

Bill of Empowerment II

Once this law is approved, the following powers will be granted to the thereby named bodies. Any power may be enforced to that Minister via a motion of enforcement which needs a 50%> majority to pass. Each body is not allowed to use the power of any other body unless stated otherwise this Bill or the Constitution. Once any power has been invoked it may not be reverted by loading a previous save file or by editing the save file. The only exception is if the power triggered by Europa Universalis 4's Artificial Intelligence in which case the Ruler may revert back to the latest save file. Reverting any invocation of powers is a valid reason for recall.

All powers not assigned to any body defined in this bill or the constitution shall be voted on by a simple majority session vote to be able to be triggered. If a majority is reached to trigger these powers they will immediately be executed by the Ruler at the beginning of the session unless specified otherwise in the session vote.

If a body uses any power not assigned to it and is not otherwise empowered to use it according to this bill and the constitution the person may be trialed for misuse of power which has a penalty that ranges from banishment for one to a certain amount of sessions and the recall and exclusion from his or her respective position decided upon by the Supreme Tribunal at their own discretion.

- a. Ruler
 - i. Without Approval from another body
 - 1. Royal Marriage or break Royal Ties
 - 2. Abdicate throne and disinherit heir
 - 3. Support heir
 - 4. Claim Throne
 - 5. Appoint Advisor
 - 6. Select a Mission
 - 7. Select a National Focus
 - 8. Picking Age Abilities (excluding the Golden Age)
 - 9. Become Protector of the Faith
 - 10. Excommunication and Calling Crusades
 - 11. Hiring and dismissing Explorers and Conquistadors
 - 12. All vassal interactions not ascribed to any other body
 - 13. Pass Decisions with a Blue Banner
 - 14. Spend Papal Influence
 - 15. Estate Interactions
 - 16. May assume command of the army the ruler is general of
 - ii. With Approval from Treasurer
 - 1. Send Gift
 - iii. With Approval from Diplomat

1. Influence Nation
- iv. With Approval from Chancellor
 1. Strengthen Government
 2. Picking and repealing policies
- b. Diplomat
 - i. Without Approval from another body
 1. Proclaim Guarantee
 2. Send Warning
 3. Improve Relations
 4. Counterespionage
 5. Fabricate Claim
 6. Steal Maps
 7. Request to Share Maps
 8. Infiltrate Administration
 9. Corrupt Officials
 10. Sow Discontent
 11. Ask or give Fleet Basing Rights
 12. Ask or give Military Access
 13. Managing Favors
 - ii. With Approval from Ruler
 1. Offer Vassalization
 2. Send Insult
 3. Accepting or sending a white peace offer
 4. Spy Network Construction
 5. Sabotage Reputation
 - iii. With Approval from Treasurer
 1. Support Rebels
 2. Justify Trade Conflict
 3. Slander Merchants
 - iv. With Approval from Commandant
 1. Sabotage Recruitment
- c. Treasurer
 - i. Without Approval from another body
 1. Collecting and steering Trade
 - a. Sending and recalling merchants
 - b. Change trade steering direction
 2. Assigning provinces to trade companies
 3. Promote Investment
 4. Issue Embargos against Rivals
 5. Give Subsidies
 6. Take on Foreign Debt
 7. Take and repay a Loan
 8. Root out Corruption
 9. Debase Currency
 10. Build, delete and Control Trade Ships
 11. Constructing Manufacturies, Trade and Production Buildings

