

Destiny 2 Compendium:

This document contains a list of changes and additions (within reason) that I think should be made in order to encourage a greater overall health of the game. This will cover a wide arrange of subjects, so the changes will be divided into 4 different categories: Armor, Weapons, Abilities and gameplay system changes. The first 3 categories will focus primarily on changing what already exists through “buffs”, “nerfs”, or redesigns where I would attempt to balance a sandbox piece that is problematic to the overall feel of the game. The gameplay system changes will focus more on core systems of Destiny and how they can be reworked. This can range from an activity itself and its gameplay loop or the reward structure for the activity

Armor

Both PvE and PvP have a wide variety of activities and objectives that allow most of the components of the armor sandbox to have some form of role or identity. For example, while movement exotics like St0mp-E55’s don’t offer much in the way of combat, the jumping puzzles that various activities feature allow this exotic (and their Titan and Warlock counterparts) to shine. That being said, there are a few outliers that I think could use some tuning to have their identity shine a little more

Hunter Exotic Armor:

Knucklehead Radar: While this armor piece can be helpful for finding hidden pickups around maps, Top Tree Nightstalker performs the same duty without an exotic and without the need to crouch. On top of this, the radar’s primary identity – being aware of your surroundings even

while aiming down sights – is not particularly helpful in any activity. In order to give PvE hunter players a reason to take Knucklehead, I would make the following changes:

“Enhanced Radar” changed to always improve your radar no matter the player’s situation.

Radar is divided into 4 “tiers”.

Tier 1: No Radar

Tier 2: Standard Radar

Tier 3: Accurate Radar (what is now currently “enhanced radar”)

Tier 4: Long Range Accurate Radar (the same is tier 3, but with increased radius).

With the proposed changes, a Top Tree Nightstalker player can equip the exotic and still see benefit when receiving the “enhanced radar” buff, and player’s that are playing in an activity with “blackout” active (or any other modifier that removes radar), can give their team some awareness through using this exotic, which can prove helpful in dodging a one shot melee from an arc singe blackout thrall. As a bonus, these changes could be made globally with little effect to PvP, as an extended radar range would only give a minor benefit to one of the (currently) 10 subclass trees of hunter, and the moving from a Tier 1 to a Tier 2 radar would only be moderately useful in Momentum control, where radar is disabled by default.

Foetracer: The buff that Foetracer applies is not particularly weak, but when compared to the other options that Hunters have at increasing their damage on an enemy, it falls flat. In order to alleviate this and still keep the core identity of the exotic, I think that the armor piece should move from applying a buff to the player to applying a debuff to marked enemies

Visually marks targeted enemies. Low health marked enemies receive more damage

Oathkeeper: While moderately useful in PvP, being able to hold a charged shot isn't particularly useful to anyone except the most novice bow users. In order to change this I would make the following change

Arrows gain increased damage to combatants the longer their charge is held.

This change would keep in line with the exotic's identity of having an arrow charged up and ready to loose before a fight, while also giving that identity some use in PvE activites. The damage buff granted would not be substantial enough to warrant a user holding their arrows charge every shot, but rather it would be something that a player uses to front load damage in a fight. For example, 3 Guardians are playing a grandmaster and are going to fight a champion. One of the seasonal mods is Anti-Barrier Bow. A player can pre-load and hold their arrow in order to deal a massive amount of initial damage on a blocking barrier champion, allowing their teammates to kill it quickly.

Warlock Exotic Armor:

Apotheosis Veil: Refunding abilities and health on super cast isn't particularly useful, especially as many Warlock supers already give health/ability refund or regen within their supers (Nova Warp, Nova Bomb, Well of Radiance, Top Tree Dawnblade, Etc.). Instead, I would keep what is already there, but add on a reason to want all of your abilities back after using a super

While in Super and shortly after super: All abilities and health are empowered

(empowered abilities regen faster, grenades and melees do more damage, Rifts last longer)

With the suggested changes, a player using their super would have a reason to use all of the recently refunded abilities, even while in the super itself, and for a short duration afterwards. The exotic right now functions as a reversal card, allowing a player with no abilities and no health to have a variety of tools instantly refunded by popping their super, but the issue is that supers already function as decent reversal cards in their own right, and simply giving abilities isn't enough of a change to make running the exotic feel impactful. Now, you not only get a full "down but not out" moment, but you have a brief flash of heightened power during it.

