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Bungie via Polygon In Destiny 2: Shadowkeep, there are loads of new sources for powerful items. And with all players starting on even footing at 750 power, the power grind is much simpler than before. However, there are still plenty of tricks to utilize while trying to grow your Guardian's strength. If you're looking to compete in the raid race for Garden of Salvation, or just want to keep current with Destiny's harder content, you'll need to level smart. We can help with that. Here's how to reach 950 power in Destiny 2: Shadowkeep, and push beyond with Pinnacle drops. Step 1: Reach 900 With Destiny 2: Shadowkeep, 900 is the soft cap. This is the level when you'll stop seeing power upgrades from random blue items. You want to hit 900 as quickly as you possibly can in Shadowkeep — before you even start the campaign is ideal. There are a few good ways to do that. Turning in tokens If you're a veteran Destiny 2 player, you'll likely have an excess of tokens or planetary materials to turn into different vendors. As you rank up these vendors, you'll get rewards to increase your power up to 900. If you feel like dropping hundreds or thousands of tokens on your first character, you'll get through this process much faster than the alternative. Completing activities This is something everyone can do, regardless of how many leftover items you have from previous seasons. You can run Crucible matches, Strikes, Public Events, Lost Sectors, or whatever you want to increase your power. As long as it drops a blue piece of loot, it can increase your level. Play the Shadowkeep campaign If you forgo the first step, you'll likely be around 860 or 870 by campaign's end. The reason we recommend you don't start the campaign until 900 is that the campaign tends to drop decent items for you, even if you're over-leveled for all the missions. This is partially due to a new system where most blue items drop at your maximum gear score. That means if you're 902 and have a helmet stuck at 898, a new blue helmet can drop for you at 902, giving you a big boost even after you've hit the soft cap. At the end of the campaign, Ikora will give you a class-specific Exotic. This drop is what's known as a Pinnacle drop, meaning it offers massive power gains. Regardless of whether you're using the token method, you should absolutely farm to 900 before picking up Ikora's loot. Complete challenges Bungie via Polygon At 900, you'll unlock new Challenges around the solar system. You can see them in the Destination menu denoted with a gold star against a blue background. There are several new or revised Challenges this season, and Bungie retired many of the older ones. If you hover over a challenge's icon, you'll get detailed descriptions on how to complete it. Powerful drops aren't all equal. Tier 1 drops offer small boosts from your max gear power level. Tier 2 drops offer slightly better than Tier 1, with Pinnacle drops offering five or more additional power above your current level. Here are all the Challenges currently available in Destiny 2: Shadowkeep: Complete three playlist Strikes as the same subclass as the daily burn (Tier 1) Complete Nightfall: The Ordeal. Earn five completion points by completing on different difficulties (Tier 1) Earn 100,000 points in a single Nightfall: The Ordeal run (Pinnacle) Complete three Gambit matches of any kind (Tier 2) Complete four Crucible matches in the core playlists (Tier 1) Complete four Crucible matches in the rotating playlists (Tier 1) Complete the Flashpoint on the weekly featured planet (Tier 1) Complete eight Gambit bounties (Tier 1) Complete eight Gunsmith bounties (Tier 1) Complete eight Strike bounties (Tier 1) Earn Clan XP (Tier 2) Weekly Moon bounty (Tier 1) Complete Eris' fireteam memory (Tier 1) Complete three Nightmare hunts on the Moon (Tier 1) Level up your Artifact Bungie via Polygon Your seasonal Artifact can grant you bonus power that increases your ability to fight without affecting your Light level. This bonus exists across all of your characters, and is a great way to over-level content by just playing the game. Our best advice for leveling your Artifact up is to always be working on Bounties of some kind. Bounties give a ton of XP, and Artifact levels get more and more expensive every time you level up. Note that the new power display system on your character is very confusing with the bonus power system. You need to hover over your power to see what your gear power is separate from your Artifact power. Repeat on other characters When you're all done with your first character, it's time to log into a new class and do it over again. Like before, you want to make sure you hit 900 first, then start doing the rest. Hitting 900 is very easy on a new character. Transfer all of your high level weapons from your first character over to give them an instant boost. Then go into your seasonal offerings to grab any season armor you've unlocked. With both of those systems, you should probably be in the high 850s before you even start using tokens or power grinding. How to hit 950+ Once you're 950, the only way to go higher is through Pinnacle rewards like the 100,000 point Nightfall: The Ordeal. We'll have a better idea of exactly how to get above 950 once players have started reaching that level. Destiny 2 has improved greatly over the years, taking in troves of feedback from the community to steadily provide a better experience. Everything from the weapons sandbox to endgame content, to PvP structure, has been shifted over its four years of updates. As always, there are still a number of hot topics among players in terms of quality and past changes to the game. There are general agreements across each aspect of Destiny 2's growing catalog of content, but a few fans still insist on some unpopular sentiments. The Champion System Is Genuinely Good With the Shadowkeep expansion kicking off Year 3, Destiny 2 introduced the champion system to the game. This system puts specialty enemies in higher tier content, which requires specific mods and mechanics in order to take down. Redditor FlyingAlpacal asserts that "Champions are genuinely a good system, it's just the champion MOD system that sucks." Many people might just chalk it up to a bad design overall, but it is true that, in