

# Destiny FAQ

Destiny is primarily a first person shooter action game with RPG and gameplay elements similar to an MMO, but it is not considered an MMO by Bungie. It has been dubbed a “shared world shooter.”

Destiny was released on September 9th, 2014 and is available for PS3, PS4, Xbox 360 and Xbox One. Bungie has no comment about a PC release. Whether or not it will eventually come to PC is unknown. Playstation 3 and 4 will be getting [timed exclusive Destiny content](#). It will be exclusive until approximately Fall 2015.

There are two DLC packs officially announced for Destiny at this time. The Dark Below was released on December 9th, 2014 and House of Wolves which will release on May 19th 2015 (updated from March 10th 2015 according [to this post](#)).

Additional content is planned for Destiny for the next 10 years.

Destiny: Plague of Darkness is scheduled for September 2015

First DLC for Plague of Darkness - Vex Void

Second DLC for Plague of Darkness - Forge of Gods

[Source](#) & [Additional information](#)

Cross-platform play is not available. Bungie's community manager DeeJ has said in [this video](#) that cross-generation cooperative play will not be possible. Bungie has said [here](#) that you will be able to bring your character and stats from PS3 to PS4 or from 360 to Xbox One.

Xbox LIVE Gold is required to download and play on Xbox platforms. PlayStation Plus is required for some activities on PlayStation platforms.

Destiny is 100% always online. You are never forced to play with other players, however, Strikes, Raids and Crucible require Xbox LIVE Gold/PlayStation Plus to enable matchmaking.

## /r/DestinyTheGame

### Making a post

First, you should read through reddit's [FAQ](#), as well as [reddiquette](#) to find out a bit more about this site and its rules. Then, read our [Rules](#), located in the sidebar. Finally before you post, check out [our Wiki](#).

[other information about TAGS and acceptable types of posts that will be created as a [result of this post](#)]

## Daily and Weekly Posts

[http://www.reddit.com/r/DestinyTheGame/comments/2b95vc/introducing\\_daily\\_themed\\_threads/](http://www.reddit.com/r/DestinyTheGame/comments/2b95vc/introducing_daily_themed_threads/)

### Daily

Daily Heroic Mission and where to find Dead Ghosts and Golden Chests

Daily Bounties

### Monday

Mentor Monday

### Tuesday

Nightfall MegaThread

Rant Tuesday

### Wednesday

Loot Wednesday

### Thursday

Bungie Weekly Update

Lore Thursday

### Friday

Xur MegaThread

Weekly Filthy Casual Report

Friend request Fridays

Saturday

Sunday

Destiny Bug and Feature Tracker

Victory Sunday

## Playing alone versus playing with Others

All Story missions can be completed alone. Strikes and Raids can also be attempted as a single player, but Xbox LIVE Gold/PlayStation Plus is required.

Players can come together to create fireteam of three characters to complete Story missions, and Strikes. Up to 6 players can come together for Raids and Crucible.

### Where to find other players

Check out [/r/fireteams](#) for all of your recruitment needs! Posts regarding finding players for a Raid/Strike will be removed.

<http://firetea.ms/>

<http://www.destinylfg.net/>

<http://destinytracker.com/destiny/lfg>

<http://www.destinylfg.com/>

<http://www.the100.io>

### Clans and Groups

Joining a Clan or Group is another way to find people to play with. According to Bungie, Clans are "intimate clusters of gamers who play together. Our hope is that everyone in a clan knows every other member."

Your Group and Clan name can also be displayed along side your Gamertag/PSN ID.

<https://www.bungie.net/en/Clans/Popular>

<https://www.bungie.net/en/Groups/Popular>

### Reddit Clans

[Reddit](#)

[Xbox 360](#)

[Xbox One](#)

[PS 3](#)

[PS 4](#)

## Game Mechanics

### Characters

A player is allowed a maximum of 3 characters. Those characters have access to the same in game inventory (The Vault) and share some currency (Glimmer). Other currencies (Crucible & Vanguard Marks) are character specific.

### Levels

[A rambling guide/some advice for Destiny once you hit level 20 \(lot's of useful info\) -](#)

[/u/mykkenny](#)

[SPOILERS About to hit Level 20? Here's what to do next. minor spoilers about game modes -](#)

[/u/neubourn](#)

Each kill and bounty completion earns your character experience until Level 20. Armor until this point have arbitrary level requirements and few or no Perks. Once your character reaches Level 20, different armor are available for you to Equip. These Legendary and Exotic items offer a player varying quantities of Light. The total amount of Light a character has between all the equipped armor pieces equates to a Light Level. Currently the Light Level cap is 32, requiring 144 light. A player can purchase armor from Tower Vendors to reach Level 31, but completing the Crota's End Raid is the only way to acquire armor to reach level 32.

### Economy

Trading between different players is not enabled. The gear you earn will tell a story about your Guardian- where you've been, what you've accomplished, and how much time you spend in certain areas. However, the Vault allows a player to transfer gear and items between any of their three characters.