Chromatic Fire: While giving Kinetic weapons firefly and the possibility to break nearby shields is decent, it doesn't feel particularly useful in PvE besides adding some visual flare, I would give these the same treatment that Bombadiers received while ago in order to give them some extra Crowd Control beyond just having Firefly

Explosions have a secondary effect based on subclass energy type

Arc: Blinds Enemies

Solar: Burns Enemies

Void: Suppresses Enemies

Stasis: Slows Enemies

Titan Exotic Armor:

Icefall Mantle: While the exotic isn't bad in its own right, not being able to cancel the effect and being locked into a state of reduced movement feels bad as a player.

Using glacial guard while it is active removes your overshield and refunds a portion of your class ability based on the amount of overshield removed.

This change would increase the quality of life and feel of the exotic, while also giving a slight reimbursement to a player if they managed to not take too much damage in a fight.

Severance Enclosure: In a similar vein to Chromatic Fire, while explosions are nice and can (very rarely) help in a pinch, it doesn't give the exotic enough crowd control to really be feasible, especially if nearby enemies survive the explosion. In the same way, I would also give them the Bombardier treatment

Explosions have a secondary effect based on subclass energy type

Arc: Blinds Enemies

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Void: Suppresses Enemies

Stasis: Slows Enemies

Peacekeepers: While adding a nice array of quality of life buffs to SMG's, these are not particularly useful in PvE, especially in an environment where running 2 SMG's means giving up the damage of a more powerful special weapon. To give them back some fighting power in exchange for giving up a more powerful special weapon, I would add the following:

Rapid SMG hits temporarily increase damage to combatants

The buff itself would work in a similar way to rapid hit, but would require more shots to activate each stack. For example, 10 shots for 1 stack, up to 5 stacks. This way, a player would need to

land 50 consecutive shots with minimal time between them in order to maximize the damage buff, something that would be solved by the Mecha Holster of peacekeepers auto loading SMG's and allowing them to be instantly swapped to. If a player tried to reload their SMG normally and doesn't commit to the double SMG playstyle of Mecha Holsters, they lose that damage buff.

Mk.44 Stand Asides: Mk.44's encourage a playstyle of charging in through enemy fire to deal a hard hitting melee attack on an enemy. The problem that they run into is that after that melee attack, the user is in a pretty rough spot. They have no melee energy, no overshield, and they are likely within close proximity to other enemies. To give the user some cushion room after dealing their melee hit, I would make the following change to the last line of the exotic:

Hits with these abilities recharge a portion of your melee energy and grant an overshield

For situations like charging in to apply melting point to a boss, or burning up a crowd of enemies, the lasting overshield change would make it so that charging headfirst into a boss stomp or crowd arc singe thralls isn't complete suicide.

Anteus Wards: While moderately useful in PvP, the ability to reflect damage in PvE runs into the problem that the enemies we fight are much different than us. There are hardly any attacks that can be reflected back at an enemy that would make a meaningful impact. A hive knight will shrug off its own boomer; a wizard's blast will hardly damage her own shield, etc. Instead, I think the exotics should fully lean into the role of sliding into a fight and telling everything else to get out of the way. Therefore, the change I would make would be:

Sliding after sprinting for a short time reflects projectiles and enemies

This change would probably be a pain to code, but the identity that it would give Wards would be incredible. Obviously, the reflection should only work on minor enemies (think like Tractor Cannon) and not anything too special like a boss. But the idea of being able to send a horde of thralls flying as you drive a wedge through them with your boots, or booping a fist of havoc away from you at just the right time would be an incredible player experience.

Mods

I feel like armor mods are in a pretty decent state, with most of them helping work with certain builds to allow a player to have a unique playstyle, while others allow for a more general style of play, such as high energy fire or Protective Light. The main pain point I think should be changed is moving ammo scavengers to only work on ammo dropped from combatants, rather than anything.

In addition to that, I know that a change to master worked weapon and orb generation is in the works, but I personally think that adding a class item mod that allowed orb generation (since class items already thematically deal with orbs) for weapon types would be a good fix for the solution (since orb generation was mentioned as taking up a weapon perk, this would relieve some of that pressure from weapons and put it on class items). The mods could be divided up for each respective weapon type, such as “Hand Cannon Orb Generation” or “Shotgun Orb Generation”.

