entire Ketch of Fallen.

Cost	Aim	Defense	HP	Shield	Regen	Speed	Size
400	7	2	25 +8df	0	0	3	Colossal

INT	DIS	STR	RES	REC	MOB	TECH	SENSE	CHARM
4	10	8	3	0	-4	6	2	3

Weapons

- **Range Weapon 1:** Servitor Eye +7 (2~10m, Energy)
- **Melee Weapon:** Melee Blast +8 (0~2m, Energy), 1m Blast Radius

Abilities

- **Teleport**
Type: Active, Time Cost: 1 Second, Recharge: 6 Seconds, Range: 7m
Description: Instantly move Entity to any open location within 7m that the Entity can see.
- **Ether Source**
Type: Passive
Description: All allies within a 2m Radius of the Entity gain +1 DEFENSE and +1 REGEN.
- **Multiple Attacks**
Type: Passive
Description: Enemy may make two separate Attacks within a single 2-second Action. This can be two Ranged attacks, a Ranged and a Melee Attack, but not two Melee attacks in a row.

Kell

A Kell is the highest position in a Fallen house, and have rightfully earned this position through their impressive leadership skills and ruthless combat prowess. These fearsome leaders command a fleet of Ketches and have a roster of Archon Priests under their command. A Kell has consumed a massive quantity of Ether, causing them to grow to the largest size that a Fallen can become.

Cost	Aim	Defense	HP	Shield	Regen	Speed	Size
1200	7	3	41 +13df	10	2	5	Colossal

INT	DIS	STR	RES	REC	MOB	TECH	SENSE	CHARM
7	10	8	8	0	0	8	7	9

Weapons

- **Range Weapon 1:** Scorch Cannon +7 (2~10m, Energy), 1m Blast Radius
- **Melee Weapon:** Ground Slam +8 (0~1m, Kinetic), 1m Blast Radius

Abilities

- **Multiple Attacks**
Type: Passive
Description: Enemy may make two separate Attacks within a single 2-second Action. This can be two Ranged attacks, a Ranged and a Melee Attack, but not two Melee attacks in a row.

The Hive

"We met a towering monster, wielding a sword of utter darkness. The Light only made it hungry. We tried to fight, and we fell. Too many times to remember. " — Memory Fragment, Dead Ghost

The Hive are a humanoid insect-like race that lives in symbiosis with an immortal worm species known reverently to the Hive as 'Worm Gods'. The Hive's existence is based on exterminating and consuming other forms of life, and their power to control the physical world runs unfathomably deep, such that even the most knowledgeable scholars barely comprehend the scope of the Hive's power. Each Hive must absorb the life force of their kill to survive.

Social Structure: The Hive's social structure is based upon a metaphysical framework called the 'Sword Logic'. Under the 'Sword Logic', the lower entities are only allowed to keep a small portion of their kill and pass the remaining life power up to their superior. This creates an upward flow of power, with each unit taking only a percentage of the power with each passing and the units at the top receiving massive amounts of power. The more power a hive unit has, the stronger and more evolved they become.

Dwelling: The Hive burrow deep underground into the planets that they invade. They create ritual chambers where they conduct mysterious dark magic and breeding grounds in order to increase their numbers. These dug-out tunnels are often messy, maze-like, and treacherous.

Transportation: The hive traverse long distances on massive warships. When the Hive are launching an attack, they teleport squads of around 8 units in smaller transport ships called Tombships. The Tombships drop off their units, and immediately teleport away.

Language: The Hive communicate with each other and with their worm gods through a series of shrieks and whispers. Very few Guardians can make any sense of these sounds, and those who do only understand snippets. The Hive have a written language, which can be decoded and understood by Ghosts, as well as Guardians who have spent years studying the runes and symbols. If a Hive wishes to be understood by Guardians, they can choose to speak in a language Guardians can understand.

Combat Strategy: The Hive fight with a swarm mentality. They will often stick together and overwhelm a single target to ensure the kill. The Hive generally prefer an aggressive close-range combat strategy. If their numbers dwindle in combat and they no longer think they can get a kill, they will retreat and hide. If an attacker targets the Hive's burrow, the Hive will fight to the death to defend their home.

Thrall

The Thrall are the most basic form of the Hive. Individually they pose no threat, but in large numbers they can easily swarm their opponents with their razor sharp claws. Some Thrall known as 'Cursed Thrall', identifiable by their blue glowing heads, will explode when near an enemy.

Cost	Aim	Defense	HP	Shield	Regen	Speed	Size
10	0	2	3 +1df	0	0	6	Small

INT	DIS	STR	RES	REC	MOB	TECH	SENSE	CHARM
1	-1	5	3	0	3	0	4	0

Weapons

- **Melee Weapon:** Claws +5 (0~1m, Kinetic)

Abilities

- **Self Detonation**
Type: Active, Time Cost: 2 Seconds, Range: Self
Description: Entity explodes. Make a [4df + 10] Attack to all creatures within 1m. At the end of the Attack, the Entity dies.

Acolyte

Acolytes are the second step in the Hive's lifecycle. Acolytes are given ranged weapons and they can also summon a grenade from thin air. Unlike the Thrall, Acolytes are smart enough to use cover and combat tactics.

Cost	Aim	Defense	HP	Shield	Regen	Speed	Size
20	5	1	6 +2df	0	0	5	Medium

INT	DIS	STR	RES	REC	MOB	TECH	SENSE	CHARM
1	6	6	0	-2	0	1	2	0

Weapons

- **Range Weapon 1:** Shredder +5 (2~10m, Kinetic)
- **Range Weapon 2:** Boomer +5 (3~12m, Energy), 1m Blast Radius
- **Melee Weapon:** Hive Melee +6 (0~1m, Kinetic)

Abilities

- **Acolyte Grenade**
Type: Grenade, Time Cost: 2 Seconds, Recharge: 30 Seconds, Range: 8m
Description: Select a Target within 8m. The Entity throws a Grenade at that Target. Make a [4df + 5] 1m Explosion Attack originating on the Grenade. If DAMAGE is dealt, the target takes 6 seconds of Burning.

Knight

If an Acolyte has killed enough enemies, it can evolve into a Knight and receive a massive strength boost. Knights can use ranged weapons, but typically prefer massive swords. Knights have a more brute force fighting style, often getting up close and using their strength.

Cost	Aim	Defense	HP	Shield	Regen	Speed	Size
120	7	2	16 +5df	0	0	4	Large

INT	DIS	STR	RES	REC	MOB	TECH	SENSE	CHARM
4	10	5	3	0	-1	1	3	4

Weapons

- **Range Weapon 1:** Boomer +7 (3~12m, Energy), 1m Blast Radius
- **Melee Weapon:** Cleaver +8 (0~1m, Kinetic)

Abilities

- **Wall of Darkness**
Type: Active, Time Cost: 2 Seconds, Recharge: 6 Seconds, Range: Self
Description: Puts up a 1m wide, 2m tall wall between the Entity and an attacker of the Entity's choice. Cannot be targeted by anything originating on the other side of the wall. This Ability can be cast as a Reaction after taking DAMAGE.
- **Enrage**
Type: Active, Recharge: 30 Seconds, Range: Self
Description: Immediately upon going below 50% HEALTH, this Entity moves 1 Second towards the nearest available target. Following turn, this Entity will aggressively close in on target and go for a Melee Attack.

Wizard

If an Acolyte has killed enough enemies, it can evolve into a Wizard. Wizards fly above the battlefield, shooting energy blasts and creating spheres of poison that surround their enemies. The Wizards are also responsible for becoming fertile and creating the next generation of Hive.

Cost	Aim	Defense	HP	Shield	Regen	Speed	Size
120	6	1	12 +4df	8	2	5	Large

INT	DIS	STR	RES	REC	MOB	TECH	SENSE	CHARM
6	8	1	0	0	0	5	3	6

Weapons

- **Range Weapon 1:** Darkness Blast +6 (1~10m, Energy)

Abilities

- **Levitation**

Type: Passive

Description: Entity floats 1m above the ground. Entity is immune to fall damage.

- **Poison Cloud**

Type: Active, Time Cost: 2 Seconds, Recharge: 9 Seconds, Range: 15m

Description: Creates a poison cloud originating at a point the Entity can Target within 15m. The cloud has a radius of 1m and lingers for 6 seconds. All creatures inside the cloud have DISADVANTAGE on all attacks.

