

Constitution of the Democratic Hunter Empire

Preamble

To form a more perfect union, we the Hunters come together to unite under a single constitution. To spread equality, democracy, tranquility, protection, and light of day of tomorrow. Against the forces of Vampirism shall Hunters rein for the Man. For today's Man is tomorrow's Hunters do we fight Vampires and it's dark promise.

To secure man's right to those hunting evil hereinfourth representing Man's interest. For it is the Man who made the first step and it shall be Man to take the final breath of the Vampire's existence. For Man became Hunter, the superior race; for the weaker became Vampire, a lie.

In this awakening, the Founding Fathers: Kranzy , XxTomasVxX , and xXvPendragonvXx (Kranzy, Tomas, and Pendragon) , bring forth the New Dawn of Hunters. For the Common Defense, Interest, betterment do we unite. United the Hunter stands democratically and ideally for the ideal is the reality of the Sunrise. Purging all lies to find the truth of reality. Under God, Indivisible, and Justice for All.

Declaration of Powers

The Constitution of the Democratic Hunter Empire is the Supreme Law of the Land.

United under the constitution shall be proclaimed singularly as the Democratic Hunter Empire or Hunter's Empire.

Verse I: The executing body, known as the Council of Consuls – aliased "Imperator" "Consuls" – are hereby granted powers as leading sole body "Head of State" of the Hunters commanding units of Hunters and to further the Hunter's Empire cause.

Verse II: The activating body, known as the High Council – aliased "High Council" – are hereby granted powers activating legislation and representation of the Hunter's Empire entitled by the Head of State and Plebiscite.

Verse III: *The parliament body, known as the Congress – aliased “Plebiscite” “Referendum” – are hereby granted powers of legislative powers, separate that of Head of State and partially High Council.*

Article 1

JUDICIAL I

It is the high duty of the High Council and Head of State to promote the well creative ideas of the Hunters to further the Hunter Empire over the common and growing enemies, to protect against common enemies and all enemies to protect the common good.

Voting is to take place publically, securing to passage of Hunters, disowning: Man, Vampires, and any non-members of the Hunter's Empire. Head of State and High Council are to ensure – without conflicting interests but with good faith a fair election of matters regarding the converging or existing topics – policies, securities et al: securely using necessary means.

Bureaucrats are exempted of appointment by voters, but are not exempted from recalls as bureaucrats for their position, unrequired to unlawful action. Recalled bureaucrats may not reformulate themselves into bureaucracy without pardon.

Recall is granted to the High Council and Parliament (“Officials”) to remove bureaucrats and members of Plebiscite from their position and the ability to sanction from future political positions, exempting election votes in which pardons in good faith exempts selected sanctions placed onto convicted. Successful recalls of High Council and Plebiscite requires a 2/3 (66%) total agreement. Head of State may – if unanimously agreed – recall members of High Council. A 3/4 (75%) vote by Parliament is required to remove a Consul from office. All votes and activity must follow the rules of official voting (i.e.: announce vote and activity). Recalls must be done in an official manner to which that afterward is announced through official global channels.

Sanctioning is granted to the High Council and Head of State to bar enemies, malicious actors, foreign powers and other related entities against the Hunter's Empire. It is the Head of State's and High Council's power to:

Sanction those from Hunter's Empire.

Appoint enforcement of sanctions.

Enforce due process as dutifully by Judiciary.

Head of State has the sole power to grant pardons from sanctions which High Council has the power to VETO pardon of sanctions.

Congressional power lacking may result in Head of State emergency takeover of power over Congress to enact laws and other Congressional duties. Head of State emergency takeover requires Head of State to alleviate and restore Congress's lacking power. Emergency power takeover of Congress does not permit Head of State emergency privileges in other partitions within the Democratic Hunter Empire.

Death, leave, or Head of State without existence shall be handed over to the High Council who must follow all rulings of Head of State separately of High Council's own. Laws, policies shall follow Head of State parallel to High Council as long as High Council remains as Head of State. High Council shall follow procedures Head of State commits to seizure of Congress, ensuring restoration of Head of State; following Head of State election procedures while immediately commencing election openings .