Glimmer

Vanguard Marks

Crucible Marks

Motes of Light

Strange Coins

Exotic Shards

Radiant Energy/Shards

Ascendant Energy/Shards

## **Factions**

[http://www.reddit.com/r/DestinyTheGame/comments/2g7lxx/guide\\_factions/](http://www.reddit.com/r/DestinyTheGame/comments/2g7lxx/guide_factions/)

Vanguard  
Crucible  
Future War Cult  
Dead Orbit  
New Monarchy  
Crota's Bane  
Cryptarc  
The Queen's Wrath (Limited Time Event)  
Iron Banner (Limited Time Event)

## **Bounties**

Bounties are offered by Xander 99-40 and Eris Morn. The bounties refresh every 24 hours. During limited time events, the area directly behind Xander 99-40 opens, and bounties may be received from either the Queen's Emissary during The Queen's Wrath Event or Lord Saladin during Iron Banner.

Exotic Bounties can be randomly obtained from Xander 99-40, to acquire exotic weapons.

## **Reputation**

Reputation can be earned by completing Bounties, Patrol Missions, Public Events, Strikes, Raids, Daily and Weekly Missions as well as competing in Crucible.

Competing in Crucible will only ever earn you Crucible Reputation, Crota's Bane Iron Banner and The Queens Wrath Reputation can only be earned by completing bounties from their respective representatives. However, Vanguard Reputation can be substituted for Future War Cult, Dead Orbit, New Monarchy by equipping a class item purchased from the representing vendor.

## **Locations**

Destiny takes place on Earth, The Moon, Venus, and Mars. The Tower, located on Earth, is a central Hub where players can purchase weapons and armor, acquire Bounties, access their Vault and interact with other players.

Story Missions, Raids and Strikes all utilize the same in game map, with most areas always being accessible for free roaming (Patrol). Crucible matches take place on unique maps found on Earth, The Moon, Venus and Mars.

## **Interested in Maps?**

<http://www.reddit.com/r/DestinyMaps/>

## **Strikes**

<http://destiny.wikia.com/wiki/Strike>

### **List of available Strikes**

Earth - Devils's Lair, Will of Crota (Dark Below DLC)

The Moon - The Summoning Pits, "Moon Strike" (House of Wolves DLC)

Venus - The Nexus, Winter's Run

Mars - Cerberus Vae III, Dust Palace (PS Exclusive), The Undying Mind (Dark Below DLC & PS Exclusive)

## **Raids**

<http://destiny.wikia.com/wiki/Raid>

### **List of available Raids**

Vault of Glass

Crota's End (The Dark Below DLC)

"Reef Raid" (House of Wolves DLC)

## **Crucible**

<http://destiny.wikia.com/wiki/Crucible>

### **List of available Crucible game types**

Clash

Combined Arms

Control

Rumble

Salvage

Skirmish

### **List of available Crucible Maps**

Earth - Twilight Gap, Rusted Lands, Exodus Blue, Skyshock

Moon - First Light, The Anomaly, The Cauldron

Mars - Bastion, Firebase Delphi, Blind Watch, Pantheon

Venus - Shores of Time, Asylum  
(Mercury - The Burning Shrine)

## The Daily and Weekly Refresh

### Daily

#### Bounties and Vendor goods

Each day some Vendors have new items for sale and new bounties available. If bounties are completed during the refresh period and are turned in for the reward, the next time a user will be able to complete the bounty a second time. Otherwise, bounties may only be completed once each day.

Each day there is a Master Post dedicated to the day's Bounties.

#### Mission

The Daily Heroic Mission is a randomly chosen Story Mission available at a higher difficulty than normal. Extra rewards are granted for completing this mission. Each day, the Heroic mission may only be completed once for rewards.

If completion of the Daily Heroic Mission takes place during the daily refreshing period, no reward will be earned by the player.

### Weekly

#### Bounties and Vendor goods

Some Vendors refresh their goods each week, and some bounties are only available during special events which usually last one week.

#### Strike

There are two types of weekly missions. Weekly Heroic Strike and Weekly Nightfall Strikes. Like the Daily Heroic Missions, the strikes are available at a higher difficulty than normal, and extra rewards are granted for completing the Strikes. Each week, the Heroic and Nightfall strikes may only be completed once each for rewards.

If completion of the Weekly Heroic Strike or Nightfall Strike takes place during the daily refreshing period, no reward will be earned by the player.

#### Raid

Raids may be completed once each week on each difficulty. If a player does not complete every section on a raid in one play through, their progress will be saved until the weekly reset.

## **Xursday**

Each week, a unique vendor appears at a random location in the Tower. He sells exotic armor and weapons. There is a master post dedicated to what Xur is selling, and if it is advantageous to purchase from him each week.

## **Grimoire, Dead Ghosts and Golden Chests**

### **Grimoire**

Located at Bungie.net, the Grimoire contains information about enemies, weapons, allies and locations.

Your Grimoire score is displayed below your gamertag/PSN ID on your emblem. It reflects your completion percentage of the game. Killing enemies in PvE and PvP bring up your score and can also result in a player [earning extra bonuses](#) in different areas.

Want a higher score? [Here is how to obtain some illusive cards.](#)

### **Dead Ghosts**

Dead Ghosts also help boost your grimoire score.

