



THE GUARDIAN'S GUIDE TO DESTINY 2

By Jacob Strick



WELCOME TO DESTINY 2

- A FPS with RPG and “loot shooter” elements. Very fun and addicting!
- As a Guardian of the Last City you must protect the survivors of humanity from alien and cosmic threats from beyond.
- Set in a Sci-Fi/Fantasy universe where you can wield mystical powers of light and darkness while shooting a machine gun.
- Activities are a mix of PVP and PVE and can be played solo or with friends.
- Gain power and take on the endgame activities – dungeons and raids – for the most coveted weapons and armor.



THE STORY SO FAR

- ▶ Years ago, Earth was visited by a mysterious entity: **The Traveler**. Humanity experienced a Golden Age and expanded to the stars.
- ▶ However... The Traveler had an enemy in the **Darkness** which laid waste to humanity in an event referred to as The Collapse.
- ▶ In its final act The Traveler sacrificed itself to create **Ghosts**, sentient machine helpers that resurrect humans into powerful Guardians.
- ▶ Now you must fend off threats to humanity and The Traveler from cosmic threats – all while wielding the power of the **Light**.
- ▶ It's a tough job, but someone's gotta do it!



EYES UP, GUARDIAN

- A Guardian wields an arsenal of sci-fi guns to take down foes. Ka-zap!
- But the Traveler's light has also granted them incredible powers: powerful **Melee** and **Grenade** attacks, a defensive **Class** move and a devastating **Super** move. These are all on timers so knowing when to use them is critical.
- You'll be facing off against a multitude of enemies: the militaristic *Cabal* empire, the scavenger race of *The Fallen*, the machine lifeforms of the *Vex*, the grotesque *Hive*, the undead *Scorn* & the shadowy *Taken*.



TITANS

- The front-line defense, ready to charge in and punch the enemy to death.
- Class Ability generates a barricade shield to defend from oncoming fire.
- Solar Titans wield flaming hammers while healing and buffing damage.
- An Arc Titan's body is a lightning bolt. Stagger enemies with blinding speed!
- Void Titans defend with overshield and cast a large protective dome with a Super.
- Crayon Eaters.



WARLOCKS

- Long-distant fighters with strong defensive support.
- Class Ability spawns a healing or offensive buff.
- Solar Warlocks are powerful healers who can also conjure flying swords of fire.
- Arc Warlocks summon Arc Souls to attack alongside the fireteam.
- Void Warlocks destabilize enemies and devour their energy.
- Space Wizard.



HUNTERS

- Roguish assassins who excel in high damage output and stealth.
- Their Class ability is a rolling dodge that reloads weapons or recharges melee.
- A Solar Hunters throws scorching blades then melts foes with a Golden Gun.
- An Arc Hunter can quickly clear a room with devastating strikes.
- A Void Hunter ensnares and debuffs, then vanishes in smoke.
- Edgelords.



RITUAL ACTIVITIES

- ▶ Vanguard Strikes are co-operative linear story missions for three players. Each week a mission is chosen for a Nightfall variant. The more difficult the Nightfall, the better the rewards.
- ▶ Crucible deathmatch is generally 6v6 but during weekends **Trials of Osiris** is a more challenging 3v3 experience with the best PVP loot – if you can survive seven rounds. Once a month there is also a team-based mode called **Iron Banner** with unique modifiers.
- ▶ Gambit is a 4v4 variation on a horde mode where you also have to contend with invasions from the enemy team. Kill the boss first to win!
- ▶ Each mode has its own rank reward track and unique weapons and armor to earn.



DESTINATIONS

- These are large shared-instanced maps filled with activities and secrets. A great way to earn XP on your own or with a couple buddies.
- Each destination has a fixed landing zone (but sometimes feature more than one).
- Each destination has a vendor with their own bounties. Some have rank rewards too!
- Placed around the map are patrol beacons. They will instruct you to kill specific enemies, collect resources or travel to a location to earn XP.
- Public Events occur from time to time and will cause Guardians to flock to a specific spot.
- For greater challenges and rewards seek out Lost Sectors hidden around the destination.



WEAPONS

- The Guardian has three weapon slots: Kinetic, Energy & Power.
- **Kinetic weapons** are more powerful against unshielded foes while **Energy weapons** are more effective on shielded enemies.
- **Primary weapons** have unlimited ammo while **Special weapons** are stronger but have limited ammo.
- **Power weapons** are exclusive to the power slot and have purple ammo bricks.
- You can equip an extra-powerful Golden Age **Exotic** weapon in one of the slots to give you a leg up in combat.



ARMOR

- There are five armor slots: Head, Arms, Chest, Legs and a Class-specific item.
- Armor pieces determine a player's stats in Speed, Defense, Recovery, Grenade, Super attack and Melee.
- These stats roll randomly but in higher amounts in more difficult activities.
- Mod each armor piece to suit your type of play. Buildcraft to reduce ability downtime, increase your attack power and stay alive.
- You may equip one piece of exotic armor – exclusive to your player class – to gain an edge on the battlefield.