Constitutional amendments requires a 4/5 (80%) success vote agreement in the Parliament without requiring approval of Head of State. Constitutional amendment decision and voting must happening across a minimum of two (2) day span (real "Earth" universe time) or without time limitation with granted emergency powers by Head of State; emergency powers granted to Parliament may not provide emergency privileges in other partitions of the government. Judiciary committee may increase time requirement by an increase of four (4) days and choose to cancel granted emergency powers by Head of State by successful voting decision in the Judiciary committee. All official Constitution amendment activity must be done publically.

JUDICIAL II

Government operators ("workers") are to always operate with good faith, minimum self interests, always represent Hunters of the Hunter's Empire to the best of the operator's ability.

The power of the Hunter Empire is fed through the power given by Democracy. Therefore it is within the power of Congress to solely pardon whistle-blowers on an

individual basis; a whistle-blowers is a member of the Hunter's Empire who revealed corruption within the Hunter's Empire.

The government has the ability to censor with good faith to ensure moderation and protect the interest of the Hunter's Empire as:

Intelligence of foreign entities.

Counterintelligence by foreign entities.

Other high national security reasonings.

The government shall follow due process required for censorship and opponents who challenging current and future censorship.

Policies are local rulings. Policy and policies can be created to outline a ministry or land to that of rules. Policies must conform with the Constitution and laws, to be abide to those the policy outlines for.

Laws are universal rulings directly below the power of the Constitution. Laws must be abide by all, conform with the Constitution, and not conflict with other existing laws.

It shall be unconstitutional for bodies of government and/or their appointments to

Barrow powers;

Merge bodies (e.g: Activating and Executing bodies);

power from other government bodies.

High Council may act as an intermediary between two (2) bodies delegating power not of its own.

JUDICIAL III

To ensure fair and secure elections here the Constitution lies the protections and regulations.

Elective Candidates for roles within the government must foremost present themselves to the Hunter's Empire as a candidate of role, representing a party of the Democratic Hunter Empire or independent.

Votes for Elective Candidates are determined by the marginal success: an Elective Candidate must hold 1/10 (10%) or more overall against other candidates. An Elective Candidate vote holding less against another Elective Candidate results in:

*High Council determination; otherwise:
Consul determination; otherwise:
Highest voted Elective Candidate; otherwise:
Reelection.*

Total failure in election shall result in a reelection for Elective Candidate. Elective Candidate voting must maintain a minimum of five (5) days duration between uninterrupted voting access and voting closure, no longer than one (1) month of voting before determination and active commencement.

Head of State must hold elections and/or reelections every six (6) months based on Earth within the "real universe" time OR every world ("server") reset, whichever is longer between last election.

Election of Head of State must come in groups of threes (3's) per; representing a political party or independent of any internal affiliation. Once a party of Head of State has successfully been voted into office, the Head of State must appoint a single Emperor and two (2) Consul from their successful party; Head of State may never lay another Hunter of Hunter's Empire into Head of State nor any other entity unless explicitly stated otherwise by this Constitution.

Head of State shall not interfere in elections utilizing emergency powers unless an active ongoing war, not with-counting perpetual war which provides no emergency; emergency powers to without Head of State's elections and/or reelections require approval from Congress; if Congress is in possession of Head of State by emergency then Head of State requires approval of High Council, if this happens then elections can only be withheld for 2 weeks (time count stated above) then elections must be held; if forced election fails then Head of State loses all power to which Referendum seizes Head of State and all Head of State's assets.

Should 75% of the Referendum agree, Head of State may extend the election duration for an additional one (1) month period to which is permitted once during an office term; if this extension succeed then the reelection must follow all conditional requirements thereafter.

After Head of State election requires post Head of State ("Pre Head") to transfer ownership and control, knowledge and intelligence, public assets by Head of State over to new Head of State ("Pro Head"). Transitioning of Pre Head to Pro Head shall happen without interference, with good faith, seamlessly, and all other requirements. Transition shall happen solely privately or with Parliament oversight on Pro Head's explicit consent. Ministers shall disregard policies requiring loyalty toward Pre Head. Pre Head may operate as High Council member after complete transition or after Pro Head's sole failure to transition, to which the Pre Head becomes High Council either on individual basis or united.

Votes for policies and laws are determined by a 2/3 (66%) success vote; otherwise not expressly stated by the Constitution may become established by laws otherwise are determined by 2/3 (66%) success vote.

