

Universal Social Power

Social Power is intoxicating for humans, due to the way in which it can induce an artificially inflated sense of self-importance and social importance, for those who possess or control it. Everyone has an appetite for it, but there's an optimum amount and it's easy to become insatiable (addicted). The three domains of Power are all interrelated and any form can easily be transformed into any of the other forms. Warfare is a conflict arising from the quest to maintain or acquire Social Power in any of the 3 domains (Force, Wealth, Belief). Only true Mutualists (see Universal Agent Archetypes) are naturally capable of resisting this form of corruption (addiction).

Social Power (Warfare Domains)			
	Force (kinetic, physical)	Wealth (resources)	Belief (information, ideas)
Mission	Action Monopoly	Resource Monopoly	Cultural Monopoly
Tangibility	High	Moderate	Minimal
Arena	Battlefield	Resource Pool	Worldviews
Weaponry	Armaments	Money/Titles	Fallacies/Censorship
Strategy	Violence/Threats	Enclosure/Exclusion	Propaganda/Rhetoric
Harm	Death/Destruction	Disparity/Scarcity	Ignorance/Idolatry

Social Power systems require careful management in order to produce optimal systemic consequences. A normal (Gaussian) distribution provides the metrics for the outcomes of any given strategy.

