

Faction Usage Template

A template for articles pertaining to GM use of a faction or group. First the actual code, and below is the much-easier-to-read pasting of the code for convenience of reading.

```
===== How to use FACTIONNAME =====
```

```
Opening statement
```

```
== Contacting the FM ==
```

```
This section is for a ground rule on how to treat this faction for use as a whole. Example: A monster that just happens to populate various planets might have "You do not need to contact the FM for use." A more complex group, say SAINT, for instance, might have "FM Permission only"
```

```
===== Out of Combat =====
```

```
Overview
```

```
==== Representatives ====
```

```
Pertaining to who one would encounter in a diplomatic or social context.
```

```
==== Goals ====
```

```
Pertaining to their terms of engagement and what they want in a smaller scale interaction. Larger scale interactions are ultimately up to the FM of the faction.
```

```
===== In Combat =====
```

```
Of or pertaining to their in-combat attributes. This overview section is an overview, and includes the main tactics one might take if playing them.
```

```
==== Armaments ====
```

```
The more specific portion. This section won't necessarily include hard numbers,
```

```
===== Critical Assets =====
```

```
Essentially, anything important that requires FM permission to destroy/interact with.
```

```
===== Factional Will =====
```

```
In event of sudden long-term FM disappearance, this section serves as a will for the faction to say who it falls into the hands of and so on.
```

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OOC Notes

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