

Generic Divinity Supplement - Divine Host

By Pokebrat_J

What is a god without an army of angels at his beck and call? Or a devil without demons answering to his every demand? These are your soldiers, your warriors, your followers. This is your Divine Host, an army of entities that will serve you the best they can.

You receive **2000 Host Points** to customize your Divine Host however you see fit.

Information:

A Divine Host may seem like any other army you may acquire, but that is not the case at all. A Divine Host are entities that are derived from your very divinity, small shards of the great being that is you. They embody aspects of yourself, both good and bad, as well as possessing abilities related to the Domains that you chose in the **[Generic Divinity Jump]**.

And yet, despite that, they are still their own beings. Sure, some can be about as intelligent as a dog, but they do have their own thoughts, feelings, and beliefs.

Additionally, your Divine Host does not only contain a singular type of entity with all sharing the same level of power. No, there is a hierarchy amongst them.

Lesser entities aren't all that intelligent or powerful, but much more numerous and easier to control, making for great fodder or servitors. They have the easiest time being manifested or summoned by your followers, and can be used as familiars.

Standard entities are similar in sentience and intelligence to humans, should you wish it. They make up the backbone of any of your forces, and are great all-rounders. Though more costly to summon than the Lesser entities, they are well worth it.

Greater entities are much more powerful than the Standard entities, though are more specialized in their capabilities. Which is not to say that they are worse than Standard entities, as a Greater entity will always be able to defeat a Standard entity. They are much more costly to summon than Standard entities, with some of the stronger ones requiring certain rituals to properly do so.

And finally there are the Exalted entities, those who are to Greater entities as they are to Standard. These are the big guns that you send out when you want shit done, all around great at what they do, though the ones who specialize are among the best of the best. In order to materialize them, most mortals would have to complete complex and powerful rituals.

This is just the different levels of power, though, and not the limit of what beings can be under your control, and there is no limit on how many different types you can create.

As their master, you can materialize any number of your Divine Host for an indefinite period of time, whenever and almost wherever you desire.

Customization:

Options purchased here will affect all members of your Host, with the more powerful the member, the more powerful the perk's effect will be.

Conversion: Should you find that the stipend here isn't enough for you to purchase everything you want, then you can convert CP from the main **[Generic Divinity]** into HP at a ratio of 1:2.

Import [Free]: While your divine army is something to behold, are there others who have followed you here? Ones who have stood by your side? With this, you may import any number of Followers and Companions to join your ranks. Followers will be converted into Standard entities, while your Companions will be the first of your Exalted.

Host Aesthetics [Free]: Of course, now is the time when you must decide the aesthetics of your Host. What do they look like, their divine forms made to your exact specificities. This will only decide the general look of each caste of your Host, though there can be different looks for different types of entities even within the same caste. Will they be angelic figures, a horde of rampaging demons, beautiful and terrible monsters? That is a question only you can answer.

Host Culture [Free]: Of course, should you desire more than mindless automatons who only exist to serve you, they will be individuals, thinking beings and as such will develop their own culture. Of course, this culture will be whatever you desire, as is well within your right. If you want to take inspiration from a previous civilization, leave them as tribal savages, or allow them to develop their own culture naturally, all the more power to you.

Host Size [Free/50]: But what use is an army if it has no numbers? To start off with, you will possess 5,000 entities within your divine host, independent from those whom you have imported. It starts off mostly of Lesser entities, and there are few, if any, Exalted amongst their ranks. But by spending **[50]**, you may receive an additional 1,000 added to your host. This option can be taken multiple times.

Divine Senses [50]: Though nowhere near as powerful as your own senses, your host's own are nothing to scoff at. In fact, their five senses match, and even surpass the best the animal kingdom has to offer. Additionally, like you, they are able to sense the supernatural, just on a smaller scale.

Elemental [50]: Mortals seem to be fascinated with the elements, their myths and stories filled with those who could control them with nothing more than their will. For your host, this fantasy is reality, able to create and control the elements, ranging from fire to stone to light. This option can be taken multiple times.

Flight [50]: If there is one thing almost every mortal has dreamed of at least once, it was the ability to fly. Your host is able to achieve that dream, whether through wings or through sheer will, they are capable of flight for an extended period of time. When men look to the skies, let them know that your forces are with them.

Mounts [50]: Everyone knows that walking is for peasants, and the only real way to travel is by riding. Your Host is capable of summoning mounts to their side, to ride as well as fight with. This can range from animals like a basic horse all the way to sci-fi motorcycles. Should you have purchased **[Flight]**, then instead it shall be the mounts who can fly, from the majestic pegasus to miniature rocket ships.

Professional [50]: There isn't much for warriors to do outside of battle, even for your host. Should you wish to correct this oversight, this purchase will make them highly skilled in various professions. Bakers and blacksmiths, writers and engineers. There are few limits to the skills of those who follow you.