All voting regarding the government (i.e: Elective Candidates, Constitution amendments) must be administered with good faith to announced (i.e: mail, ping) voting beforehand and the closure of voting time.

High Council, Head of State, nor either of their appointed shall abridge the right of Democratic Hunter Empire's Hunters to vote individually, discriminately, with bad faith or malicious intent; nor to deny right of due process by internal and external investigations hereby the victim.

Emergency powers are granted to the Head of State during times of great emergency to declare, impose and bypass restrictions stated within Judicial III which regard elections not of emergency powers. Emergencies include

Foreign covert operations on elections and voting.

Internal corruption not by the Head of State, with effect on election.

Active war.

High emergencies with effect on elections.

Emergency powers may be cancel by High Council or the Parliament with 3/4 (75%) success votes. Abuse of emergency powers may result in conviction of Head of State. Emergency powers do not carry over across Head of State elections.

Security of voting are granted responsibilities to Head of State, High Council and both appointed groups (i.e: ministries) to ensure fair secure voting to the respective parties.

Article 2

EXECUTIVE

This article presents the structure of the executing body of the government and her powers. Without limiting emergency powers to safeguarding her powers in times of uproar may this Constitution abridge the powers granted by the wisdom of the people of Hunter Empire.

Verse I: The executing body, known as the Council of Consuls – aliased “Imperator” “Consuls” – are hereby granted powers as leading sole body “Head of State” of the Hunters commanding units of Hunters and to further the Hunter’s Empire cause.

Imperator holds prime command as a singular unit within the Head of State. Consuls are second of command as a duo unit within the Head of State. Imperator and Consuls fulfill the Head of State. If the Head of State explicitly requires while partially lacking permanent units of Head of State, Head of State may rely onto Congress or enact emergency powers in an emergency.

Emergency powers are granted to Head of State; emergency powers grant Head of State exemption of requirements and limitation for great mobility during times of emergency. Unless otherwise state by the Constitution these are the outlines of emergency powers. Granting:

Immunity of Judicial Court;

Exempted from Judicial I limitation, unless otherwise stated;

Exempted from laws;

Exempted from cross Article limitations.

High Council and Plebiscite have the right to challenge and punish Head of State for abuse of power and obstruction of Congress.

Pardoning is power of the Head of State to grant-to and revoke-from the condemned entities by official emancipation or proclamation, through official channels of communication. Pardoning may:

Revoke banishment from public communication systems;

Revoke banishment from public land;

Cease Judicial proclamations with or without convictions of criminal sentencing;

Reinstate bureaucrats into governmental positions.

It is within the power of the Judiciary Committee by Congress to VETO Head of State's pardons that interfere with Judiciary's sentence. Congress may hold court against the Head of State or Head of State's pardonings outside of Judicial interference in fair court to determine if Head of State pardoned in bad faith – if found successful in bad faith – to remove the pardon.

Imperator is granted title of Chief of Command within the military. Imperator hereby may make sole decisionaries among Head of State to that which does not require explicit Consul consent; emergency powers unless otherwise stated by the Constitution may declare by Imperator to bypass Consul consent should two (2) Consuls are within active existence within Hunter's Empire.

Consuls are granted powers to remove Imperator as Head of State should two (2) Consuls unanimously agree to remove Imperator as Head of State. Imperator may be removed as Head of State if the Imperator committed:

Bribery;

Treason;

Any High Crime.

Head of State may not enact emergency powers for the purposes of removal of Head of State.

Article 3

PARLIAMENT

Congress is the unification of all Hunters within the Democratic Hunter Empire, divided into two (2) partitions: Plebiscite and Referendum. Active Congress forms the Parliament body of the government of the Democratic Hunter Empire (Verse III).

Parliament is Referendum and Plebiscite actively together; together Parliament forms official laws to be enforced equally, universally, as stated per law. All laws must conform to the Constitution and amendments during and after. Judiciary has the power to terminate laws which are unconstitutional. It is the duty of Parliament to ensure law be made public, fair, follow due process and be with good faith. A body within Parliament does not require Head of State nor the other body to commit acts which do not impose nor affect the other bodies nor changes the power of itself (i.e: condemning, denouncing, praising another Country).