Ogre

Ogres are massive deformed Hive creatures that attack by pounding the ground or by shooting energy from their eyes. Little is known about the origin of these beasts, but many believe that they were once Thrall that have been tortured. If enough damage is done to an Ogre, it will enrage and lose control.

Cost	Aim	Defense	HP	Shield	Regen	Speed	Size
120	7	1	20 +6df	0	0	4	Large

INT	DIS	STR	RES	REC	MOB	TECH	SENSE	CHARM
0	10	8	0	0	-1	0	3	0

Weapons

- **Range Weapon 1:** Void Eye Blast +7 (1~12m, Energy)
- **Melee Weapon:** Ground Slam +8 (0~1m, Kinetic), 1m Blast Radius

Abilities

- **Enrage**

Type: Active, Recharge: 30 Seconds, Range: Self

Description: Immediately upon going below 50% HEALTH, this Entity moves 1 Second

towards the nearest available target. Following turn, this Entity will aggressively close in on target and go for a Melee Attack.

Deprived

What Guardians call a 'Deprived' is actually an Ogre that has been deprived for far too long, causing it to grow beyond the limits. These mindless beasts feel an incredible urge to feed on Guardian's light and will use its overwhelming strength to do so. Hive create these abominations and use them in strategic locations to trap or deter Guardians.

Cost	Aim	Defense	HP	Shield	Regen	Speed	Size
400	6	1	39 +13df	0	0	4	Colossal

INT	DIS	STR	RES	REC	MOB	TECH	SENSE	CHARM
4	8	7	0	0	-1	0	10	0

Weapons

- **Range Weapon 1:** Void Eye Blast +6 (1~12m, Energy)
- **Melee Weapon:** Ground Slam +7 (0~1m, Kinetic), 1m Blast Radius

Abilities

- **Multiple Attacks**
Type: Passive
Description: Enemy may make two separate Attacks within a single 2-second Action. This can be two Ranged attacks, a Ranged and a Melee Attack, but not two Melee attacks in a row.
- **Enrage**
Type: Active, Recharge: 30 Seconds, Range: Self
Description: Immediately upon going below 50% HEALTH, this Entity moves 1 Second towards the nearest available target. Following turn, this Entity will aggressively close in on target and go for a Melee Attack.

Warpriest

A Warpriest is a Knight that has fed on the light of many Guardians. Warpriests grow to a massive size, and are commanders for the Hive often leading Knights and Wizards to battle. A Warpriest is skilled in combat and can easily crush and consume weaker Guardians.

Cost	Aim	Defense	HP	Shield	Regen	Speed	Size
400	7	2	24 +8df	0	0	5	Colossal

INT	DIS	STR	RES	REC	MOB	TECH	SENSE	CHARM
4	10	8	3	0	0	4	3	5

Weapons

- **Range Weapon:** Boomer +7 (3~12m, Energy), 1m Blast Radius
- **Melee Weapon 1:** Cleaver +8 (0~2m, Kinetic)
- **Melee Weapon 2:** Ground Slam +8 (0~1m, Kinetic), 1m Blast Radius

Abilities

- **Multiple Attacks**
Type: Passive
Description: Enemy may make two separate Attacks within a single 2-second Action. This can be two Ranged attacks, a Ranged and a Melee Attack, but not two Melee attacks in a row.

Deathsinger

A Deathsinger is a Wizard that has earned respect and power through killing Guardians. These Wizards are skilled in the darkest of Hive rituals and often have many Thrall and Ogres at their disposal. Be warned, one of the favored rituals of a Deathsinger is a song that will kill any Guardian who hears the entire song.

Cost	Aim	Defense	HP	Shield	Regen	Speed	Size
400	5	2	20 +6df	10	2	4	Colossal

INT	DIS	STR	RES	REC	MOB	TECH	SENSE	CHARM
9	6	0	3	0	-1	9	3	4

Weapons

- **Range Weapon 1:** Darkness Blast +5 (1~10m, Energy)

Abilities

- **Levitation**
Type: Passive
Description: Entity floats 1m above the ground. Entity is immune to fall damage.
- **Summon Hive**
Type: Active, Time Cost: 2 Seconds, Recharge: 9 Seconds, Range: 10m
Description: The Entity points to a spot on the ground within 10m. A green circle with a radius of 10 appears in flame on the ground. Hive units are summoned from the beyond into this circle. Choose one set of enemies randomly: (2x Acolyte + 1x Thrall), (1x Knight + 2x Thrall), or (1x Wizard + 2x Thrall)
- **Deathsong**
Type: Active, Time Cost: 60 Seconds, Recharge: 1 Hour, Range: Self
Description: The Entity begins singing a spine-tingling song. The song takes 60 seconds to complete. During the song, this singing Entity is not able to move, attack, or take any other actions. The moment the song is completed, all Guardians within earshot of the screams (50m) have their HEALTH reduced to 0 instantly.
- **Multiple Attacks**
Type: Passive
Description: Enemy may make two separate Attacks within a single 2-second Action. This can be two Ranged attacks, a Ranged and a Melee Attack, but not two Melee attacks in a row.

God King

The highest tier of a Hive army is considered a God King. When a Warpriest or a Deathsinger acquires enough power, they ascend to this position at the top of the hierarchy. These monstrosities are skilled in both combat and dark rituals. God Kings have an indefinite lifespan, needing only to absorb power from the kills of their army in order to stay alive.

Cost	Aim	Defense	HP	Shield	Regen	Speed	Size
1200	8	3	52 +17df	0	2	5	Colossal

INT	DIS	STR	RES	REC	MOB	TECH	SENSE	CHARM
9	12	9	6	0	0	5	5	9

Weapons

- **Range Weapon 1:** Darkness Blast +8 (1~10m, Energy)
- **Range Weapon 2:** Willbreaker +9 (0~2m, Kinetic and Energy)
- **Melee Weapon:** Fist of Darkness +9 (0~1m, Kinetic), 1m Blast Radius

Abilities

- **Levitation**
Type: Passive
Description: Entity floats 1m above the ground. Entity is immune to fall damage.
- **Summon Hive**
Type: Active, Time Cost: 2 Seconds, Recharge: 9 Seconds, Range: 10m
Description: The Entity points to a spot on the ground within 10m. A green circle with a radius of 10 appears in flame on the ground. Hive units are summoned from the beyond into this circle. Choose one set of enemies randomly: (2x Acolyte + 1x Thrall), (1x Knight + 2x Thrall), or (1x Wizard + 2x Thrall)
- **Multiple Attacks**
Type: Passive
Description: Enemy may make two separate Attacks within a single 2-second Action. This can be two Ranged attacks, a Ranged and a Melee Attack, but not two Melee attacks in a row.

The Vex

"The Vex have no hope; no imagination, no drive, no fear. All they have is the pattern. Everything must fit. If it can be made to fit, good! If not... it gets cut away." — Praedyth

The Vex are a cybernetic race. Their outward robotic appearance, usually bronze, copper, or chrome in color, is actually a vehicle for the organic mind core contained within. This mind core is comprised of an intelligent, liquid-based bio-organism called Radiolarian Fluid, often referred to by Guardians as "Vex Milk" due to its thick white appearance. The Vex are masters of time travel and long distance teleportation. Some Vex structures in the solar system span millions of

years in the past, and it is believed that the vex used time travel to build their structures long ago.

Social Structure: Each individual Vex represents one mind that is part of a planet sized computing system called a "Machine" which encompasses a massive thought network. Information is able to travel through this network at high speeds, giving the Vex the ability to respond to threats almost immediately.

Dwelling: The Vex use their time traveling abilities and vast network of units to transform their new homes on a planetary scale. Since the bodies that the Guardians encounter are just shells for the mind cores, unused bodies can sometimes be found standing dormant, waiting for activation.

Transportation: The Vex use warp gates to teleport long distances, even light years away in an instant. Even without access to these gates, the Vex are able to teleport a few units at a time a short distance directly to any location. This shorter distance teleport manifests as a small storm cloud coursing with lightning. As the cloud fades away, the Vex materialize in an attack position ready for a fight.

Language: Since the Vex communicate through an internal network, they have no need for a spoken language. The motors that power their robotic bodies create unearthly mechanical sounds that can easily be mistaken for screams or growls during combat.

