

Destiny 2's Loot System

This document covers my issues with the current loot system revolving around crafting, my proposed solution, and in depth reasoning.

Issues with the Current System

Crafting is a fundamentally flawed system that doesn't accurately reward casual OR hardcore players for their time investment. I firmly believe my proposed solution would greatly improve the experience of acquiring desired weapon rolls for casual AND hardcore players alike.

My main problems with crafting are:

It frustrates casual players because they have to grind an activity over and over to get the red borders to craft a weapon they want, and then they have to spend tons of time and/or materials to actually put the perks they want on the weapon.

It makes hardcore players bored because any non-red border drops from activities don't matter at all since they'll eventually craft all the weapons.

Then once they do get all the red borders they want, the activity becomes pointless because they already have the best loot possible. It's impossible to ever get anything better, so why should they replay the activity for effectively no rewards?

Most new weapons that come out are craftable, leading to an oversaturation of enhanced perks. This easy access to desirable enhanced perks causes many non-craftable weapons to feel lackluster or even redundant when compared to their craftable counterparts.

Most weapon types have a craftable weapon of most damage types. Because of this, the only way to make new weapons desirable is to give them significantly stronger perk combinations than their counterparts. This accelerates power creep. This also causes all loot to be entirely boring for a large portion of players. Almost any weapon drop from any activity will be worse than a similar crafted weapon, so they instantly dismantle everything. Getting loot has lost its excitement altogether.

Here's my take on a possible solution to these problems that (in theory) makes it even easier for casuals to get a "good enough" roll, while giving hardcore players something to actually grind for if they want perfection.

Weapon Alteration

Discontinue weapon crafting in the game and replace it with the "Weapon Alteration" feature. Crafted weapons that players have in their inventory/vault will remain unchanged, but crafting recipes and the crafter itself will be removed. The crafter will be replaced by the "Weapon Alteration Kiosk/Station/thing".

(Crafting could also remain in the game, but only for the currently craftable weapons. No new weapons would ever be craftable, and I believe players would rather engage in this new system than crafting, so removing the feature altogether would allow for a less confusing transition to Weapon Altering.)

The New System

Any legendary weapon in the game can be put into the kiosk to unlock its "alterations". The kiosk allows players to select a weapon from their inventory and make up to 2 **alterations**. These **alterations** can be changing a perk (barrel, mag, or final 2 columns), changing the masterwork, or enhancing a perk. Any **alterations** made to a weapon can be reverted if a player wants to use different alterations, but the weapon can only ever have 2 **alterations** applied at one time.

Alteration Examples

If I got a 3/5 weapon roll with the wrong final 2 perks, I could **alter** the final 2 perks to the ones I wanted, but couldn't enhance them

If I got a 5/5 roll, I could enhance both of the 2 final perks

If I got a 4/5 roll missing the mag perk I wanted, I could **alter** the mag perk and enhance one of the final 2 perks OR enhance both final column perks but keep the undesired mag

If I got a 0/5 roll, I could **alter** the final 2 perks to my desired perks but couldn't enhance them OR I could **alter** and enhance one of the final perks

Costs of Alteration

In order to unlock **alterations** on a weapon, 2 of that same weapon must be **“consumed”**. For example, if I wanted to enhance the final 2 perks on a 5/5 Subjunctive I got, I would need to get 2 more Subjunctives to drop. I would then **consume** those drops, effectively dismantling them, in order to unlock **alterations** on my original Subjunctive. Once a weapon has unlocked **alterations** by **consuming** 2 other drops of the weapon, the 2 **alterations** can be changed around at the kiosk at any time, for a small cost (glimmer or something similar).

Enhanced Perk Changes

This change would also allow Bungie to be more creative with enhanced perks. Many of them are incredibly weak or even completely useless in their current forms, while only a few of them provide meaningful benefits. I believe this is due to the fact that every single player is pretty much guaranteed to get weapons with both of their desired enhanced perks after a reasonably short time commitment. Due to this, strong enhanced perks would drastically accelerate power creep. This new **alteration** system would make it harder to get a weapon with 2 desired enhanced perks, allowing for some of the enhanced perks that only give minor stat bumps to be changed in order to be slightly more powerful. Enhanced perks like incandescent and demolitionist should be the baseline power for enhanced perks, where the effect is noticeable and beneficial, but not significant enough to be absolutely necessary in order for a weapon to be good.

Mementos and Leveling

As far as mementos and weapon leveling, I think they should both be purely cosmetic. Once you unlock **alterations** on a weapon by **consuming** 2 other copies of that weapon, you can insert a memento and start leveling the weapon up. The memento shader would still be unlocked at a certain level (20-25) to show a player's time commitment to that weapon. I think this change would move weapon levels from a system that players are forced to invest time/resources into to get the perks they want, to something that players **WANT** to engage in to truly show how much they use and/or like a weapon.