Resistant [50]: Terrifying is the foe who will take the strongest blows and keeps moving afterwards. Though this isn't quite at that level, your host is resistant to a certain type of damage, cutting it down to half its effectiveness. Be it slashing or blunt attacks, or something elemental like fire and frost. This option can be taken multiple times, but you cannot choose the same resistance twice.

Sacred Equipment [50]: As powerful as your army may be, an army still needs weapons and armor to fight their battles effectively. By purchasing this, your Host can summon weapons and armor onto their persons that scale in power with them, and are perfect for channeling their powers through.

Divine Smite [100]: Sometimes, your soldiers will encounter enemies equal or stronger than they are, and so need something to tip the odds in their favor. Your Host can now imbue their attacks with a divine energy in order to better slay their enemies. What this energy is depends on you and your domains, so it's very unlikely for the Host of an ocean god to imbue their weapons with fire.

God's Ear [100]: Sometimes, your Host would be useless without your direction, sometimes they must deliver important messages faster than they can move, and sometimes they just need to have a chat with you. You can now telepathically communicate with any number of your Host at any time, and they you. You can, of course, cut off this connection if you want, or give off a feeling when you want to be left alone.

God's Eyes [100]: Your Host is your mighty hand, those you send out on missions when you are too busy to do it yourself. So, if you want to get the most accurate picture of what your Host is doing at any moment, you might like this option. With it, you may now look through the eyes of any number of your host whenever you want, as well as being able to hear what they hear.

Helpful Summons [100]: This is less of an upgrade that benefits you, and more one for your mortal followers. Should you wish for them to have an edge in combat, members of your Host are now much easier to summon to their side than before. Be it in mana cost, ritual reagents, or sacrifices, the process is much more efficient and thus requires less in order to function.

Unending Loyalty [100]: As unthinkable as it may seem, it is entirely possible for members of your Host to be subverted and convinced to betray you, or even become too ambitious for their own good. For an extra bit of security, the loyalty your Host has for you is the stuff of legends. Even the thought of going against your will is such an alien and foreign concept that they just can't understand it. It would take the work of other gods in order to even start convincing them to break that loyalty.

Mighty [100, Free Terrestrial]: Your Host is not burdened by the physical limitations that plague mortals. Your loyal soldiers are mightier than almost any mortal, enjoying an increase to their strength and endurance. Swinging around massive weapons and tanking powerful blows that few mortals could survive, your forces are a powerful force indeed.

Graceful [100, Free Celestial]: Brute strength is all well and good, but there are those who prefer their forces to be more elegant. Indeed, your Host has been blessed with great speed and dexterity, seemingly dancing through their opposition when engaged in battle. When the enemy strikes, they'll just flow around them and strike with graceful precision.

Firepower [100, Free Infernal]: Forget strength or dexterity, magic is where the real power lies, and that belief is something represented within your host. In addition to their increased capabilities in magic, they also possess a decent resistance to magic, reducing its effects on them by a quarter. Best part is that your Host now has long-range options that aren't just bows or guns!

Logical [100, Free Artificial]: As flashy as magic is, and how iconic strength and speed is, many seem to forget that it is not just those factors that result in victory. The mind is the ultimate weapon, as seen in your Host. Your forces are now blessed with increased intelligence, as well as increased processing speed, making it seem as though time is slightly slowed from their perspective.

Perpetual [100, Free Eldritch]: It is not just that your Host is skilled or powerful enough to win any fights, it's just that they refuse to go down. Your forces now possess a potent healing factor, such that it's not unheard of for weapons getting stuck in their flesh because they healed around the weapon. There are ways past this regeneration, but it will be damn annoying or terrifying for anyone going against you.

Replenishing Numbers [200]: If you don't want to be stuck with just the amount of soldiers you purchased here, fear not, for there are ways to increase the size of your Host. Through utilizing faith, or any energy you might possess, you can create as many new members of your Host as you want, in any caste you want. Leaders are of course the easiest to create, while each Exalted would be near draining for a lesser god. You could even set up something so then the process is automatic, constantly siphoning your energy without your direct involvement.

Bestial [200, Discounted Terrestrial]: Within each of your soldiers, there is a beast waiting to be unleashed, to wreck havoc amongst the battlefield. Okay, maybe that's an exacerbation, but it does have some truth. Members of your Host are capable of shapeshifting into stronger versions of mundane animals, while still possessing many of their original abilities.

Clarity [200, Discounted Celestial]: The battlefield is a confusing place, where it's not unheard of for allies to end up harming each other, and many forget pre-laid plans in favor of their own survival. Not your Host, though. They are immune to such faults, capable of maintaining a clear and level head in all but the worst chaos.

Primal [200, Discounted Infernal]: Within each member of your Host is an untamed spirit, a wild animal that can only be directed. But directed they are, for members of your Host now benefit from an increased amount of damage when using both melee attacks, as well as magic.

Combat Algorithm [200, Discounted Artificial]: The battlefield is a confusing place, but with the right knowledge, it's possible to use this chaos to your advantage. All members of your Host have been upgraded with a combat algorithm, increasing their skill in combat as well as predicting an enemy's movements.

