

Primeval: What are we?

Dark Side, free, value individualism, think Dark Templar. Not reheated Sith

New Structure?

NPC Master/Leadership Caste. They will direct the tribes, enforce inter-tribal work, set up dominions and faction events with story text, and be a rallying cry for invasions.

There are a variety of tribes but three things remain: They value the individual over a overarching government, they value the Void, and being wild, finally, the word of the Host Lord is law

Clan/Tribe/**Banner** that each has their own **Aspect of the Gods**, their own **culture** (Shaped by the Faction itself, where did they come from, why did they come into being, what are they looking for, **WHO IS THE CLAN**), their own **purpose** (martial skill, hunting the secrets of the Force, the history of the Primeval Fleet, the ambassador shit, pissing in the Rebel's cocoa puffs, whatever). The Clan itself has an NPC leadership of elders but that is to prevent someone from going dark and leaving a clan without a path. Instead, the gods/clan speak through an **Harbinger**, a character that is the epitome of said clan/tribe. Clan/Tribe follows that lead.

The Influence can be challenged and that will cause the tribe to change focus/style

Clans will be made as they are thought of, needed, of the members, by the members and for the members