

SCION

THE SPEAR CONTRACT



STORYPATH
NEXUS

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"It's you who needs to understand, Officer. This is not under your jurisdiction anymore. The SPEAR has been called and here we are. Now, obstruct by your own risk, and any info your personal has should be passed to us ASAP. You all are dismissed." Puts the sunglasses. "We have a rogue godling to hunt." - Agent Caine, Scion of Apollo

THE SPEAR CONTRACT

When we have a World populated and permeated by Divine powers, maybe it can be the case you want somebody to watch over their agents, sons, chosen ones or whatever they use to act and represent them on Earth to keep them in check and the most civil, common, powerless and day-by-day population safe.

Or, it can happen that the relations between these All Mighty faction can conflict among each other by any reason. Maybe it's a misunderstanding. Maybe it's not. Maybe from there the idea of create a neutral faction among them to resolve and act fairly in these conflicts have arisen. This neutral faction is the SPEAR (Society of Pantheons for Executive Actions and Resolutions).

In simple words, the SPEAR is a specialized agents bureau, but also a legal agreement. They have very capable personal whose one work is to resolve any harm that any local pantheon has presented as a complaint against another. It means researchers, diplomats, negotiators, investigators, translators, technological and magical specialists, and, of course, soldiers and agents of the law, and whatever more be at its disposal. But all of these agents are Scions too.

These Scions agents come from the very pantheons that accept the terms and whose local leadership sings the contract of SPEAR cooperation. The fact that they come from all of the known pantheons should ensure that the SPEAR always act fairly in inter-divine questions, since that in the case of an issue among two pantheons will be solved much probably by members of these two same pantheons.

The term "local pantheon leadership" also causes some friction in the bureaucratic aspect of the SPEAR. It may happen that, for example, one Scion of Odin, much respected and considered by any Æsir Scion on the same town as a leader, accepts and signs the terms of the SPEAR and even appoints some of his fellow Scions as agents. But the Æsir community at the neighbor city doesn't see like it and doesn't replicate the gesture. It legally limits the authority of the SPEAR in this neighbor city, but they presumably can act in that city cautioning for not to make things worse with a community that already manifested not having interest in their presence and/or interference around there.

A resignation of this contract is considered a tragedy for the agency, but can be invoked at any time by any of its members.

The main function of the SPEAR is to act as an arbiter between conflicts among two or more pantheons, trying to solve thing the less aggressively as possible. Diplomacy is





its first answer, but rarely a final solution. Look for the culprits and execute justice is what normally lefts. Given its experience in dealing with other problematic Scions, it's not a very rare sight agents having to deal with other supernatural threats in emergency cases asked by governments.

The SPEAR operates in all countries of the World, sometimes with recognition and support of the local government and agencies (most of them are grateful for having specialized people dealing with supernatural inter-divine issues), but, in general, they are respected by the divine community and considered generally the good guys.

BEING SPEAR AGENT

It's pretty rare for the SPEAR to recruit among mere mortal humans, except maybe for office and bureaucratic work. To work really inside of the organization is definitely for a Scion. The SPEAR recruits from virtually anywhere, but recruiters tend to keep an eye in the top agents and officers coming from mundane agencies and forces, and researchers in academical evidence. Anyone can apply to admission, be as field agent, or an internal specialist. The approval is subject to the local leadership of the Scion's pantheon as well, except, naturally, the candidate Scion has been naturally offered as an agent for SPEAR.

It has been target of moderate discussion among the ranks of the agency the recruiting of Denizens. They are not formally and universally tied to any pantheon, but if that being the case, they must have a tied patronage that will be responsible for them. Some of them are being tested as

agents in the present time, and it's just too soon to say anything positive or negative about it. Be appointed as partner of a Denizen is faced with worry by many agents, by pure prejudice, other agents say.

As an agent of the SPEAR, a Scion can count with top mundane and magical items: weapons, enchanted ammo or bulletproof vests, access to satellites communications (iGallar smartphones or equivalents are standard), and virtually any "nice toy" you can see in these spy movies.

In duty, it's expected that agents wear the usual grey formal suits, already considered a symbol of the agency, and present the official badge of the organization as soon as they introduce themselves as official representatives.

It's expected that they act in teams, or at least doubles when on action. The choice of partnership normally takes in consideration the compatibility of the agents, and usually pantheon-mixed.

USING THE SPEAR IN MY NARRATIVE SPEAR AS ALLIES

To be a divine secret or FBI-alike agent can attract the interest of some players. "Agent of the SPEAR" is already a great Path, giving access to equipments and contacts that can be useful for virtually any Scion.

SPEAR agents also make great companions that player characters may encounter and come to be friends with. Cooperation with agents can be a good door for admission, after all.

The two samples present ahead are the two main concepts for SGC's members of the SPEAR. Consultants are theoretical specialists, technological (or magical) creators/inventors, book keepers, and general knowledge givers; normally more discrete and less combative than their operational counterparts, the SPEAR Field Agent.

SPEAR Consultant

Follower ••+ (Consultant, Access: SPEAR equipment and database)

Guide •••+

Asset Skills: Occult or Technology

Benefit: Access to SPEAR Database

Guide Stunt (1 Success): Each additional success can give an additional clue to an Information Gathering process or give 1 Enhancement when trying to discover a weakness of a supernatural creature or Denizen.

Calling: Sage

SPEAR Field Agent

Follower ••+ (Heavy, Access: SPEAR equipment)

SPEAR AS ANTAGONISTS

The legal system is far from being perfect and sometimes even altruistic heroes can be misunderstood by the circumstances of partial facts. In case your player characters come to be in bad sheets with the SPEAR, its field agents can fit in the Men in Black Antagonist example (Scion: Origin, p. 154), without Imperfect Disguise and maybe with another Drive that better suits the occasion.

YOU MAY HAVE HEARD...

Here are some ideas about the SPEAR that your PC's may encounter, or heard of at some point. They are not necessarily true, but some can provide interesting plot seeds or narrative developments.

- There is a traitor among the agents. One (at least) of them is working with second interests.
- The SPEAR depends on conflicts between pantheons to exist. Without them, it will be dismissed. With that thought in mind, one agent begins to cause strife putting one pantheon against the other to prove himself and the organization as useful.
- One of the members of the accord is pondering the idea to resign, but fears that the canceling of the contract turns in a disadvantage. So, they are just letting the things go meanwhile.
- The SPEAR invented a new kind of ammo, extremely lethal against divine beings. Some agents are against it.
- There is a rumor that the SPEAR is spying all the civilian communications World-wide in search of potential threats.
- Even that all of its agents are Scion, the SPEAR's leader is actually a mortal human, and it always has been (a new leader is chosen after the previous die or retire). This impedes the organization to abuse of its power against the mortal humanity.
- Some of the agents operate under cover. So, not always they come in grey coat.
- The leader of the organization is actually a titans-pawn, interested only in keep the pantheons busy fighting against themselves.
- The SPEAR is planning on start to act in some of the Terra Incognita.