Locations of Dead Ghosts that can be found in the Daily Heroic Mission are posted every day.

### **Golden Chests**

There are 5 Golden Chests on each planet, and can be obtained only once per character. The chests contain Glimmer, material specific to each planet and either a weapon, armor, emblem or shader.

Locations of Golden Chests that can be found in the Daily Heroic Mission are posted every day.

## **Guides**

[Links to various user created guides for HM/solo/Nightfall etc]

[Sherpas](#)

[Farming Guides](#)

[Public Event Schedule](#)

[Gold Chest Locations](#)

Dead Ghost Locations



## Known Issues, Bugs and Cheese

Each Week a Bug Tracking Discussion Thread will be posted. That thread is where you voice *positive and constructive* feedback on current issues with the game, community, as well as suggestions for change. In addition, any bugs, cheeses, or glitches in the game can be reported as well. This is an easy place to keep the sub clutter free, while giving the Bungie Developers an easier location to find this information. Any bugs/features/changes will be updated in the Wiki to keep things more organized.

<http://www.reddit.com/r/DestinyTheGame/wiki/destinybugtracking>

## Glossary

[Lifted from [A Newcomer's Guide](#), credit goes to [/u/ForceUser7](#), [/u/Kashima](#), [/u/Killtrox](#), [/u/HappyWulf](#), [/u/Xeans](#), [/u/b4dkarm4](#) and [/u/TeXRex88](#)]

### Pvp

Player(PC) vs Player(PC) (I.E Crucible)

### Pve

Player(PC) vs Environment(or NPC) - strikes, stories, open world, raids, etc...

### NPC

Non-player characters. Generally people you fight for or against that are not controlled by real people.

### PC

Player characters.

### Story mode

normal go to x and do y. Other players will come in and out of your story experience. Sometimes, you will be on your own. Strikes: Your Standard 3 man group play(pve). Matchmaking will be enabled

### Raids

6 player ( or 2 x fireteams) pve content. Matchmaking will not be enabled. These will be much harder and is considered endgame. Also they have something called raid lockouts.

### Raid lockouts

Raids will have a mechanic that does not allow you to benefit from the same boss more than once a week. Other MMOs have physically stopped you from entering the content, hence the word lockout. Datto claims that lockouts will simply mean you no longer get loot from that

specific boss more than once a week. You should be able to run the raid as many times as you would like.

## **Engame**

The apex of content, normally the hardest thing to do in the game. This is what people do once they hit max level. Raids and Pvp can be considered endgame.

## **Loot table**

A predefined set of weapons/armor/vanity items a boss/event can drop.

## **Crafting**

Creating something out of something else(mats)

## **Consumables**

items that disappear after using. I.E Ammo supply. These can be held in your inventory

## **Vendors**

NPCs you purchase/sell things to. There are also Crafting vendors which are a bit more complex

## **Mats**

Materials, used to create other things or to purchase other currencies

## **DE'ing/Disenchanting**

This is where you destroy an item for another item. This is Dismantling in destiny

## **Class Archetypes**

a "Role" in which you class playes( dps, tank,healer,utility)

## **DPS**

Damage per second. This Archetype simply does damage

## **Tank**

This Archetype is meant to absorb/stop/block/redirect damage away from other players

## **Healers**

This Archetype heals/prevents damage.

## **Utility**

This is a class that focuses on boosts. Through Auras,Actives, Passives, etc.. this player will buff/help other players

## **Actives**

skill you activate to use

## **Passives**

skills that don't require activation to use

## **Auras**

generally passives that are shared to other group members, generally within x range

## **Buff**

strengthen yourself or allies; e.g. do more damage, absorb damage, move faster

## **Debuff**

weakens enemies; opposite of buff; do less damages, etc.

## **CC**

(crowd control): immobilize/stun enemies

## **Dot**

(damage over time): e.g. poison

## **AoE**

(area of effect): skills/weapons that effects multiple enemies in an area; e.g. grenade, nova bomb

## **Aggro**

This is the mechanic people refer to that determines if a mob will attack you. Some games have "Agro Tables" in which player generate/lose something called threat. Who ever has the highest threat gets "Agro" aka attacked.

## **Threat**

A mechanic that determines how pissed off you have made a mob/npc. This may not be in Destiny.

## **Leashing**

An advanced agro term, imagine if a mob was a Chain Chomp from super mario, as you get closer it attacks but if you back away far enough it will return to its normal location. Some mobs will be leashed, others will not be.

## **Pull**

To aggro a mob from a distance to make it come to you. Mainly used to safely 'pull' a single mob away from a group so you can deal with it one on one.

## **Mob**

Short for Mobile, common used short hand for any hostile NPC. (aka Mobile Entity. This term has it's roots in MUDs)

## **LOS**

Line of Sight, Some mobs will require LOS to fire/use an ability. Players can use this to their advantage be LOS'ing a mob to stop there cast of abilities. Heavily referred to in game where players can target/lock on to mobs.

## **Adds**

Smaller enemies usually seen during a boss fight, can be summoned more than once. Example:  
The floating things the tank-walker spits out