LIGHT & DARKNESS

- ▶ Your Guardian will receive the Traveler's powers of the light: **Solar**, **Arc** and **Void**. This is your subclass.
- ▶ These subclasses feature different abilities, grenades, aspects & fragments and devastating supers – you're really going to want to try them all!
- ▶ As of The Final Shape there are three additional Darkness subclasses: **Stasis**, **Strand** and **Prismatic**. However you will have to own the campaign expansion that particular subclass originates from.
- ▶ Have fun blowing things up!



THE TOWER

- The Tower overlooks the Last City and is the main social hub of the game. The majority of vendors are here as well as representatives for various game modes.
- Zavala is the Titan Vanguard and is in charge of **Strikes** and **Nightfalls**.
- Lord Shaxx oversees the Crucible and Saint-14 opens the **Trials of Osiris** each weekend. Once a month Lord Saladin arrives for the **Iron Banner**.
- The Drifter runs **Gambit** but likes to keep a low profile in the Tower annex. Don't tell the Vanguard!



THE TOWER PT. 2

- The Gunsmith sells weapon, mods and features their own rank rewards track.
- The Cryptarch, Rahool, decodes your engrams* into weapons and armor.
- Tess Everis of the Eververse store sells cosmetics for in-game and real currency.
- Ikora is the Warlock Vanguard and teaches you new Solar, Arc and Void abilities.
- Ada-1 is the armor vendor and helps you better customize your look.

*Engrams are the gashapons of D2. You can either pop them open for a random result or “focus” them at the appropriate vendor for a specific roll.



TIPS FOR BLUEBERRIES (NEW GUARDIANS)

- Almost every enemy has a critical weak point. You'll know if you're getting Precision Damage if the dmg numbers are gold colored.
- You should equip both one primary ammo and one special ammo weapon at all times. Running "double primary" is a big no-no.
- A diamond on your radar means "go here" but you're lost during a mission simply bring up your ghost and a diamond will appear in front of you on the next objective.
- If you're dying a lot hang back and play it safe. If you're surrounded always keep moving. And don't forget to use your defensive Class ability (shield/rift/dodge).



KNOW YOUR FOE

- Enemies come in three varieties of strength: minor, major and boss. Their health bars are Red, Orange and Yellow respectively.
- Likewise, primary ammo weapons are great for minor mobs, special ammo weapons are effective on major enemies and power weapons are best for bosses.
- Occasionally enemies have an elemental shield. Matching your causes the shield to weaken and explode – damaging any nearby baddies!
- An exception is an invulnerable white shield which can only be removed through a specific mechanic. That can be anything from capturing a plate, dunking an orb or using an artifact!



YOUR POWER LEVEL & YOU

- Your Power is an average of your equipped weapon and armor power + XP levels.
- In campaign missions, Crucible or while on planetary destinations everyone will face the game difficulty level – regardless of their power.
- Power will be a factor during Vanguard missions/Nightfalls, Trials of Osiris, Dungeons, Raids and any other high level activities.
- If your power is under an activity's Power Cap it'll be too difficult. Level up and raise your equipment's power to match or exceed this cap!
- Starting with the release of “The Final Shape” the player with the highest Power level brings their teammates up to five Power below them. Yay!



WEAPON TIPS

- How can you instantly tell if your new gun is good? Read the perks! If the perks complement each other, it's a keeper!
- If the weapon's no good but its Power Level is higher than what you currently have, be sure to Infuse it into your favorite gear to raise your overall Power. The same goes for armor!
- Weapon modding is simple: there's only one Mod slot per weapon (the perk is random) and Exotics can't be modded – though they can be improved by earning their Catalyst.
- If there's a dot floating above an enemy's head you can activate a finisher move – it's quick and it saves you ammo.



ARMOR TIPS

- Get your Resilience stat as close to 100 as possible for max damage reduction.
- Armor that rolls with a spread of 60+ points is good! Keep in mind a stat's effectiveness increases every 10 points.
- You can spend resources to level up a piece of armor so that it has up to 10 energy to spend amongst armor mods.
- When focusing engrams into armor rolls the meta is to equip the Discipline Armorer (grenade) Mod on your ghost. Resilience and Recovery stats tend to get a good, spiky boost too!



DEFINING YOUR GAMEPLAY LOOP

Modding your armor is how you create your own play style. To give you an idea, here's an example Guardian:

- **Head:** Siphon mods create Orbs of Power on rapid kills. Pick up orbs by walking over them for temporary Armor Charge (AC).
- **Arms:** Melee and Grenade stats buffed while AC is active. Increase reload speed.
- **Chest:** Elemental damage resistance mods. Flinch reduction from incoming fire.
- **Legs:** AC activate Surge mods, increasing damage on weapons of chosen energy type.
- **Class Item:** Time Dilation mod extends timer on AC. Overshield on Finisher move.



ADDITIONAL RESOURCES

- ▶ light.gg (Community weapon rankings)
- ▶ d2armorpicker.com (Armor and mod optimizer)
- ▶ destinyitemmanager.com (Loadout creator)
- ▶ bray.tech (Progression tracker)

- ▶ [Destiny: The Movie](#) (All campaign cinematics up until Destiny 2: Nightfall)
- ▶ [Destiny 2 Seasonal Cutscene Archive](#)

- ▶ [Destiny 2 In-Game Promo Codes](#) (Free cosmetic Emblems & Shaders)