Combat Strategy: The Vex have a slow and deliberate way of fighting. They prefer to think ahead and try to outsmart their targets rather than use brute force or high numbers. Their units are slow, but they make up for it in strength and with short distance teleportation. Since the minds are all connected, if one unit witnesses something on the battlefield, then all units are instantly made aware. The Vex bodies are of little value to the Vex, and will not make any effort to retreat or save their units if defeat is imminent.

Goblin

Goblins are the common foot soldiers of the Vex. Like most Vex, they can teleport short distances during combat. These lesser units are designed primarily for construction. They are not as skilled in combat, but can become a threat in large numbers.

Cost	Aim	Defense	HP	Shield	Regen	Speed	Size
10	3	1	5 +1df	0	0	3	Medium

INT	DIS	STR	RES	REC	MOB	TECH	SENSE	CHARM
4	2	4	0	0	-3	4	0	-1

Weapons

- **Range Weapon 1:** Slap Rifle +3 (2~10m, Kinetic)
- **Range Weapon 2:** Line Rifle +3 (3~30m, Energy)
- **Melee Weapon:** Void Melee +4 (0~2m, Energy)

Abilities

- **Teleport**
Type: Active, Time Cost: 1 Seconds, Recharge: 6 Seconds, Range: 7m
Description: Instantly move Entity to any open location within 7m that the Entity can see.
- **Slap Grenades**
Type: Grenade, Time Cost: 2 Seconds, Recharge: 30 Seconds, Range: 15m
Description: Entity launches a grenade at a Target within 15m. Make a [4df + 5] 2m Explosion Attack.

Hobgoblin

Hobgoblins are the snipers of the Vex and rarely use anything other than a Line Rifle, though they can use other Vex weaponry. Be cautious when damaging a hobgoblin as they will enter a stasis mode after receiving damage and cannot take further damage for a short time.

Cost	Aim	Defense	HP	Shield	Regen	Speed	Size
20	4	1	8 +2df	0	0	3	Medium

INT	DIS	STR	RES	REC	MOB	TECH	SENSE	CHARM
4	4	5	2	0	-3	5	0	-1

Weapons

- **Range Weapon 1:** Line Rifle +4 (3~30m, Energy)
- **Melee Weapon:** Void Melee +5 (0~2m, Kinetic)

Abilities

- **Slap Grenades**
Type: Grenade, Time Cost: 2 Seconds, Recharge: 30 Seconds, Range: 8m

Description: Entity launches a grenade at a Target within 15m. Make a [4df + 5] 2m Explosion Attack.

- **Burning Shield**

Type: Active, Time Cost: 2 Seconds, Recharge: 15 Seconds, Range: Self

Description: Entity kneels down and coats itself in a shield of burning energy. The Entity cannot take DAMAGE until the start of its next turn. This can be cast as a 'Reaction' after taking DAMAGE.

Harpy

Harpies are flying Vex units, often used for reconnaissance or combat support. Unlike most vex, Harpies cannot teleport. They fly in and out of combat, but have to stop flying and assume an open position to attack. When open, they reveal their internals which consist of wires and cables.

Cost	Aim	Defense	HP	Shield	Regen	Speed	Size
20	4	2	5 +1df	0	0	6	Medium

INT	DIS	STR	RES	REC	MOB	TECH	SENSE	CHARM
5	4	0	3	0	3	5	0	-1

Weapons

- **Range Weapon 1:** Harpy Slap Rifle +4 (0~8m, Kinetic)
- **Range Weapon 2:** Vex Laser Rifle +4 (2~15m, Energy)

Abilities

- **Levitation**

Type: Passive

Description: Entity floats 1m above the ground. Entity is immune to fall damage.

Minotaur

Minotaurs are the heavy ground unit of the Vex. Out of all the common bipedal Vex, they are the hardest to kill. Like Goblins and Hobgoblins, they have a Mind Core in their chest, though given their height, it's near eye level for Guardians.

Cost	Aim	Defense	HP	Shield	Regen	Speed	Size
120	7	1	14 +4df	4	1	3	Large

INT	DIS	STR	RES	REC	MOB	TECH	SENSE	CHARM
3	10	8	0	-2	-4	4	0	-3

COST: 300, **SHIELD:** 4, **REGEN:** 1, **HEALTH:** 14 (+4df), **DEFENSE:** 1, **SPEED:** 3

Weapons

- **Range Weapon 1:** Torch Hammer +7 (2~10m, Energy), 1m Blast Radius
- **Range Weapon 2:** Vex Laser Rifle +7 (2~15m, Energy)
- **Melee Weapon:** Minotaur Melee +8 (0~1m, Kinetic)

Abilities

- **Teleport**
Type: Active, Time Cost: 1 Seconds, Recharge: 6 Seconds, Range: 7m
Description: Instantly move Entity to any open location within 7m that the Entity can see.
- **Enrage**
Type: Active, Recharge: 30 Seconds, Range: Self
Description: Immediately upon going below 50% HEALTH, this Entity moves 1 Second towards the nearest available target. Following turn, this Entity will aggressively close in on target and go for a Melee Attack.

Hydra

Hydras are large floating multi-segmented computing machines that double as combat units. Hydras have powerful weapons and are capable of damaging nearby Guardians with a powerful downward shockwave. Hydras are also well protected by a rotating 2-part shield, and are not easily defeated.

Cost	Aim	Defense	HP	Shield	Regen	Speed	Size
120	6	2	21 +7df	0	0	2	Large

INT	DIS	STR	RES	REC	MOB	TECH	SENSE	CHARM
5	8	7	3	1	-5	5	3	0

Weapons

- **Range Weapon 1:** Aeon Maul +6 (3~15m, Energy), 1m Blast Radius
- **Melee Weapon:** Ground Slam +7 (0~1m, Kinetic), 1m Blast Radius

Abilities

- **Levitation**
Type: Passive
Description: Entity floats 1m above the ground. Entity is immune to fall damage.

Cyclops

A Cyclops is a massive Vex unit that is on a stationary rotating platform. The Cyclops fires an energy mortar from its “eye” that can travel long distances and explode on impact. Cyclopes are often placed in strategic defensive positions.

Cost	Aim	Defense	HP	Shield	Regen	Speed	Size
120	7	1	23 +7df	0	0	0	Large

INT	DIS	STR	RES	REC	MOB	TECH	SENSE	CHARM
3	10	4	1	1	0	3	6	0

Weapons

- **Range Weapon 1:** Void Mortar +7 (4~40m, Energy), 1m Blast Radius

Gate Lord

A Gate Lord is a larger Minotaur and is the largest of the bipedal Vex. As the name implies, these Vex units are almost always found guarding a Vex Gate. These units are so large that they can stomp on the ground and damage nearby Guardians in a blast radius.

Cost	Aim	Defense	HP	Shield	Regen	Speed	Size
400	7	1	31 +10df	0	0	4	Colossal

INT	DIS	STR	RES	REC	MOB	TECH	SENSE	CHARM
6	10	8	0	0	-1	6	0	-4

Weapons

- **Range Weapon 1:** Aeon Maul +7 (3~15m, Energy), 1m Blast Radius
- **Range Weapon 2:** Torch Hammer +7 (2~10m, Energy), 1m Blast Radius
- **Melee Weapon:** Ground Slam +8 (0~1m, Kinetic), 1m Blast Radius

Abilities

- **Teleport**
Type: Active, Time Cost: 1 Second, Recharge: 6 Seconds, Range: 7m
Description: Instantly move Entity to any open location within 7m that the Entity can see.
- **Multiple Attacks**
Type: Passive
Description: Enemy may make two separate Attacks within a single 2-second Action. This can be two Ranged attacks, a Ranged and a Melee Attack, but not two Melee attacks in a row.

Axis Mind

An Axis Mind is a much larger variation of a Hydra with increased computing capabilities. These minds are usually focused on a single important task, such as controlling masses of units or manage the terraformation of a planet.

Cost	Aim	Defense	HP	Shield	Regen	Speed	Size
400	7	3	23 +7df	0	0	3	Colossal

INT	DIS	STR	RES	REC	MOB	TECH	SENSE	CHARM
2	10	7	6	0	-3	7	-1	-2

COST: 1000, **HEALTH:** 23 (+7df), **DEFENSE:** 3, **SPEED:** 3

Weapons

- **Range Weapon 1:** Aeon Maul +6 (3~15m, Energy), 1m Blast Radius
- **Melee Weapon:** Ground Slam +7 (0~1m, Kinetic), 1m Blast Radius

Abilities

- **Levitation**
Type: Passive
Description: Entity floats 1m above the ground. Entity is immune to fall damage.
- **Multiple Attacks**
Type: Passive
Description: Enemy may make two separate Attacks within a single 2-second Action. This can be two Ranged attacks, a Ranged and a Melee Attack, but not two Melee attacks in a row.