An argument could also be made for nerfing combat mods for PvP, specifically High Energy fire, but that’s something that is not quite cut and dry.

Weapons

For PvE, most weapons feel fairly decent/usable and only in select few circumstances do weapons feel underutilized. In high level content (Grand Masters, Day 1 Raids) where the player performance thresholds are much tighter, Pulse Rifles in particular feel like they don't really have much of a role. They are decent long range damage, but Scout Rifles outperform them pretty easily in that sector, while Sidearms and SMG's outperform them at closer range. In terms of being a general tool, handcannons outperform them in that sector as well. Obviously without having more precise metrics at my disposal it is harder to pass judgement on the PvE weapon sandbox, but Pulses feel lacking in identity right now, perhaps more so than any other weapon type.

PvP however, is a much easier environment to judge, as there are various websites that use the API in order to get a general idea for weapon viability, not to mention the vast swath of media and the greater general consensus of the community that allows someone like me on the front end to pass judgement easier.

In terms of the Primary weapon sandbox, most weapon types are in a pretty decent state, and the sandbox is in (arguably) the best state that it's been in since the Primary/Special system was reintroduced with Forsaken. With that being said there are a few archetypes and exotics that could use further tuning.

360 RPM Auto Rifles: These auto rifles occupy a similar range bracket as 140 RPM handcannons, and even boast a similar TTK, which can be further improved by damage perks. However, in their neutral state, the fact that these weapons fill a similar role to 140 Rpm handcannons without all the added benefits they bring (the ability to shoot in and out of cover, heightened in air accuracy, greater overall accuracy, etc.) leaves this archetype of weapon feeling

lacking. Some weapons in the archetype boast the ability to get higher range than normal (False Promises) through a higher zoom factor, but that leaves the weapon lacking at close range encounters. At this point, such a weapon is trying (and failing) to fulfill the role of a Pulse or Scout Rifle, while losing the close range ability that is normally seen in autorifles. To alleviate this issue, I think that a slight range buff would help to alleviate some of this archetype's identity issues.

180 RPM Scout Rifles: When compared to the other archetypes of scout's 180's don't really carve out their own role. 150's have high range, a fast ttk, but require all crits. 200's have less range, a slightly slower ttk, but are much more forgiving. 260's are very forgiving, and more usable at closer ranges, at cost of a much slower TTK. 180's offer the worst TTK of the batch, and don't even off the ease of access that 200's or even 260's do. Unless a 180 can roll with some unique perk that can make it have a niche (such as Box Breathing), it doesn't really have too much purpose. Personally, I think that the 180's should go the way of the 150 RPM hand cannon, and simply be merged with another archetype, as it's intrinsic stats put it at too close of a spot to its neighboring archetypes to really unique.

Sidearms and Fusions are in a bit of a strange spot right now as well (especially High Impact Fusions) are in a strange spot, but it remains to be seen how much of that is due to the non hitscan bug that they currently suffer from.

Lightweight Pulse Rifles: Similar to 180 RPM scout rifles, Lightweight pulse rifles are inferior to all of the counterparts statistically. Their optimal TTK is slower, requires more precision from the user, and only has a so-so body shot TTK. I would adjust their precision multiplier values to give them a competitive TTK. A value of 38 damage on a headshot would give them a speedy

.67 TTK, but would still require all crits to achieve. If the player missed a shot or landed a body shot, they would be left with the same body shot TTK as before, making it a weapon that rewarded accurate play heavily, and punished misses moderately (similar to the 750 RPM Aggressive SMG archetype).

The problem that many weapon archetypes in Destiny suffer from isn't with the archetype itself, but rather the weapon that are currently available for it. Many archetypes aren't necessarily bad, but do not feature many (if any) weapons that can best show off their uniqueness. SMG's in particular are in a tricky state, where the zoom factor in the SMG is one of the most important deciding factors as to its viability in PvP. You can take 2 SMG's from the exact same archetype, with the exact same perks, and one will be substantially better than the other simply because of its zoom. Fusion rifles are also in a similar spot, with a massive portion of Fusion rifle usage attributed to a single roll of the Main Ingredient that Xur sold a few weeks ago. In this way, the weapon archetype itself does not need a buff, but it simply needs weapons to be designed with the correct stats and perk options that can make it a viable option.