Abyssal Gaze [200, Discounted Eldritch]: Mortals rely too much on their eyes, believing that sight is the only sense worth a damn. Yet you know that sight can be tricked or taken away, and have taken precautions. Not only can your Host see through illusions, it would be quite impossible to sneak up on them.

Ascension [400]: For as valuable as your Host is, sometimes it would be good to bring in some outside expertise, or perhaps reward the loyalty of a particularly successful mortal follower. Regardless of context, you have been granted the ability to ascend outside entities into your Host. Of course, the higher the rank they receive, the more energy it would cost you. They will only see improvements to their abilities as a member of your Host, and will become Followers or even Companions, should you so desire it.

Inspiring [400, Discounted Terrestrial]: My my, your Host certainly has that heroic look to them. Or maybe their terrible visage invigorates its allies. No matter how it's presented, members of your host possess a very useful ability, that being an aura around them that buffs nearby allies within fifty feet. What does it enhance? Well, everything about them, from strength to speed to intellect. Unfortunately, stacking this effect will see diminishing returns, though that might not be much of a problem when you've got dozens, maybe even hundreds, of these auras on a battlefield.

Healers [400, Discounted Celestial]: Ah, it seems as though members of your Host have been influenced by your caring and loving nature. With but a touch, members of your Host are capable of healing all but the most fatal of injuries. This effect also extends to purging the body of diseases and poisons, and the most powerful members of your Host will even be capable of reversing a person’s aging. With these abilities, having members of your Host around can only be a good thing.

Sinful [400, Discounted Infernal]: Mankind believes there to be seven, originally eight, deadly sins that plague their existence, something that is best reflected within those who follow you. All members of your Host exemplify one type of sin, from Pride to Lust to Apathy, and will find that any abilities somewhat related to their sin increased greatly. One who embodies Greed would be a great thief or collector, while those of Wrath would create terrifying opponents who go on nearly unstoppable berserks in battle.

Firewall Penetration [400, Discounted Artificial]: The very world of numbers and code that you and your Host are a part of can just as easily be used to block you off, or even trap you. Unfortunately, they have overlooked one important detail, that being that everything has a weakness, and a way to bypass it entirely. Members of your Host are especially skilled in this, as within record time they will find a way to bypass any kind of barrier. Be it a firewall, a magical prison, or a steel gate, there is no keeping your Host out.

Horrorterror [400, Discounted Eldritch]: Pity those that go against your Host, for there is only one path down that road. Madness. While within the presence of your Host, all hostile entities will find their sanity being slowly drained from them, rendering them as little more than feral beasts that will more than likely hurt their allies than yours. This effect can be resisted with sufficient willpower, but even the strongest of wills can be broken down and whittled away.

Hand of God [600]: Your Host is a very real extension of yourself, each one being some sort of aspect of yourself, no matter how minor. So would it not make sense that your power would also be theirs? With this, you are able to grant any member of your Host lesser version of your perks. Be it granting your Host all as a whole your power, or even a single member, I'm certain you can see how useful such an ability would be.

Giant [600, Discounted Terrestrial]: Legends often speak of titanic entities that can block out the sky, and can create lakes with just their footprints. While not on that same level, all members of your Host tower over almost everything else, with even the least of your Host being much larger than your average human. But increased size is not all, as their durability and physical power will skyrocket, each being greater the larger the member of your Host.

Aetherial [600, Discounted Celestial]: How foolish it is, that mortals believe that they can make God and his servants bleed. The nature of your Host seems completely contradictory to that notion, as they are now very difficult to harm. In fact, they cannot be harmed at all, at least not without the aid of magic. Of course, the less magical power the less damage it will do to them, such that a lightly enchanted greatsword would only leave what equates to a papercut.

Overcharge [600, Discounted Infernal]: All things must die eventually, even your seemingly immortal Host. And yet, spite is an excellent motivator, encouraging them to bring their opponents down with them. When near death, members of your Host will assume a temporary form, one that is exponentially more powerful than they ever would be otherwise. This form of theirs will fade away should they finally perish, or when all their enemies lay slain, the battle over.

Assuming Control [600, Discounted Artificial]: Technology nowadays is not a branching tree, where can all be documented on a line that can be traced back to a single progenitor. Technology is a web, where advancement in one field can pave the way for dozens of other fields. How lucky that your Host is a part of this web, and that they can take advantage of that. Members of your Host are capable of taking complete control over most forms of technology, which will have their capabilities upgraded and dramatically improved while it is being taken over. A motorcycle could turn into a miniature tank, while a laser pistol could blast through most materials when under the control of your Host.

Without End [600, Discounted Eldritch]: What is more terrifying than an enemy that threatens your very sanity? A seemingly endless legion of said enemy. A nightmare that your Host will turn into a reality. Members of your Host are capable of splitting themselves off into numerous clones, with no hard limit on how many they can make. Of course, the more clones they create the weaker the clones will be, but it is an undeniable fact that quantity is a quality all on its own.