Planetary Core

The largest and most powerful unit of the Vex is a Planetary Core. This is similar in shape to a Hydra, but has an entire planet's worth of computing power at its disposal and has an army of Minotaurs protecting it. It has massive cannons and the power to manipulate local gravity.

Cost	Aim	Defense	HP	Shield	Regen	Speed	Size
1200	7	3	52 +17df	0	0	2	Colossal

INT	DIS	STR	RES	REC	MOB	TECH	SENSE	CHARM
10	10	8	6	0	-5	10	9	0

Weapons

- **Range Weapon 1:** Aeon Maul +7 (3~15m, Energy), 1m Blast Radius
- **Melee Weapon:** Gravity Smasher +8 (0~2m, Kinetic), 2m Blast Radius

Abilities

- **Levitation**
Type: Passive
Description: Entity floats 1m above the ground. Entity is immune to fall damage.
- **Teleport**
Type: Active, Time Cost: 1 Second, Recharge: 6 Seconds, Range: 7m
Description: Instantly move Entity to any open location within 7m that the Entity can see.
- **Multiple Attacks**
Type: Passive
Description: Enemy may make two separate Attacks within a single 2-second Action. This can be two Ranged attacks, a Ranged and a Melee Attack, but not two Melee attacks in a row.

The Cabal

"Here's what I have on the Cabal. Eight-hundred pounds and highly militarized. They blow up moons just for getting in their way. Just so you know what we're dealing with." - Ghost

The Cabal are a military race of incredibly tough war humanoids. They wear thick heavy metal plated armor and wield guns and weapons that are far larger than a Guardian could reasonably carry. Cabal armor, ships, and technology are powered by a thick oily substance that doubles as both a fuel source and an information conduit. Their goal is to conquer and occupy all that lies before them.

Social Structure: The Cabal social structure is militaristic and is based upon honor in battle. Units start off at the lowest ranks and, through honorable acts, may rise through the ranks and become commanding officers. Each individual's goal is to gain as much power and respect as possible through their efforts and actions in battle.

Dwelling: The Cabal use massive digging machines to burrow into rocky terrain and create colossal war bases with impenetrable defenses. These military sites function as both a bunker to house units and a mining outpost to turn rock and materials into metal and fuel.

Transportation: Cabal travel between planets and solar systems using massive warships. To transfer units from a warship to the ground, the Cabal use a smaller, more agile ship known as a 'Harvester' that holds around 8 units. When entering a battlefield, the Harvester travels straight

down to the drop point, quickly drops all units, and then immediately takes off vertically to avoid any incoming attacks.

Language: The Cabal speak to one another in a language that to Guardians sounds like barks and guttural grunts. While Guardians can learn to understand and use most spoken and written Cabal language with years of practice, nobody has successfully decrypted the entire Cabal language.

Combat Strategy: The Cabal have a strong understanding of battlefield tactics and are extremely practiced in their skills of tactical communication and maneuvers. Cabal will often flank their target, divide and conquer their enemies, and even use terrain to gain an upper hand in battle. However, Cabal are stubborn and easily frustrated, sometimes resorting to force instead of using logic. The Cabal prefer an honorable death on the battlefield over retreat. They're all linked in the Cabal Network, where combat experience is transmitted directly from weapons and equipment back to a central command base to learn about enemies even if full squadrons are wiped out.

War Beast

War Beasts are a species of animal that mostly resemble dogs. They have been augmented to have metal plating on their faces, long blades on their backs, and their claws replaced with long razors. While formidable on their own, their real strength lies in numbers.

Cost	Aim	Defense	HP	Shield	Regen	Speed	Size
10	0	1	5 +1df	0	0	7	Small

INT	DIS	STR	RES	REC	MOB	TECH	SENSE	CHARM
-4	0	5	0	0	6	-3	1	0

Weapons

- **Melee Weapon:** Claws +5 (0~1m, Kinetic)

Psion

The Psions are a race that have been enslaved by the cabal for their clairvoyant abilities and high intelligence. They have psionic abilities, such as a melee blast and unique grenades. While they are physically weak, they should not be taken lightly.

Cost	Aim	Defense	HP	Shield	Regen	Speed	Size
20	5	2	4 +1df	0	0	5	Small

INT	DIS	STR	RES	REC	MOB	TECH	SENSE	CHARM
5	6	1	3	0	0	2	1	0

Weapons

- **Range Weapon 1:** Slug Rifle +5 (2~10m, Kinetic)
- **Range Weapon 2:** Cabal Headhunter +5 (5~50m, Energy)
- **Melee Weapon:** Psychic Melee +6 (0~2m, Energy)

Abilities

- **Psionic Blast**
 Type: Grenade, Time Cost: 2 Seconds, Recharge: 9 Seconds, Range: 8m
 Description: Launch a 1m wide wave that travels along the Ground in a straight line towards the Target. The wave travels in a straight line until it hits a hard object or reaches 8m. A 1m Explosion dealing [4df + 5] ATTACK occurs at the point of Detonation.

Legionary

The Legionaries are the most common Cabal foot soldier found on the front line. They are brutish in behavior and will fight to the death for their honor. In addition to their firearms, they have a wrist mounted blade that can also be launched then detonated like a grenade.

Cost	Aim	Defense	HP	Shield	Regen	Speed	Size
20	4	1	8 +2df	0	0	5	Medium

INT	DIS	STR	RES	REC	MOB	TECH	SENSE	CHARM
3	4	4	0	0	0	4	4	3

Weapons

- **Range Weapon 1:** Slug Rifle +4 (2~10m, Kinetic)
- **Range Weapon 2:** Slug Shotgun +4 (1~5m, Energy)
- **Melee Weapon:** Wrist-Sword Lunge +5 (0~1m, Kinetic)

Abilities

- **Strafe Thrusters**
Type: Active, Time Cost: 2 Seconds, Recharge: 9 Seconds, Range: 8m
Description: Entity has jetpacks built into the armor, and is able to leap into the air and land up to 8m away ignoring all terrain.
- **Wrist-Sword Launch**
Type: Grenade, Time Cost: 2 Seconds, Recharge: 30 Seconds, Range: 15m
Description: Entity launches a grenade at a Target within 15m. Make a [4df + 5] 2m Explosion Attack.

Phalanx

The Phalanx are walking barricades for the Cabal. Their shields are nearly impenetrable but can be negated by getting behind them or with a well placed shot. Phalanx are armed with similar weaponry as the Legionary, and can also use their shield to deliver a devastating melee attack.

Cost	Aim	Defense	HP	Shield	Regen	Speed	Size
20	4	3	8 +2df	0	0	4	Medium

INT	DIS	STR	RES	REC	MOB	TECH	SENSE	CHARM
3	4	4	0	0	0	4	4	3

Weapons

- **Range Weapon 1:** Slug Rifle +4 (2~10m, Kinetic)
- **Melee Weapon:** Shield Lunge Melee +5 (0~1m, Kinetic)

Gladiator

Gladiators dual-wield two giant cleavers called Cabal Severus. Gladiators can cut down Guardians very quickly and easily, and require a lot of damage to take down. When a Gladiator is spotted in the field, they become top priority. Extreme caution is recommended.

Cost	Aim	Defense	HP	Shield	Regen	Speed	Size
120	0	2	16 +5df	0	0	5	Large

INT	DIS	STR	RES	REC	MOB	TECH	SENSE	CHARM
4	2	7	3	0	0	4	8	4

Weapons

- **Melee Weapon:** Severus Blades +8 (0~1m, Kinetic)

Abilities

- **Assault Jetpack**
Type: Active, Time Cost: 2 Seconds, Recharge: 9 Seconds, Range: 8m
Description: Entity has jetpacks built into the armor, and is able to leap into the air and land up to 8m away ignoring all terrain.
- **Enrage**
Type: Active, Recharge: 30 Seconds, Range: Self
Description: Immediately upon going below 50% HEALTH, this Entity moves 1 Second towards the nearest available target. Following turn, this Entity will aggressively close in on target and go for a Melee Attack.