Special Weapons

Despite the minor changes to the cost of scavenger mods with season 15, special weapons and their usage is still tremendously high in PvP, especially in comparison to primary weapons. This somewhat feeds into the discussion of abilities, but as it stands right now, the primary source of kills for the majority of players is not their primary weapon, but instead a mix of special weapons and abilities.

I think that all special weapons need reigning in to some extent (except for Trace Rifles), and perhaps a large portion of that tuning could come through ammo economy changes. Without the ability to test myself it is hard to say, but a player can easily go an entire game with extremely high kills without ever firing a primary weapon, simply because the effectiveness of a special weapon combined with the overabundance of ammo makes it possible. How much of that is due to ammo economy? How much of it is due to the power of the weapon type itself? It's hard to say.

Exotics

For PvE, most exotics are in a pretty good spot. While not all of them are “good”, they do all mostly offer a unique style of play that has its own role. Those that were falling behind (like the Heavy Snipers) are receiving buffs soon. Out of the weapon not receiving buffs, there are a couple that could use some help in PvE, and some that could use a little bit of a nudge up or down in PvP

Salvation's Grip: It's pretty commonly agreed that Salvation's exists as a story tool to unlock additional Stasis aspects... and that's about it. The grenade launcher has some extremely minor use with focusing lens, and not much else going for it. For this grenade launcher, anything short of a complete rework will probably not be enough to make this weapon used in any capacity. In an environment where there are myriad ways to freeze enemies, both through weapons or abilities, sacrificing both a heavy and an exotic slot in order to freeze something just isn't enough. Perhaps something along the lines of dealing heavily increased damage (in comparison to a normal grenade launcher) to frozen enemies would suffice?

The Queenbreaker: Queenbreaker's most unique aspect is the fact that it shoots blinding bullets, but when various other legendary weapons, abilities, or even exotic armors apply similar "blinding" debuffs, it becomes clear that it really isn't worth using, and especially not worth an exotic slot. To alleviate this, I would reinforce the idea of debuffing an enemy at range and change it so that blinded enemies are more vulnerable to damage. Keeping the identity of Queenbreaker being a ranged debuff applier, while making the actual debuff that it applies substantial enough to warrant taking in activities.

The Chaperone: After the recent shotgun tuning changes, Chaperone has grown more and more powerful in comparison, able to reliably put out an instant kill at ranges much further than other shotguns, while also rewarding body shots with a high rate of fire and high body shot damage. To alleviate these growing pains, I would slightly reduce the overall range on the gun to put it slightly more in line with other slug shotguns (without roadborn), and set its RPM to 65 to put it in line with Duality and other slug shotguns.

Lorentz Driver: In PvP, there's been consistent feedback that Lorentz Driver feels to "easy" to use, and is similar to pre-nerf Arbalest in its ability to consistently land headshots in its effective range, even though heavy flinch. In order to alleviate this issue, I would adjust its bullet bending and accuracy values to be slightly weaker than Arbalest (as it's exotic perk is significantly more useful in PvP). This will help to keep it largely unchanged in PvE, and put it more in line with its kinetic counterpart in PvP.

Huckleberry: In PvE, the Huckleberry is a fantastic tool for tearing through hordes of weaker enemies without any need to reload. In PvP, however, the low zoom and low range factor make Huckleberry a poor choice in comparison to other SMG's that sport more of an effective fighting

range. To alleviate this issue, I would give it a base zoom value of 16 (instead of 13) to put its range more in line with the other 2 exotic SMG's

Tarrabah: To be honest, Tarrabah doesn't really need a change in PvE or PvP, but man would I sure love a catalyst for it personally, so I'm just going to throw in my own suggestion for one that would help to keep the current identity of the weapon while

Tarrabah Catalyst: Final blows generate extra charge

Weapon Mods

The various weapon mods are all somewhat balanced in comparison to each other, with the noticeable exceptions of various Adept Mods, Icarus Grip, and Quick Access Sling. The issue of Quick Access has already been addressed at the time of writing, so I'll skip past that.