Adept Weapons

Adept weapons are a difficult topic to tackle. The game currently doesn't do enough to differentiate these weapons from their non-adept versions. Adept weapons should be something that incentivizes players to run some of the hardest activities in the game, while not being strong enough to completely outclass their standard counterparts. In my opinion, the easiest way to do this is make them stand out cosmetically. Not just with a different shader that players will inevitably replace though. I think they should have some sort of shine or glow to make them look special. They don't need entirely new models, but something as simple as a glowing aura coming from the weapon would make them visibly special. I also think that with the new weapon [alteration](#) system, adept weapons would be able to have 3 [alterations](#), rather than 2. This would make it easier to get god rolls and enhance perks for adept weapons, while not making them immensely more powerful than non-adept ones. The only thing that would set them apart from the normal versions would be a shine/glow, the +2 to all stats for the masterwork, and the extra [alteration](#). I feel that this would be enough to make adept weapons worth chasing but still not so much stronger that casual players feel handicapped.

Results of the New System

This system would bring back RNG as an important mechanic where players would need to grind if they want to get a perfect 5/5 with enhanced perks. At the same time, players would only need 3 drops of a weapon to be able to change the 2 most important perks to the ones they want, although they wouldn't be able to enhance them. It also removes the need for ascendant alloy in the game, which from what I've heard, the majority of players dislike grinding for. This system would also allow Bungie to add new weapons with similar rolls to weapons already in the game. It would be much harder for players to get a perfect god roll with 2 enhanced perks, so having multiple sources for similar weapons would be beneficial to players. In the current system, this isn't the case because once a player gets a weapon crafted, all similar weapons become effectively irrelevant. This system would also cause enhanced perks to actually feel more special, rather than something that everyone has on every gun. Adept weapons would also be easily recognizable and feel cool to use. Farming master raids would make it easier to get god rolls due to having 3 [alterations](#), while the content is more difficult, which is how it should be.

Potential Issues of Weapon Altering

This new system, in its current state, would certainly have some issues that I'm not exactly sure how to address:

- Needing to **consume** 2 of the same weapon to enhance another one would incentivize players to store 2 "trash rolls" of every weapon in their vault to prepare for unlocking **alterations** on a desirable roll once it drops. This could be very frustrating for players with the current limit on vault space and lack of a "search" or more customizable "sort" feature in the vault in game. A possible solution to this would be to slightly raise the number of "**consumes**" needed in order to unlock **alterations** (to maybe 5), but once a player unlocks **alterations** for a weapon, all future copies of that weapon will have **alterations** unlocked when they drop. This could be kept track of and viewed for each weapon in the collections screen. This would also give the weapons collection screen a bigger purpose as without being able to reclaim weapons with random rolls or even see the possible rolls a weapon can get, the weapon collections screen is practically useless.
- Many enhanced perks would have to be reworked to be powerful enough that they actually incentivize hardcore players to grind for 5/5 rolls. Currently, many enhanced perks aren't worth chasing, so even hardcore players would just get a 3/5 weapon, **alter** it to get the last 2 perks they want, and be done. This would cause playtime for an activity to be even lower than it currently is since once you get a 3/5 for the weapons you want, you're effectively done with an activity. There is very little incentive to chase a 5/5 to get 2 enhanced perks when many enhanced perks just add +5 to a stat. Changing enhanced perks to be more beneficial while not becoming OP would fix this issue, but that's very difficult to do.
- As with every new system, there would be tons of issues and oversights that I haven't thought of yet. I'll try to keep this list updated as I think of more problems this new system might introduce, along with some possible solutions.

Conclusion

I believe this change would be the “best of both worlds” between the old and new methods of getting weapons. Gone are the days of running an activity hundreds of times just to get a decent roll. Gone are the days of deleting every drop for 20-30 runs of an activity until you get all the red borders you need and then never running the activity again. This new system would allow players to only need 3 drops of a weapon to guarantee the 2 final column perks they want, while still giving hardcore players a reason to grind activities to keep getting closer to the “perfect god roll” with 2 enhanced perks AND their desired barrel, mag, and masterwork. This change would get players the rolls they need for builds to function or for solid dps faster, while also giving players more to grind for if they want to put in the time. It would cause enhanced perks to actually have a trade off unless you get a 5/5 to drop (since you would have to choose between **altering** the mag, barrel, mw, perks, or enhancing perks), and keep loot drops exciting for longer. Just 3 drops of a weapon guarantees you a usable roll, but every weapon drop you get is still exciting because it could be that 5/5 you could enhance for a “perfect god roll”. This system would increase player engagement in activities, decelerate power creep, and return the thrill of getting a weapon to drop all throughout Destiny 2.

Colors correspond to new KEYWORDS involved with the new system:

Alteration: relates the system of alteration to change/enhance weapons

Consume: relates to the system of sacrificing weapons to unlock alterations