Centurion

A Centurion acts as a field commander for the Cabal and as such they usually lead groups of Phalanx and Legionaries. Centurions prefer to lead from the front, often launching themselves into the air with their Strafe Thrusters to hover while attacking.

Cost	Aim	Defense	HP	Shield	Regen	Speed	Size
120	6	1	13 +4df	6	1	4	Large

INT	DIS	STR	RES	REC	MOB	TECH	SENSE	CHARM
7	8	7	0	-2	-2	2	3	2

Weapons

- **Range Weapon 1:** Projection Rifle +6 (2~10m, Kinetic)
- **Range Weapon 2:** Bronto Cannon +6 (2~12m, Energy)
- **Melee Weapon:** Cabal Melee +7 (0~1m, Kinetic)

Abilities

- **Strafe Thrusters**
Type: Active, Time Cost: 2 Seconds, Recharge: 9 Seconds, Range: 8
Description: Entity has jetpacks built into the armor, and is able to leap into the air and land up to 8m away ignoring all terrain.

Colossus

Colossus are hulking and heavily defended Cabal units. These Cabal are outfitted with missile launchers on their backs that fire blinding Cluster Missiles at their targets. Colossus are so heavy that they will use their weight to create shock waves on the ground to clear nearby enemies.

Cost	Aim	Defense	HP	Shield	Regen	Speed	Size
120	6	1	20 +6df	0	0	2	Large

INT	DIS	STR	RES	REC	MOB	TECH	SENSE	CHARM
2	8	8	0	0	-5	5	4	3

Weapons

- **Range Weapon 1:** Heavy Slug Thrower +7 (2~12m, Energy), 1m Blast Radius
- **Range Weapon 2:** Slug Launcher +7 (2~8m, Kinetic), 1m Blast Radius

- **Melee Weapon:** Ground Slam +8 (0~1m, Kinetic), 1m Blast Radius

Abilities

- **Cluster Missiles**

Type: Active, Time Cost: 2 Seconds, Recharge: 9 Seconds, Range: 13

Description: Entity launches a cluster of Missiles at a Target within 13m. Make a [4df + 6] Attack. If DAMAGE is dealt, the Target is Disoriented.

Valus

A Valus is a high ranking commanding officer of the Cabal and often commands large sections of the Cabal military. These Cabal are much larger than standard units and require a massive amount of damage through their thick plated exteriors in order to take down.

Cost	Aim	Defense	HP	Shield	Regen	Speed	Size
400	7	2	24 +8df	0	0	3	Colossal

INT	DIS	STR	RES	REC	MOB	TECH	SENSE	CHARM
7	10	8	0	0	-3	3	2	3

Weapons

- **Range Weapon 1:** Heavy Slug Thrower +7 (2~12m, Energy), 1m Blast Radius
- **Melee Weapon:** Ground Slam +8 (0~1m, Kinetic), 1m Blast Radius

Abilities

- **Cluster Missiles**

Type: Active, Time Cost: 2 Seconds, Recharge: 9 Seconds, Range: 13

Description: Entity launches a cluster of Missiles at a Target within 13m. Make a [4df + 6] Attack. If DAMAGE is dealt, the Target is Disoriented.

- **Multiple Attacks**

Type: Passive

Description: Enemy may make two separate Attacks within a single 2-second Action. This can be two Ranged attacks, a Ranged and a Melee Attack, but not two Melee attacks in a row.

Dominus

Dominus is the highest rank in the Cabal military, commanding an entire fleet of starships, enough to take down an entire solar system. Only one Cabal holds the title of Dominus at a time, and they are considered to be the owner of the entire Cabal army.

Cost	Aim	Defense	HP	Shield	Regen	Speed	Size
1200	7	4	45 +15df	0	0	4	Colossal

INT	DIS	STR	RES	REC	MOB	TECH	SENSE	CHARM
9	10	8	9	3	-2	5	6	9

Weapons

- **Range Weapon 1:** Projection Rifle +7 (2~10m, Kinetic)
- **Melee Weapon:** Ground Slam +8 (0~1m, Kinetic), 1m Blast Radius

Abilities

- **Levitation**
Type: Passive
Description: Entity floats 1m above the ground. Entity is immune to fall damage.
- **Multiple Attacks**
Type: Passive
Description: Enemy may make two separate Attacks within a single 2-second Action. This can be two Ranged attacks, a Ranged and a Melee Attack, but not two Melee attacks in a row.

Wild Animals

"Now this is the Law of the Jungle, as old and as true as the sky. The wolf that shall keep it may prosper, but the wolf that shall break it must die. As the creeper that girdles the tree trunk, the law runneth forward and back; For the strength of the pack is the wolf, And the strength of the wolf... Is the pack." — Rudyard Kipling

The Collapse brought devastation like none had ever seen before, and left nature a brutalized place. Guardians will seldom see animals in the wild, and the ones they do see are coveted by individuals or groups for symbolic reasons. The flora and fauna we know today are not the only denizens of the wilds, though. Thanks to the influence of the Traveler, new species evolve and thrive anywhere from Mercury to Mars.. Creatures like Venus's Battadactyl can be spotted by even the most simple of critter-watchers, though not much is known about them. The stat blocks here are generalized groups of animals, intended for Speakers to use them to make specific animals, without having to have different stats for every possibility.

Dwelling: With all the ruins left by the Collapse, you can find animals in all sorts of places, from long-abandoned factories, to mountain caves, or even nesting in the Hanger's rafters.

Combat Strategy: Animals in nature tend to be fairly timid, most choosing to run away unless backed into a corner, only to lash out wildly to escape. The larger, more predatory ones may attack you if they're hungry.

Crustaceans

Carcinization is the word used to describe life repeatedly evolving into the form of crab. This grouping of animals can live in the crushing depths of the sea, or in the equally crushing open air. As they grow, they need to molt off their top layer of shell, but have an indefinite lifespan.

Cost	Aim	Defense	HP	Shield	Regen	Speed	Size
10	0	2	2	0	0	4	Small

INT	DIS	STR	RES	REC	MOB	TECH	SENSE	CHARM
-3	0	3	3	0	-2	-4	6	1

Weapons

- **Melee Weapon:** Claws +3 (0~1m, Kinetic)

Abilities

- **Amphibious:** Entity can breathe underwater as easily as open air.

Small Bird

Birds like these tend to be small and non-threatening, like Pigeons or Chickens. Better at scouting and being out of reach, living on seeds or berries, but can tear you to ribbons in large numbers if you're not delicate. Some, like Ravens or Crows, may even be capable of rudimentary speech...

Cost	Aim	Defense	HP	Shield	Regen	Speed	Size
10	0	2	3 +1df	0	0	6	Small

INT	DIS	STR	RES	REC	MOB	TECH	SENSE	CHARM
-3	0	3	3	0	3	-4	6	1

Weapons

- **Melee Weapon:** Talons / Beak +3 (0~1m, Kinetic)

Abilities

- **Levitation**
Type: Passive
Description: Entity floats 1m above the ground. Entity is immune to fall damage.

Predatory Bird

In the wild, you'll find many more dominant birds floating around. Owls, Hawks, and Eagles that can see mice from far away and dive down within seconds. The bodies of these birds tend to be on the smaller end, but have enormous wingspans to make up for it.

Cost	Aim	Defense	HP	Shield	Regen	Speed	Size
10	0	1	5 +1df	0	0	6	Medium

INT	DIS	STR	RES	REC	MOB	TECH	SENSE	CHARM
-2	-2	5	3	0	4	-2	4	2

Weapons

- **Melee Weapon:** Talons / Beak +5 (0~1m, Kinetic)

Abilities

- **Levitation**

Type: Passive

Description: Entity floats 1m above the ground. Entity is immune to fall damage.

Canines / Felines

Cats and Dogs may have been domesticated long ago, but left largely on their own, only the strongest survive. Wolves, even Lions can fit into this grouping. If you see one, it's likely the rest of the family is nearby.