Icarus Grip: Simply put, on almost PvP scenario, Icarus is easily the best mod to use for any given weapon. An argument can be made for some weapon types, like scout's and Pulses, but for the majority of situations – Icarus reigns king. Nerfing Icarus would be an extremely controversial move however, so instead I think that the correct move would be to move Icarus from being a weapon mod to being an armor mod. This would allow for greater competition within the weapon mod slot, and the mod could be placed in the arm slot so that it can compete with the other highly desirable PvP mods like Dexterities, Fastball, and Loaders (also arm mods thematically give bonuses to weapon, so that's nice too). This is obviously a dramatic change, but I cannot conceive of any other way to bring the other mods into use without making multiple changes to those mods themselves or nerfing Icarus Grip itself.

Adept Mods: On the flip side, some of the recently introduced adept mods feature stat penalties that give the player little to no reason to use them over a mod that doesn't hurt some aspect of their play. In certain situations (like Adept Backup mag on Reed's Regret), the added benefit of the adept mod does literally nothing for specific weapons, while costing the player a massive portion of their handling stat. It's literally no better than backup magazine in terms of ammo capacity, but it also destroys another of your stats for no reason at all. In that sense, I would severely reduce or remove the stat penalties for the adept mods that feature them.

Weapon Perks

For the amount of weapon perks that exist, the amount of them that are in a troubling spot is surprisingly few. That being said, more balance should always be the goal, so here we go:

Adagio: Adagio has the potential to be an upgrade to your weapon, but it also has the potential to be a downgrade as well (and is more often than not the latter). In order to alleviate this issue and make adagio a perk that changes the feel of a weapon while also improving it while active, a higher damage buff multiple should be given to make its overall DPS increase in par with something like Rampage x1 or Rampage x2, while giving the benefit of that extra front loaded damage at the cost of not being able to reach the DPS of something like Rampage x3 or Multikill Clip x3.

Danger Zone: In keeping with the theme of the perk, an increase of damage will both help the player feel like they are in the "danger zone", while also giving some extra practical benefit out of the perk.

Underdog: The concept behind underdog is strong (giving the player extra strength in their weakest state), but a simple buff to reload speed isn't enough to give it edge, especially in comparison to something like Pulse Monitor that just gives you an instant reload rather than simply buffing your reload speed. In order to help this, I would make underdog function similar to Killing Wind so that as the player's health gets lower and lower, they will get increasing benefits to their reload speed, handling, mobility, and ADS strafe speed, further buying into the concept of surviving by the skin of your teeth.

Recombination: While very effective in PvE, the fact that the perk is more effective at lower frame rates in PvP can leave it feel as if it's more of a dice roll than anything. In order to fix this, I would make it so that Recombination will always apply extra damage in PvP, even while above 30 FPS.

Redirection: The perk feels like it requires the player to heavily alter their choice of enemy targeting in order to gain a damage buff on a specific class of enemy. To help make the perk more usable in a wider variety of situations, I would change the perk so that in addition to what it already does, it also does the inverse: Damage to powerful opponent increases damage to rank and file enemies. However, this may be difficult to code, as you essentially need to keep track of 2 different types of redirection at once (damage from normal foes to powerful ones, and powerful ones to normal foes), and knowing what I know about the way that Destiny functions, having 1 perk essentially perform 2 functions may not be possible.

Dual Loader: Simply put, there isn't much reason to run dual loader when perks like Autoloading holster, Recombination, or other reload centric perks can accomplish the same objectives without adding a harsh downside. To alleviate this and to add a reason to run Dual

Loader aside from being slightly beneficial in very specific scenarios, I believe that the reload penalty should be removed

Snapshot: On most weapons, Snapshot fits fairly well into the sandbox in terms of its own strength. But when it comes to Snipers in PvP, Snapshot runs into the same problems that pre-nerf quickdraw had with shotguns. If a player is using a Sniper in PvP and it has the ability to roll Snapshot, that perk is the best choice for the slot it rolls in no matter what. To make snapshot have some cost to running the perk, I would change the perk to do the following: **Increases the effects of handling on ADS speed.** Functioning in a similar way to Threat Detector, this would make it so that weapons with high handling would get the most benefit out of Snapshot, while also making it so that the perk doesn't completely negate the downsides of a low handling weapon like. In this way, the Rapid Fire archetype of snipers, which sees comparatively low use, would be more appealing due to their high handling stat (similar to how Lightweight frame shotguns became more appealing after the nerfs to quickdraw). With this change, Snapshot's inherent identity will remain the same (it improves the ADS speed of a weapon), but it also gives other perks more breathing room, as it does not instantly set that ADS modifier to a near instant value. For general reference, I think that a baseline 70 or so handling + snapshot should be equivalent to current snapshot levels, with higher levels of handling giving even faster aiming speeds

Abilities

For PvE, most abilities feel fairly well tuned and see use in a variety of activities. On top of this, the balancing of exotic armor also plays a large part into the balancing of abilities, as armor often

affects the strength and function of abilities. I'll abstain from any reworks in regards to void abilities as I know that is coming with Season 16.

