Creating Factions

1. Define Core Goal: What does this faction want?

- Control resource (water, energy, knowledge, psychic training)
- Ideological mission (preserve Earth culture, embrace Duskaran evolution, expand settlements)
- Practical objective (profit, survival, political power)

2. Establish Methods: How do they pursue goals?

- Diplomatic: negotiation, alliance-building, legal frameworks
- Economic: trade manipulation, resource control, employment
- Militant: sabotage, raids, threats, open warfare
- Subversive: espionage, propaganda, blackmail

3. Create Internal Divisions: Factions are never monolithic

- Moderate vs. radical wings
- Generational disagreements (elders vs. youth)
- Regional chapters with competing priorities
- Personal rivalries among leadership

4. Establish Relationships: How do they relate to other factions?

- Allies: who do they cooperate with?
- Rivals: who competes for same resources?
- Enemies: who actively opposes them?
- Neutral: who do they ignore or coexist with?

Example: The Horizon Accord - Faction believing humanity must prepare to leave Duskara and find new world. Goals: decode *Stellar Horizon* systems, build interstellar capability, preserve genetic diversity. Methods: aggressive artifact acquisition, radical research, recruiting engineers and psychics. Internal division: "Returners" want to find Earth; "Seekers" want any habitable world. Allied with Archivists (knowledge exchange); rivals with Weatherworking Guilds (distraction from Duskaran adaptation); enemies with Wind-Kin (see Duskara as temporary prison).

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