Cost	Aim	Defense	HP	Shield	Regen	Speed	Size
10	0	1	5 +1df	0	0	7	Small

INT	DIS	STR	RES	REC	MOB	TECH	SENSE	CHARM
-3	0	5	0	0	6	-4	1	0

Weapons

- **Melee Weapon:** Claws +5 (0~1m, Kinetic)

Bears

Picture it; you're in the woods, looking for a recently reported Fallen team, when you climb a hilltop and bump into one of these. A roar fills the area, and it doesn't even matter that the last thing you smelled was honey before this death. Bears are as diverse as the ecosystems that exist. From the Arctic poles to Central America, and maybe even beyond...

Cost	Aim	Defense	HP	Shield	Regen	Speed	Size
20	0	2	8 +2df	0	0	6	Large

INT	DIS	STR	RES	REC	MOB	TECH	SENSE	CHARM
-3	0	7	3	0	3	-4	5	0

Weapons

- **Melee Weapon:** Claws +7 (0~1m, Kinetic)

Making Your Own Stat Blocks

There is more to the universe than just the factions presented here. The Hive and Cabal tell stories of planets left conquered and destroyed. The Fallen were visited by The Traveler before us. Untold more species of intelligent life lay out in the vast beyond, so if you want to add some of them to your stories, this is a **basic guideline** for making your own stat blocks. Having a decent grasp on how strong the enemies already built are will help you on your creature crafting.

Cost and Attribute Points

Each enemy has the same 9 attributes as players. The strength of the unit will dictate how many AP you assign it.

Cost	AP
10	25
20	40
120	90
400	120
1200	250

Limited Cost Difficulty and HP

A 10 Cost entity is likely to only have an Attack of 3-5, and a Defense of 1 or 2, so low level PCs can survive a small ambush of them without being overwhelmed, and can distract higher level PCs and chip shields if they're not dealt with. They typically have about 5 HP, but if they have higher Defense, they should have lower HP.

On the opposite side of the scale, 1200 Cost entities are effectively intended to always be made into Ultras, or at least Majors, so the difficulty and value of them are muddled. Having a Defense of 3 means they're hard to hit normally, without upgrading them, so it's important to keep that in mind while making these entities. The stats on these entities should be a lot higher than other

entities, reaching near peaks or even above them. But few things in life are perfect, and everything can have a weakness. Usually they're slow, but charming or intelligent heads of their faction, with HP pools of roughly 40-50.

Applying Shields

Most of the entities listed don't have shields. The few who do, have about 75% of the HP as comparably costing entities, with the difference made up for in Shields. If you make the Defense of these creatures too high, players will have difficulty beating the Regen on their shields.

PART 5: Example Strike

Tomb of Yaroslav

This Strike is an example that can be used directly or as a starting point for inspiration. It is recommended for Guardians to NOT read through this example strike if they plan on playing through it. It is better left as a surprise.

Preparation

This Strike is intended for Guardians Rank 1 to Rank 3, and is estimated to take around 4 hours of gameplay to complete. This Strike takes place after the events of Destiny 2's main story and before any Expansions. This Strike is intended to be used as an introductory mission for players who are new to Destiny:TTRPG. It has an intentionally simple layout and story arc to avoid getting off track.

Strike Summary

The player's Guardians are tasked by Zavala (The Titan leader of the Vanguard) with investigating an SOS signal from a crashed Guardian jumpship. Upon arriving, they meet up with 'Korvin', an Awoken Warlock who was injured when his ship crashed. Korvin tells the player Guardians that two members of his Fireteam (PBM-20 an Exo Titan and Teks, a Human Hunter) lost radio connection with him as they were exploring a never-before-discovered fallout shelter nearby, and he had not heard from them in two hours. Korvin asks the player Guardians to find the two members of his fireteam and bring them back alive. The two lost Guardians are in trouble, as Fallen entered the ruins after them and are closing in. The player Guardians must descend, fighting through Fallen to rescue Korvin's fireteam.

Strike Background

The SOS signal is coming from a town that has seen little to no activity in over 100 years. It is uncommon for Fallen or Guardians to explore out this way.

Korvin created a sub-surface scanner that him and his fireteam use to search for rare materials and golden age technology. During one of the scans they found a large pocket of air filled with metals and what appears to be life signs. There could be humans that never resurfaced after the collapse hiding down there. As they were on approach, a fallen Skiff collided with Korvin's jumpship mid-air while investigating the same odd signatures. Korvin's team checked on Korvin, to which he urged them to get to the humans first and protect them. One hour after the Guardians descended into the shelter, a fallen captain and a sizable team of fallen leave the crashed skiff and follow the Guardians into the shelter. That's when Korvin realized that he lost radio connection with his team, and started getting his SOS working to signal for backup.

Introduction

Before beginning the Strike, feel free to start off by setting a scene in the Tower, Farm, in the Last City, or wherever your Guardians may live, and give the players time to introduce their Guardians to each other. This will allow players to comfortably get into the flow of the game. Once the players are ready, roleplay Zavala calling the Guardians over the radio and tell them about the distress signal. Zavala will offer the Guardians 5,000 Glimmer Each to investigate.

If time is a concern, skip directly to Novgorod, Russia and read Zavala's dialogue to the players and jump straight into the action.

Novgorod, Russia

"Guardian(s). We picked up a concerning jumpship distress beacon from a Guardian by the name of Korvin. The signal originated from Old Novgorod, Russia. This is quite unusual, as that area has seen little to no activity for some time.

I am assigning this task to you to investigate the situation and assist Korvin by all means necessary. The completion of this task will earn you 5,000 glimmer each.

That is all. Good luck, Guardian(s)."

- Zavala

NPC summary

NPC: Korvin (Awoken Warlock Guardian)

Pros: Intelligent and dedicated.

Cons: Physically Weak

Appearance: Torn and slightly burnt sky-blue Warlock clothing. Helmet is cracked in multiple places and is missing a piece about a 2 inches over Korvin's left eye making the entire eye visible.

Sounds: Voice is low and slightly slow. Has a frequent light cough during conversation, and seems constantly tired.

Behavior: When in conversation, Korvin leans forward, hands clasped, and stares awkwardly into the eyes of whoever is talking.

Knows:

1. The reason why Korvin and their Fireteam are here is because they picked up some underground activity on their scans on the far side of the river. Korvin is more than eager to explain that his ship collided with a Fallen Skiff while over the river. In the crash, Korvin has suffered crippling wounds to his leg, his helmet's radio broke, and his ship's systems fell offline.
2. Korvin has two other Fireteam members. An Exo Titan named PBM-20 and a Human Hunter known as Teks. They went across the river and into a building on that side about two hours before the Fireteam's arrival. 1 hour after PBM-20 and Teks went inside, the Fallen from the crashed Skiff went inside the Building as well. Korvin has not seen anyone else go in or come out since.
3. The entire time Korvin has been here waiting for his Fireteam to return, he has been frantically trying to get his ship's long range radio back online. All Korvin was able to accomplish was getting the distress signal back online. He worries about the fate of his Fireteam, and asks the Guardians to hurry and go in after them.
4. (If the Player Guardians ask) Korvin was not able to count the number of Fallen that went into the cave, but there was "at least 1 Fallen Captain, a Handful of Fallen Vandals, and a Number of Fallen Dregs".

NPC: PBM-20 (Exo Titan Guardian)

Pros: Brave and Strong

Cons: Stubborn and unintelligent

Appearance: Red armor with a dragon motif across the chest. Shining gold faceplate on the helmet. Armor is well kept and incredibly clean with the exception of some recent arc burns across the chest.

Sounds: Booming voice. Quick speech with a very militaristic way of talking.

Behavior: Stands up tall. Patient but is always interested to get straight to the point.

Knows:

1. The main door that leads to the rest of the shelter is hidden and sealed shut. To open the door they need to get power to the facility and get the passcodes to input to the nearby computer to get the door to open. The doorway was probably well-hidden to prevent rival nations from finding any hiding world leaders in a worst-case-scenario.

2. Korvin's scans revealed lifesigns just beyond the hidden shelter doorway. He believes them to be humans.

NPC: Teks (Human Hunter Guardian)

Pros: Brave and Charming

Cons: Physically Weak (ALSO Badly injured, shot in leg, cannot walk)

Appearance: White clean cloak with the lower half soaked in her own blood. Gray armor with orange highlights. Took off her helmet to relax. Long black hair with a tattoo of a 5-pointed star on her left cheek.

Sounds: Upset about getting shot in the leg.

Behavior: Incredibly sarcastic, somewhat sassy, and slightly rude.

