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The Preamble

I, lemur68, wrote this constitution in November of 2016. By writing it, I strive to give the future people of Kraotum a fair, good, and ever-evolving government. Please note that every time “Kraotum” is referred to in this constitution, it is referring to the nation of Kraotum, and not Kraotum the town. The laws of Kraotum do not exempt you from server rules, and Kraotum does not condone breaking said rules. Please also note that the laws of Kraotum hold power over the laws of any town in our nation, and if there are any conflicting laws between a town and Kraotum, Kraotum’s laws hold more authority. All residents in the towns of Kraotum are subject to its laws, without exception.

Inalienable Rights

1. Freedom of Expression
    1.1. This means that you cannot be punished for whatever you say or write on any server-related communications, including the server chat, signs, Mumble, the forum, or books, and that if anyone seeks to punish you for

doing so while you reside in a town of Kraotum, we will strive to protect you.

2. Freedom of Religion
    2.1. Similar to Freedom of Expression, this means that no one can be punished for what religion they have, and that if anyone seeks to punish you for your religion while you reside in a town of Kraotum, we will strive to protect you.
3. Trial by Jury
    3.1. This means that if you are ever put on trial, you may request a jury made up of three random citizens, and they will decide whether you should be punished or not.
        3.1.1. Jury members cannot be punished for their decision, and do not have to decide based on law. Rather, they are allowed to decide based on their own personal morals.

Elections

1. Elections will use a point-based system, where you give higher points to the candidates you like more. No votes towards electing triconsuls nor Senate members will be recorded with any identifying information.
2. Only citizens of Kraotum will be able to vote or run for election.
    2.1. To be a citizen, you must reside in a town of Kraotum, and be active.
        2.1.1. To be active, three random Senate members will vote on whether you are active enough to be eligible to vote. Standard post-Senate procedures will not occur. If the random Senate members vote that you are active, the triconsuls will then vote on whether or not to veto their vote. If they veto it, three random citizens will vote on whether you are active, and their vote is final. If the triconsuls don't veto the random Senate members' vote that you are active, you will be considered active. If the random Senate members vote that you are not active, the triconsuls will vote on whether or not to veto their vote. If they do veto it, three new Senate members will be chosen to vote on whether or not you are active, and their vote is final. If the triconsuls don't veto the random Senate members' vote that you are not active, you will be considered inactive.
3. Elections for triconsul occur every two months. Voting will begin the Monday of the last full week of the 2 months, and end the Friday of the same week.
    3.1. The three candidates with the most points will be appointed to triconsuls.
    3.2. The newly elected triconsuls will begin their term the first day of the month after voting has closed.
    3.3. Triconsuls can only be elected twice before having to wait 2 months before they can be elected again.

3.4. The triconsul with the most points will become the leader of the nation.
    3.4.1. The other triconsuls will become assistants.
4. Elections for Senate members occur every 3 months. Voting will begin the Monday of the last full week of the three months, and end the Friday of the same week.
    4.1. Every town starts with two Senate member slots, and gains another slot for every five citizens.
    4.2. The newly elected Senate members will begin their term on the first day of the month after voting has closed.
    4.3. Senate members can only be elected twice before having to wait 3 months before they can be elected again.
5. Towns will be able to buy Senate member slots. The Senate is free to vote to change the amount whenever, with standard post-Senate procedures occurring afterwards. As of writing this constitution, the cost is 20,000.00¥ per Senate member slot. Towns will also have a limit on how many slots they can buy. As of writing this constitution, the limit is three slots.

Checks and Balances

1. Post-Senate Procedures
    1.1. If the Senate votes on something, unless explicitly stated otherwise, these post-Senate procedures will happen.
    1.2. After the Senate votes on something, the triconsuls will vote on whether or not to veto it. If the triconsuls vote to veto the Senate, every citizen of Kraotum will vote on whether or not to veto the triconsuls' veto, and the citizens get the final vote. If the triconsuls don't veto the Senate, then what the Senate voted for will be put in place.
        1.2.1. If the triconsuls veto the Senate, voting will begin for every citizen on the day the triconsuls vetoed the Senate, and will end three days later.
2. For a trial to take place, the triconsuls must vote on whether to have a trial or not.
    2.1. In the event a trial must take place, the triconsuls will vote on who to elect as iudex, and the Senate must then vote on whether or not to veto the triconsuls' decision. Standard post-Senate procedures will not occur. If the Senate votes to veto the triconsuls, three random citizens will be chosen to vote on whether or not to veto the Senate's veto. If the Senate votes to not veto the triconsuls, the person the triconsuls elected will be elected as iudex.
        2.1.1. No iudex can be elected twice in a row.
3. For war to be declared, the triconsuls must vote on whether or not to declare war. After this, the Senate must vote on whether or not to veto the triconsuls. Standard post-Senate procedures will not occur. If the Senate vetoes the

triconsuls, every citizen will vote on whether or not to veto the Senate's veto. If the Senate doesn't veto the triconsuls, war will be declared.
    3.1. If a nation has declared war on Kraotum, the triconsuls alone vote on whether or not to declare war on that same nation.
4. For a law to be changed, added, or removed, it must be initiated by the triconsuls, or by at least a fourth of the Senate. The Senate will then vote on the matter.
5. All votes made by the Senate members and triconsuls will be recorded, unless every citizen is voting on something.
    5.1. This is to ensure that the citizens know what politicians are doing, so that they can better decide whether to reelect them or not, and to keep the politicians in check.

The Government vs. The Towny Nation

1. The government of Kraotum is a separate entity from the towny nation of Kraotum. All towns within the towny nation are part of the government, but not all towns in the government are in the towny nation.
    1.1. This is to make it so that towns can leave the towny nation to avoid war, or just if they feel like it, and still participate in the government.
    1.2. Towns in the government but not the towny nation do have decreased rights, however. They cannot buy Senate representative spots, nor can any of their citizens run for triconsul.
    1.3. Towns not in the towny nation but in the government are allowed to join any nation they want, or none at all. The town can stay part of however many nations they want as long as none of those nations enforce a law that contradicts a law that Kraotum is enforcing. If that happens, the town must choose whether or not to stay part of the government of Kraotum.

Miscellaneous

1. For a town to enter Kraotum, the triconsuls must vote on it.
    1.1. If a town wishes to become part of the government of Kraotum without joining the towny nation, they must make it clear to the triconsuls before the triconsuls vote.
2. For Kraotum to ally a nation, the Senate must vote on it.
3. A town chooses who/what is a member of their town.
4. In the event a player wants Kraotum to sponsor a project they are working on, whether it be a building, redstone, or any other project, the Senate must vote on it.
5. If there is ever a tie, whether for an election or otherwise, a result will be randomly picked.

Signatures

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