Referendum is initiated by Hunters within the Democratic Hunter Empire to vote on opinions, policies, bureaucrats, related topics, et al: aliased "politics". Referendum voting is counted by majority successful amongst politics within a pool of politics held in Referendum. A success conducted within a Referendum mandates a mandatory Plebiscite. An officially recognized Referendum requires fifteen (15) minimum participating members with an additional requirement of a majority total of active members of the Democratic Hunter Empire.

Plebiscite is initiated by a Referendum; by recommendations from Head of State to which Plebiscite may hold congregations. Plebiscite official votes and enacts politics, subject to Judicial review and Constitutionality. Members of Plebiscite are voted into by Referendum through credibility and reputation as a Hunter of the Democratic Hunter Empire, by Referendums; voting into Plebiscite is based on Referendum's own requirements. Plebiscite is subject to the 2/3 (66%) voting requirement. A successful Plebiscite vote is passed onto Head of State for approval then to be fully enacted; denied Plebiscite politic may become enacted by a second vote with 3/4 (75%) successful vote.

HIGH COUNCIL

Duties of High Council may include delegation and diplomacy, Judiciary, representation, and others outlined by the President of High Council. Whatever the Constitution nor Common Law powers to the government bodies – explicitly or implicitly – shall become powers and oversight of the High Council.

High Council is appointed by either Head of State with 2/3 agreement or the Plebiscite with default requirements. Members of Referendum may initiate Elective Candidate of High Council to which are subject of Elective Candidate requirements.

High Council is permanently active members of Congress and the Parliament body; eligible for Plebiscite, automatically members of Plebiscite if without contestants . If the Democratic Hunter Empire's population exceeds the demands of the Hunters, High Council and Head of State may enact laws to create a Republic to represent Hunters of the Democratic Hunter Empire as Parliament; this shall not cancel the Referendum or Referendum requirements.

President of High Council may be appointed by High Council for coordination between themselves and to delegate with Head of State.

MINISTRIES

Hunters technological advancements brings incorporations of ministers to incorporate large organizations of Hunters; be it intelligence networks and economies and fulfilling monopolies over enemies: furthermore a minister is a Head of Department appointed by Head of State, titled "bureaucrat".

Ministries are led by Ministers composed of running governmental bureaucrats. The Head of State may declare basic functional Ministries as counterintelligence, management of capital, communications, and furthermore. Ministries are titled as extensions of existing governmental bodies. Ministries shall not barrow powers from multiple bodies of government; Ministries may only barrow power from their originating body of government; Ministries may coordinate among multiple bodies of government so long that powers remain sole proprietary of the cooperative body.

Ministers are appointed by the Head of State or members of Plebiscite. Ministers must follow Laws and Policies outlining their ministry, to perform their duties to the fullest extent. Ministers are led by both their directive policies and their directors of appointment. Ministers – unless otherwise directed – is permitted to appoint bureaucrats within their ministry.

Bureaucrats are government operators and may be withheld from public knowledge should their directive require it, itself requiring good faith. Bureaucrats solely operate within their directive as directed by the Minister by the ministry. Unless otherwise required is it permitted for Bureaucrat to operate both as bureaucrats and with other governmental positions.

Bill of Rights

Definitions

Democratic Hunter Empire – aliased “DHE” – Shall be the entirety.

Hunters shall be all Hunters within the DHE.

Bill 1

Hunter's have the right to secure communication, either on privatize communications, official channels.

Bill 2

The DHE government (i.e: Referendum) has the right to aggregate a militia and standing army of the DHE.

Bill 3

Hunters have the right to challenge privatized public property at a fair court or any disputes between Hunters at a Court; Hunters are expected to bring evidence appropriate to the presented case. If a court is without existence then a Referendum may hold the court's place.

Amendments

Amendment 1

Amendments are listed histories of changes to the Constitution of the Democratic Hunter Empire. Hereby this amendment ("Amendment 1") officiates this constitution into effect immediately; hereinafter all powers and limitations from the moment of publication into power. No previous action shall be affected by this amendment unless the previous action is or to be in effect after publication; publication is instantaneous.

Constitution of the Democratic Hunter Empire is now in effect.

Imperator Kranzy: Organized, Approved.

Consul Pendragon: Written, Organized, Approved.

Consul Tomas: Approved.