Knows:

1. Her leg really hurts, and it's ruining her mood.

Town Map



The '?' marks points where plumes of smoke are rising from the town. The smoke is too thick to tell what is there from a distance. The smoke at '1' is the body of the jumpship, and it is where Korvin can be found trying to repair his radio to call in for backup. The smoke at '2' is where the Fallen Skiff crashed. The remaining plumes of smoke are pieces of debris from either ships.

The green checkmark is where the players spawn in.

The orange '!' is where the entrance to the shelter is and this is where the first combat encounter occurs.

The numbers correspond to the locations listed below:

Crash Site

Located at '1', the body of the jumpship can be found here. This is where Korvin can be found trying to repair his radio and call in for backup. As the player's Guardians approach, Korvin does not notice them. Korvin will respond upset and demanding once he notices them and will usher them over to him. He will tell them that he wants them to save his fireteam and where they can find his Fireteam, but Korvin does not provide further information unless the Guardians ask for

it. After the Guardians are made aware of the situation, they will know where the entrance is and The Speaker should urge the Players into going in after the missing Guardians.

Skiff in the Trees

The location at #2 is incredibly hard to see at a distance since it is surrounded by thick trees and foliage. There is a fallen Skiff (Unit transport vehicle known for carrying 10~20 passengers) that can be found here laying on its side with the front right half smashed in. There are no live Fallen here. There is one dead Vandal, and if the Guardians explore the ship and search the area, they will find 500 glimmer and a lot of footprints leading through the thick trees and over to #3, the shelter.

Shelter Entrance

As the Guardians round the corner, they will stumble across a few enemies. The enemies are as follows:

1 Guardian: 1 Dreg

2 Guardians: 2 Dregs

3~4 Guardians: 1 Dreg + 1 Vandal

5+ Guardians: 2 Vandals

This is intended to be a simple and easy combat encounter to get players warmed up to combat and, if they haven't already, realize that the Fallen have made it here.

The fallen are tasked with guarding the doors, and are not very observant so they are likely to miss any Guardian's peeking around the corner. (being stealthy and peeking around the corner will be a MOBILITY DIFFICULTY +1 check)

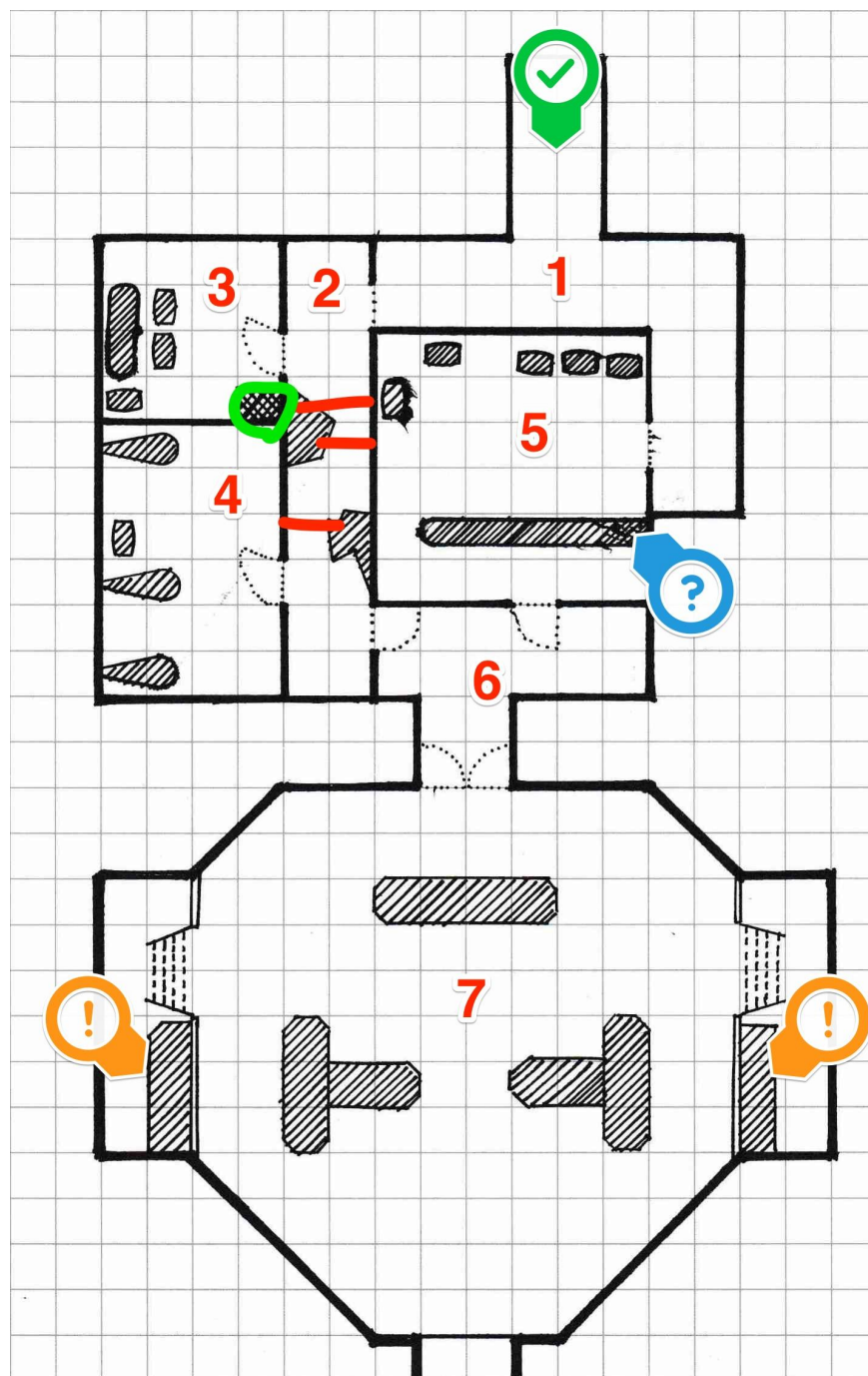
There are double large iron doors that are slanted. The lock appears to have been shot off earlier that day. Once the doors are opened, the players can see that there are cement steps that lead down 7m into darkness. The passage is 2m wide, 3m tall, and sloped at a 45° angle for 5m.

The Bomb Shelter

This shelter appears to be a relic from before the golden age, when humans still attacked other humans. It is built to be incredibly strong and last hundreds of years. Upon entering this bomb shelter, the Guardians must be made aware that this is a Darkness Zone.

If at any time the Guardians decide to rest inside of this place or leave to rest and come back, roll 4df. On a 0 or higher, nothing happens. On a -1 or lower, a few Fallen stumble onto the Guardians and attack them.

Shelter Map



The numbers on this map correspond with different rooms. Read about those rooms below.

Rooms

#1 Entry Hall

This room is made mostly out of cement. The air here is cold and is still and has a smell of rust and mold. There are signs on the walls of this hallway. One that is a nuclear/radioactive symbol, another one that says 'Shelter' in russian. This room is meant to set the feel of the area to come.

The door to the West says 'Employees Only' on it. It is made out of rusted iron and makes a very slight creaking noise upon being opened. The southernmost door that leads into the Receptionist Desk has a window on the top half of the door allowing people to see into the room without opening the door. Read the description in the 'Receptionist Desk' room when a Guardian takes a peek into the room.

#2 Staff Hall

This hallway is partially collapsed inwards. Guardians can easily see that the ceiling fell in to block certain parts. The darker parts of this room are completely blocked by debris. There are also a handful of red lasers coming from the debris and pointing at the wall. (These are Fallen Tripmines) Guardians can sneak through the lasers with a DIFFICULTY 2 MOBILITY check, but cannot see the origin of the lasers without getting close. A DIFFICULTY 4 MOBILITY check will allow the Guardian to sprint through the mines without taking any damage, setting them off behind them. Guardians may also set off the mines by throwing something into them.

The trip mines have a 1m radius explosion and will cause [4df + 6] Attack against any Guardian or enemy unlucky enough to get stuck in one of these.

Any loud noises in this room (Including trip mines going off) will alert all enemies currently in #3 'Storage/Janitor's Closet'. The enemies will storm out and try to ambush the Guardians in the hallway.