Behemoth: The class suffers in both its feel and effectiveness when it comes to nearly all aspects of the class in PvE. The super is very good at generating massive amounts of ice, but without specifically running Cryoclast (and even when running it), it struggles with actually breaking through that ice (and whatever is inside of it). To alleviate this issue and cause allow Behemoth to be better at and ice generating and shattering roaming super, I would make the following changes:

- **Increased radius for shattering ice while sprinting in super**
- **Using a heavy attack will shatter existing ice before making new ice**

These two changes alone should massively help the feel of the subclass when it comes to clearing enemies in the super, as the user will spend less time moving from frozen target to frozen target and running through them and more time killing targets in large batches.

For PvP, the super feels noticeably weak when compared to other roaming supers, and the movement with it still feels moderately clunky with the decreased speed on Shiver strike. To alleviate these issues, I would make the following changes:

- **Increase damage resistance to 50%**
- **Increase shiver strike speed by 10%**

Way of a Thousand Cuts (Middle Tree Solar Hunter): Another subclass that feels underpowered in both PvE and PvP activities (barring Mayhem), both the Blade barrage super and the neutral game of the class feel lackluster. Do help give the super some leverage

back in its role of a fast, high damage add clear super, I would increase the amount of knives thrown in each volley, and increase the blast radius of each knife. For PvE, this will help to give the super some extra cushion when targeting a large group of enemies, and will help with their consistency in killing other Guardians in PvP. For the Knife Trick melee ability, I would add a charging mechanic to the throw that the player can release at their leisure. Not holding the charge and instantly casting the knives will give the same effect that they have now, while holding in the knives for a long charge will reduce the spread of the fan and make possible to more accurately hit smaller targets. In addition to that, I would change the burn effect on the knives so that a target will burn for a longer duration hit with more knives. For PvP, this will increase their lethality against Guardians. For PvE, this will make it viable to stick a target with a larger HP pool with 3 knives and still activate the “Playing with Fire” ability.

Ability Regeneration: For PvP especially, the presence and power of abilities is a hot topic. At the time of writing this, the TWAB that will speak on changes to abilities will be coming out in 1 day, so I’m sure much of what I’m going to say is going to be invalid, but I’ll write about it for the sake of getting my thoughts out there.

For PvP, the overall strength of abilities isn’t necessarily overtuned (with a few exceptions like Shatter Dive, Celestial Fire, or Knockout). The key issue is rooted in how these abilities are gained and how often. For practically every ability, including your super, the best way to gain it before your opponent is to sit back and... do nothing. That’s it. As it stands right now, the difference between your ability regen and the enemies ability regen is how high your stats are (with a few minor exception when it comes to things like Heart of Inmost Light, Frosties, etc.). My personal solution to this problem is fairly simple.

All abilities have a set regeneration rate. Discipline, Strength, Intellect and your class stat instead dictate the amount of energy gained from kills, assists, and objective play.

I'm not too sold personally on linking non super abilities to kills, but for the sake of consistency I'll leave that suggestion as it is. With the suggested change, players will still actively gain their supers and other abilities by simply playing the game, but will also be rewarded with increased charge rate for actively playing the game and contributing to a match. In conjunction with this, other sources of ability regen would also need to be reduced in order to foster a sandbox that encourages more gunplay, which would include nerfs to things like ionic traces on Middle Tree Arc Warlock, Frostiecs, Whisper of Shards, Tectonic Harvest, etc.

With the suggested changes, the sandbox would hopefully move towards one that is centered on engaging in fights and participating in gunplay with abilities infrequently thrown in to flip the scales of a fight.

