# Factions

Any faction in the story shall be generally small scale.

There will not many large organizations that will have an actual weight in the story.

There will only be one main antagonist but the other minor antagonists will be connected to the main antagonist only by association, rather than an actual group or trained army of legend users under the antagonists command. This is due to the Main Antagonist being a person who goes around fulfilling everyone’s wishes/desires through his artificial god, which would create the other antagonists in the story who are associated with the main villain but not necessarily working alongside each other. The goal of the main antagonist and the minor antagonists are essentially different as a result.

**Pending:** Chance of an occult club, consisting of normal citizens trying to chase the supernatural rumors surrounding the legend users, but their purpose is more for comedic humor than anything else.

**Pending:** Chance of an official organization like the police or government getting involved in the story at some angle.

**Pending:** There may be a global organization that the Grandfather is/was a part of, who cleans up the messes that the Contractors(The legend power wielders) make, as well as subdue/eliminate the dangerous legend users and perhaps also keep their existence a secret from the general public.

The grandfather in particular would be in charge of taking care of the city, and he raises up Contractors such as Student Council President and the others to work as free agents of a sort for that organization.

Their existence will generally be hinted within the story. Unless there are going to be additional content after the main plot is resolved, they will mainly exist in the background of the plot. Essentially, they will be similar to Fate’s Holy Grail War where there are tons of factions in the background, but it focuses mostly on the individuals.