#3 Storage/Janitor's Closet

This is a very dry and messy room with a table and a few chairs set up under a single light bulb hanging from the ceiling. In this room, a few Fallen can be found gathered around the table arguing about a card game they just played. The highest ranking Fallen will be accusing one of the lesser fallen of cheating. There will be 2,400 glimmer on the table. If the Guardians are listening, they can hear the bickering. If they wait long enough, the fight turns into a brawl and it

spills out into the hallway. These fallen will not deal serious damage to each other, and if untouched, they will not kill each other and eventually go back to playing their card game.

Here are the Fallen located inside of this room:

1 Guardian: 2 Dregs + 1 Vandal

2~3 Guardians: 2 Dregs + 1 Captain

4+ Guardians: 2 Vandals + 1 Captain

On the table, Guardians can keep the deck of cards and the Glimmer that the fallen were playing with. The deck of cards is an odd deck of 60 cards with Fallen symbols on them.

On the south side of this room, there is a Janitor's locker that contains 1 Legendary Weapon "Angel's Advocate". This is a Kinetic Scout Rifle with the perks 'Rangefinder' and 'Outlaw'. Along with the weapon, the Players find a hand-written note with a 20-letter passcode on it. The letters seem to be random.

#4 Backup Generators

This room contains 3 backup generators. The floor of the room is lowered 10cm into the ground, but the entire room has 3cm of still water in the room. The air is incredibly thick with a slight fog humidity so high it's slightly difficult to breathe and see.

There is a chair in this room along with 3 water-turbine generators. The north-most generator has its intake pipe clogged, it is not receiving any water (TECH Difficulty +1 to figure it out). The second one is rusted completely shut and the internal parts can't move (TECH or SENSE Difficulty +2 to see it). The south-most one is in good condition and has a little red LED light up on the side of it (Easy to see, auto-success). However, the intake valve is shut and the lever to open it is missing. There is a square hole where the lever should go. A good eye (TECH 2+ or SENSE 4+) would notice that some of the wires are hanging low and almost touching the water around their feet.

This part, allow the players to improvise. They may take a lever off of the north generator and use it on the south-most one to get it working, they may use a leg from the chair as a lever, they may try to burn away the debris on Generator 2. Once the generator has water flowing through it, the generator will start to spin up with a soft hum and the red LED turns a bright green. It takes 3 seconds after the light switched for it to spin up to full capacity. When it reaches full capacity, the electricity jumps from the exposed wires to the water on the floor of the room. If any Guardian is in the water when this happens, they must succeed in a MOBILITY DIFFICULTY 3+ check or suffer [4df + 8] ATTACK.

#5 Receptionist Desk

This room is pitch black dark. Without a light source, the Guardians cannot see a thing. With a light source they can see a thick layer of dust covering everything. There are wood chairs on the north part of the room, they have mostly rotted away. The south side has a receptionist desk with a computer that is barely powered on (Located at the bottom corner of the room where a '?' is on the map). Without power, the computer only says "Low Power Warning" on the screen and nothing else.

Once power is restored, then the light in this room turns on and the computer gains power. It has limited access, but it does have a log file filled with dates and the word 'open' or 'closed' next to it. The newest entry is from before the collapse and it reads 'closed'. If the Guardians investigate the computer further (TECH or INTELLECT Difficulty +1) they will discover that there is also a 'Passwords' file that gives the Guardians a 20 letter password. This is the same exact password in the Janitor's locker written on the note.

(Lights off SENSE +4, Lights on SENSE +1) check in exploring this room will reveal a human skeleton behind the chairs along with a random artifact in one hand. If the artifact doesn't make sense, then reroll for a new artifact.

#6 Hall to the Shelter

This hall is incredibly cold. A bit of water can be heard dripping from a crack in the wall and a single fluorescent light flickers a blue-hue overhead illuminating the room. The door to the east reads "Staff Only" in russian and the door to the south reads "Welcome" in russian.

#7 Shelter Doorway

This room is very big. The ceiling extends 7m straight up, and the walls are covered in thick steel plating. The sides of the room are raised 2m with stairs going up to the raised sections. All of the gray blocks here are computer terminals that are 1m tall. The room is dimly lit with red emergency lights overhead. Korvin's Fireteam (PBM-20 and Teks) defended themselves inside of this room against Fallen and the player Guardians arrived just in time to rescue them.

Upon entering this room, the player Guardians will find PBM-20 fighting against a Fallen Captain in melee combat and two Fallen Vandals in the corners of the room shooting at him. Teks is in this room shouting and is taking Handcannon shots at one of the Vandals. Combat immediately starts. PBM-20 prefers to use his fist with a +4 Melee attack against the captain. Teks uses her Handcannon to do a +4 Range attack against a Vandal (With DISADVANTAGE).

After the dust settles, the Guardians introduce themselves and talk with the other Guardians. PBM-20 explains all he knows to the player Guardians, and Teks somewhat pouts in the corner

in pain. PBM-20 says that they need to get that shelter door open to see what is inside as it might be important, and refuses to leave until that job is done.

To open the doorway, the player Guardians must get power running through the facility by fixing a power generator located in room #4, and by finding the password in one of two locations: The locker in room #3 or the powered on computer in room #5. Once power is running, the computer terminals located at the '!' locations marked at the map turn on. They each request a password but can only take 10 letters at a time. The password needs to be cut in half and one half of the password needs to be entered into each to unlock the computers. Upon unlocking, the screens read 'Open Door' as a command. Both computers need to be opened within 3 seconds of each other to open the vault door. ((IF the player Guardian is solo, PBM-20 is more than willing to help out))

Once the door opens up, a large hive Ogre and some Hive pour out of the doorway. The Ogre attacks the chains holding up the door and the door slams shut, sealing the shelter.

- 1 Guardian: 1 Ogre + 4 Thrall
- 2 Guardians: 1 Ogre + 4 Thrall + 2 Acolytes
- 3 Guardians: 1 Ogre + 5 Thrall + 3 Acolytes
- 4 Guardians: 1 Ogre + 6 Thrall + 2 Acolytes + 1 Wizard
- 5+ Guardians: 1 Ogre + 6 Thrall + 3 Acolytes + 2 Wizards

The Ogre will always move towards and attack the Guardian who did the most damage to it the last round. The Thrall will attack the closest Guardian. The Acolytes will first run for cover then randomly pick a Guardian within range to shoot. The Wizard will throw a poison cloud at the most threatening Guardian and then proceed to attack them repeatedly. If a Guardian is solo, then both Teks and PBM-20 will join the fight. 2~3 Guardians, Teks will sit out of the fight. 4+ Guardians, Teks and PBM-20 hide throughout the fight.

Ending the Strike

Once the dust settles, PBM-20 expresses his thanks and states that the Vanguard need to be warned about this hidden hive breeding ground, and that there is not much the Players can do here. PBM-20 carries Teks out on his back to meet up with Kevin, who thanks the Guardians and sends them on their way.

All Guardians who participate in this Strike should be given Experience Points by following the rules in 'Chapter 10: Awarding Guardians'. The Guardians each earn an additional +50xp if PBM-20 makes it out alive and +50xp if Teks makes it out alive. Guardians who participated from beginning to end receive 1 Attribute Point. Guardians also earn 5,000 glimmer each for

completing the Strike. Guardians who finish this Strike gain 4 days to spend as downtime before their next adventure.

Continuing from here

There are two ways to continue from this point forward. Either have Zavala task the Guardians with clearing out the Hive breeding grounds, in which it will require them to delve deeper into the dark into a dangerous location and it is up to you to take up creating your own Hive Strike, or state that another larger team of Guardians has cleared out the infestation and that there are other missions to be played in the future. Either way, these player Guardians are not done with their duties.

PART 6: The Vault

The Vault contains information that does not belong in any of the other sections. Here you can find a Glossary of all the key words for quick reference, legal notices, acknowledgements and thanks to our supporters, and a bit more about Destiny:TabletopRPG

Glossary

[TODO LIST KEYWORDS]

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Steven Rogers is a brilliant playboy philanthropist / wooden roller coaster enthusiast. His love of math, and degree as a software engineer, combined with his passion to explore the Destiny universe that Bungie teased at through their lore books, grimoire cards, and, of course, gameplay missions lead him to build a system designed to let him do just that.



Anthony Thibault is a Canadian-American with a passion for robots and magic. Born in Iowa, raised in Ontario, he's happy to spread his love of robots and magic to anyone who can tolerate his ADHD-fueled mathematical rambling. When his friend Steven had to step off the project, he was more than happy to finish what they'd started.