11/18 TWAB Addendum

Everything written from this point onwards takes place after the release of the 11/18 TWAB that focuses on the restructuring of the abilities sandbox, which somewhat invalidates much of what I have written in the past. For sake of context, it will still be left there. In fact, some of the changes implemented will have similar theoretical results to those that I suggested, particularly the changes to super energy regeneration. The objective of my suggested changes and the changes outlined in the TWAB both work towards the same goal: To reward active gunplay and fighting with increased super regeneration, and move the shift from current

optimal super regenerating strategy focusing on passive play. The method taken to reach that objective differs somewhat, but the end result is likely to be the same. With that being said, I'll add a few notes with potential worries about problems that may arise in the new ability sandbox, but there is a good chance that they are unfounded simply due to the lack of greater detail about some of the changes, or the scope of the changes being so great that it is impossible for someone to predict their result without actual gameplay testing.

- **Varied Super Cooldowns**

- The charge rates of supers are now set into various tiers, which seem to be loosely divided into how many opponents each super can kill with a cast. "One and done" supers are placed in the higher, faster-charging tiers, whereas roaming supers that can clear through a greater amount of opponents recharge faster. The chief worry that I have with this change is that the utility and overall importance of a super can vary greatly depending upon the activity that the player is in. For PVE, high damage one and done supers like Thundercrash and Nova Bomb are highly important for killing bosses in high end activities. Conversely, a roaming super is almost non-important for such situations, where the primary focus of a fireteam is a single enemy. On the PVP side of things, long lasting roaming supers like Hammer of Sol and Dawnblade can be extremely impactful in high player count respawning game modes where they have the potential to get 5 or more kills amidst the chaos of 6v6. In the same regard, one and done supers like Thundercrash don't sway the tide of a game nearly as much, and are often saved for shutting down the aforementioned supers. However, in a game mode like Trials of Osiris where a single kill can easily sway the tide of a round, an easy to

use one-and-done super can be vastly more impactful than a roaming super when all that is needed is a single, quick kill.

- **Super regeneration based upon damage dealt/received**

- The primary concern with this change is dependent upon whether or not damage dealt will charge more super energy than damage received. If the two are equal, there isn't much of an issue, though some damage tanking builds like Rime Titan, or Stag/Assembler Warlock could have their supers charge disproportionately fast without the risk that other classes face to taking damage. However, if damage dealt gives more super energy than damage received, this could disproportionately affect players who use Primary weapons that are suited to a more close range playstyle. A player that has to move from cover to cover, taking light amount of damage as they close the gap with an SMG, Sidearms, or even Autorifles will see their supers charging slower than players with Handcannons, Pulse Rifles, or Scout Rifles, which can consistently deal damage at much more varied ranges.
- On a similar note, my aforementioned notes about the strength of special weapons is somewhat addressed by the change, as it is implied the damage with special weapons will be significantly worse at regenerating super than Primary weapons, leading to a strong incentive to use the latter.

I think that aside from the above mentioned, the rest of the changes in the TWAB today seem to be theoretical sound, or not enough of an outlier on paper that they are worth mentioning without getting actual play testing with them

Gameplay Systems

In this category I'll talk about a few topics that I can't really fit in anywhere else, primarily dealing with activities and the incentives behind playing them.

High End Core Playlist Reworks:

Survival: There's a variety of changes (of various development difficulty) that could be made to survival to make it actually worth playing again. However, I think a bare minimum change could be the following:

- **Add class item that has a unique ornament for each "rank" of Glory**

A simple cosmetic reward for playing Survival would be more than enough to bring many players to compete in the game mode, and incentive for climbing higher in the ranks would help to alleviate population issues beyond the 2100 cliff that has been seen with past Survival rewards (namely pinnacle weapons). In addition to a cosmetic change, the class item would either need to:

1. Be reset every season, giving players the need to re earn their Glory as their ranks reset

2. Have a new class item with each season (more work obviously), giving players a the need to re-earn their Glory each season, but also give players a permanent reward for playing well in past season that they can show off at any time.