fact, the mod system to stun champions is somewhat inconsistent, depending on what type of weapon is featured in each season. Power Leveling Is Unnecessary A major debate among the community is the leveling system, which requires players to constantly complete Powerful and Pinnacle challenges every season to prepare their guardian for new content. While some love the grind, others simply see it as another annoying chore. Rather than leveling, Redditor Broke Ass Grunt suggests that "it's better when you just pick difficulty outright from a menu." This would indeed simplify difficulty and wipe out the need to level every season, but it would undoubtedly upset the more dedicated fanbase. Gambit Isn't Bad Ever since its launch in Forsaken, the Gambit has been a touchy subject among the community. In fact, its popularity as a ritual game mode has decreased dramatically over the years, given its numerous issues with weapon balancing and inconsistent mechanics. Not all share this sentiment, however, as Redditor solesupply simply writes "Gambit Is Fun". Much of the Destiny 2 fanbase is hyper-fixated on perfect balancing among each game mode, but it's clear that some guardians would rather just look to enjoy the experience rather than aim for a perfect result. Six-Player Matchmade Activities Are Boring Six-player activities such as Menagerie and Dares Of Eternity have been met with widespread acclaim, as they allow a casual experience alongside other random guardians at any time. While some have been better than others, they are generally more well-received than other seasonal activities. That being said, guardians like Reason7322 disagree, claiming they are "snoozefest without a fail condition." Given how powerful guardians have become in Destiny 2, it's true that the enemy density and combat encounters can become somewhat trivial this far into the game. If Bungie can add more mechanical challenges to push the pacing in Witch Queen's six-player activity, it would perhaps satisfy those looking for more of a challenge. Patrols Are A Good Experience Scattered around each Destiny 2 zone are patrol missions, which are nodes that offer some brief lore and a small challenge to complete. The main criticism with patrol is that they offer little-to-no rewards, so the payoff is often not worth the trouble. Redditor Oroban Green disagrees, saying "[it is] still my favorite mode to this day." Admittedly, patrols have the unique feature of encouraging exploration of each zone while allowing the player to accomplish each challenge in a variety of ways. If Bungie could simply add some more meaningful rewards to them, there's no doubt they would become more enticing. Eris Morn Is The Best Character Destiny 2 has featured a diverse collection of memorable characters, the most popular being icons like Cayde-6 and The Drifter. However, one character that has gone unnoticed for a while is Eris Morn, the Darkness-infused warlock leading the charge against the Hive. Fans like sgnve12345 agree and point out that "she's had more character development, good lines, the BEST backstory...". She's not the most charismatic, but she does have an incredibly cool background in the lore, and she is far more powerful than most players realize. Hopefully, she'll take center stage in The Witch Queen. Some Content Doesn't Need To Be Accessible To Everyone One of the main changes Bungie has made over the past few years is making the leveling process easier, which gives more players the chance to hop into higher-tier content. Alongside this change, they have also given dedicated players more incentive to guide newcomers with exclusive in-game rewards. This has shifted the skill gap considerably in PvP and PVE, but Redditor ohmywade writes, "some content was not made for everyone." Meaning, it's ok to gatekeep some of the most difficult challenges to the most dedicated players willing to put in the effort. It comes at a cost, however, as making this change will undoubtedly lead to a smaller player population. Lore Is Still Inaccessible As is common in MMOs, Destiny 2 has an incredible depth of lore that covers everything from character backstories to the origins of The Light and Darkness. Bungie has done a stupendous job in incorporating more storytelling into the seasonal gameplay, but some deeper aspects are still hidden in lore books. Fans like Correct-Attorney-461 want a better system, commenting that "lore is incredibly inaccessible for new players." It's true that most of Destiny 2's story is more easily uncovered via online forums or YouTube content, rather than in-game. Perhaps it could shift towards a system that mirrors Elder Scrolls Online, in which each zone has a dedicated questline and the story unfolds more directly through gameplay. Titans Are Lacking In Diverse Gameplay A fun rivalry in the Destiny 2 community has always been to determine which class remains supreme, among Warlocks, Titans, and Hunters alike. They each feature unique subclass abilities for a variety of different content, but to some, not all are made equal. Redditor ThatGuyFromTheMovie writes "The variety just isn't there even if the classes are effective." Titan's abilities usually center around simply smashing or throwing things, while Warlock and Hunter have a more diverse skill set to round out their arsenal. New abilities centered around other weapons like swords, maces, or axes could definitely be implemented to spice up the gameplay a bit more. Sunsetting Was A Good Idea During Year 3, Bungie announced the concept of sunsetting, which would add a power-cap to gear after a certain time period so it couldn't be carried forward into new content forever. This decision faced massive backlash from the community until it was eventually reverted while Bungie went back to the drawing board. A few players like DeerTrivia think that "it should have continued". The main benefit of sunsetting was that it incentivized the acquisition of new gear on a regular basis, but on the other hand, it gave an expiration date to that same gear as soon as players earned it. With such a double-edged sword, it will be interesting to see what other options Bungie comes up with to solve the problem of power creep. Next: 10 Best Weapons Players Can Get In The Base Skyrim Game

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