- 12. Sell trading ships
 - 13. Increase or lower tariffs on subjects
- ii. With Approval from the Ruler
 - 1. Embargo with non.rivals
 - 2. Subject Embargo
 - 3. Divert Trade from Subjects
 - 4. Siphon Income from Subjects
- iii. With Approval from Commandant
 - 1. Sell (non-trading) Ships
 - 2. Change Maintenance of Army and Navy
- iv. With Approval from Chancellor
 - 1. Change Maintenance on Colonies
 - 2. Change Maintenance on Missionaries
 - 3. Reduce Inflation
- v. With Approval from Diplomat
 - 1. Ask for Fleet Basing Rights
 - 2. Offer Fleet Basing Rights
 - 3. Transfer Trade Power
- d. Commandant
 - i. Without Approval from another body
 - 1. Control Army and Navy movement(not Trade ships)
 - a. Trade ships may only be controlled if the Treasurer approves
 - b. May use all Army and Navy actions and missions not assigned to any other body
 - 2. Upgrade units
 - 3. Recruit Troops
 - 4. Recruit Mercenaries
 - 5. Build Ships(except Trade Ships)
 - 6. Hiring and dismissing officers (with the exception of explorers and conquistadors)
 - 7. the mothballing of forts
 - 8. the mothballing of units
 - 9. attempting to storm a fort
 - 10. using artillery barrage
 - 11. attempting to sortie from a fort
 - 12. exploring by land and sea
 - 13. Naval Missions not assigned to any other body
 - ii. With Approval from Treasurer
 - 1. Build Forts
 - iii. With Approval from Ruler
 - 1. Make Ruler a general
 - 2. Offer Condottieri
 - 3. Subject Combat Focus
 - iv. With Approval from Ruler and Heir
 - 1. Make Heir a general

- v. With the approval of the Diplomat
 - 1. Requesting of Military Access
 - 2. Requesting of Fleet Basing Rights

The Commandant may choose to appoint one or more “Generals” for the duration of a war to assist the Commandant in controlling army units. Such Generals may be recalled by the public via a motion of recall, or at the will of the Commandant.

The Commandant may choose to appoint one or more “Admirals” for the duration of a war to assist the Commandant in controlling naval units, except for the naval units that are not under the Commandant’s control. Such Admirals may be recalled by the public via a motion of recall, or at the will of the Commandant.

- e. Chancellor
 - i. Without Approval from any other body
 - 1. Increase Stability
 - 2. Reduce War Exhaustion
 - 3. Core Provinces both territorial and as full cores
 - 4. Creation and demotion of states
 - 5. Convert Provinces
 - 6. Colonization of Provinces
 - 7. Change Native Policy
 - 8. Increase Autonomy
 - 9. Decrease Autonomy
 - 10. Convert the culture of a province
 - 11. Accept or demote cultures
 - 12. Increasing or exploiting development
 - ii. With Approval from Treasurer
 - 1. Construct Buildings except forts
 - iii. With Approval from the Ruler
 - 1. Issuing and removing State Edicts
 - 2. Assign Estates to provinces
 - 3. Using Harsh treatment
 - 4. Developing subjects
 - 5. Building in subjects
 - a. Also need approval of treasurer

- f. Grand Council via Snap Vote

The Ruler must call for a snap vote to:

- a. “Designate March” or “Revoke March” on a vassal
- b. “Annex” on a vassal or “integrate” on a Personal Union
- c. “Granting Cores or provinces” to subject nations
- d. “Unconditional Surrender” to a nation
- e. Sending a peace deal other than a white peace
- f. Decide on the outcome of events

The Diplomat may call for a snap vote to:

- a. "Offer Alliance" to a Nation or "Break Alliance" with a Nation
- b. Trigger the "Break Alliance" Great power ability
- c. "Form Coalition" or "Join Coalition" on a Nation
 - i. The Ruler may veto this decision.
- d. "Intervene in War" on a Nation.
 - i. The Ruler may veto this decision.
- e. "Enforce Peace" on a Nation.
 - i. The Ruler may veto this decision.
- f. "Threaten War" on a Nation.
 - i. The Ruler may veto this decision.
- g. "Supporting Independence" on a Nation.
 - i. The Ruler may veto this decision.
- h. "Agitate for Liberty" on a Nation.

The Treasurer may call for a snap vote to:

- a. Send or Receive a "Loan Offer" to a Nation.
- b. Sell [a] Province" to a Nation.
- c. "Declare Bankruptcy"
- d. Ask for "War Taxes"
- e. Ask to "Promote Mercantilism."

The Chancellor may call for a snap vote to:

- a. Research a Technology Level
- b. Take an Idea Level
- c. Use "Accept Demands" on a rebel faction
- d. "Embrace Institution"

1. The following actions or conditions shall necessitate a stop vote, requiring the session to stop immediately and not take further action:
 - a. our nation receiving call for peace
 - b. our nation receiving a call to arms
 - c. the death or abdication of our nation's Monarch
 - d. If a pretender takes over (with pretender rebels)
 - e. Changing of government form (not government type)
 - f. the usurpation of our nation's Throne