Another change that could be made is to give some reason to wear the class item besides visual appeal or bragging right. Such changes could include:

1. Increased Crucible reputation gain while equipped
 2. Increased Crucible Reputation Gain while equipped (scales with Glory Rank)
 3. Increased Crucible playlist weapon drops
 4. Crucible Playlist weapons have a chance to drop with an extra perk in the 4th column
- **Add player incentive to play after reaching their desired rank**
- A simple boost to Crucible reputation gains at progressively higher ranks would probably suffice in encourage players to put themselves through the added difficulty of a 3v3 “competitive” activity, as it stands right now there is no reason to play Survival over Control, as the activity rewards are the exact same

Nightfalls: Nightfall’s have a moderate amount of incentive and reward to run them, but being what I see as the Vanguard analogue to Survival, I think their structure should also be similar

-**Add a class item that has a unique ornament for portions of seasonal Grandmaster Nightfalls completed**

Similar to having a class item that scales with Glory rank, with the highest tier unlocked after reaching Legend, a Class item that scales with GM's completed, with the highest tier unlocked after clearing all GM's in a season would be comparable.

Similar to Crucible, the same changes to reputation and playlist exclusive drops could also be made.

Gambit: Gambit doesn't have an analogous activity to Nightfalls or Survival, so the first step would be adding such an activity, and making similar changes as mentioned before (This is something that is obviously much easier said than done).

Overall, I think that Survival is in the greatest need of some extra player incentive of the three mentioned activities, and the baseline incentive required for it is relatively small (just the class item alone would be a massive start).

Trials of Osiris: I know that this playlist is a constant work in progress, and that a vendor refresh is coming with Witch Queen, but my chief concern with the activity remains regardless of those facts. As it stands right now, Trials is an activity that is focused on loot, and the desirability of that loot relates to the population of the activity, which relates to the general success of the activity. Right now, we are receiving 1 new Trials weapon per season, and the older weapons have also had their perk pools expanded. The new weapons have been extremely desirable, and are cause for moderate boosts in population when they are first available. However, I worry that the current diversity of loot is not being refreshed at the rate that is sufficient enough to coagulate player loss over time. I have a feeling that this will become even more prevalent as the current "long season" progresses (unless there is something planned for the loot pool with the

anniversary update). For a standard length season, I think that 1 new weapon is just a little under the amount of “freshness” that the playerbase needs to sustain them until the next weapon drops. My only suggestion would be to either add more new items (perhaps 2 new weapons instead of 1), or have the updated perk pools add more desirable rolls. As far as the latter goes, the current newly added rolls possible the current Trials weapons are not strong enough to give the greater population incentive to farm them. For example, Hip fire grip and moving target aren’t really all that special on Shayura’s wrath, but if that slot was given the possibility of rolling Rangefinder(I know this would probably be too strong, but bear with the example), it would drive a decent amount of the playerbase to play in attempt to get that new roll. I think that if the added perk pools to weapons are considered carefully, they can essentially generate the desire to play that might be lacking later in seasons as people get their desired rolls of the 1 new weapon.

Player/Clan Housing

This is obviously a monumental suggestion, one that would likely take year(s) of development time, but I think that Destiny lacks the depth of player expression that many other MMO’s have. As it stands right now we have our Ghost Shell, our Sparrow (which is mostly dominated by “Always on Time” because it is statistically superior), our Ship, and our Armor. Aside from adding something like a rework to the sparrow system similar to the one that Ghosts received, adding a hub for a player to return to and customize on their own is something that I would view as the pinnacle of expression. Being able to decorate the housing accordingly with various accomplishments that the players have achieved in order to make their own unique space would be monumental. Having it so that those that cleared the Vault of Glass with contest mode on get Attheon’s head to place in their private space would be an example of one such decoration. Obviously, monetary incentive for such a change could also be made, with decorations and other

such items also being sold by Eververse. Giving each player their own space might be too great of an ask, but a clan space would fill the same role (and also give some added reason to be in a clan). Even then, having each clan have their own unique Hub might simply not be possible within the confines of the game's engine, so this is more wishful thinking than anything.

The rest of the gameplay systems section will be added unto as more ideas come to me over time, as it stands right now it was more of a place to shove the other changes that I think would be beneficial that don't really fit anywhere else in the paper.

Conclusion

This paper doesn't cover nearly as much as I want to (especially in regards to thing like new weapon perk ideas or new exotic ideas), but I wanted a good baseline start to get my thoughts down on paper in a somewhat organized manner. It was haphazardly typed out in a couple of days, so I'm sure there are a few typos, grammatical errors, formatting issues, and suggested changes with unforeseen consequences that I didn't anticipate. But as it stands right now, it's a good starting point to see my personal philosophies with game Design and with Destiny's game design in particular.