

Spark Of Light Constitution

Last revised: 2/12/20 by Unii

We, the Lords and Baron of Spark Of Light, declare our faction as independent from the Kingdom and any other influences in order to provide the most pleasant experience to the Members of Spark Of Light and obtain greater freedom to execute the means to improve upon this foundation.

Basis of the system

1. The Spark Of Light, henceforth SOL, is an independent Starbase faction governed by its Members, Lords and Baron.
2. SOL's ideals and highest values are: providing the best player experience to its Members and preserving their freedom of action, thought, and expression in-game.
3. The Baron is the supreme source of power within SOL.
4. Legislative power is exercised by the immediate action of the Baron that is not disputed by the Lords; and the Members of SOL through voting in the Voting Assembly. Any passed proposal in the Voting Assembly overrides any pre-existing structure if it must do so in order to take effect.
5. The Lords bear the power to discuss and object to any decision of the Baron or any Voting Assembly proposal in private or in public. If such a decision or proposal is deemed harmful or unwanted by a vote of the Lords, it takes no effect regardless of other factors.
6. In the case of the current Baron being deemed unsatisfactory or dangerous to SOL by the Lords, they can choose to remove the Baron from their position through a vote and a sound explanation of their decision.
7. New Lords are appointed by the current Lords and Baron.

The Self Defense Clause(SDC):

With the political turmoil we are sure to experience once Starbase launches, we chose to enact this clause where-in any Endo that is a part of SOL or an ally of SOL on the receiving end of an attack from pirates or unknown aggressors has full power and potential to make use of their weapons or tools to defend themselves to the last circuit. This is only meant for extreme situations where military assets would be unable to arrive in a timely manner. This clause does not apply to unwarranted harassment or attacks and any attempts to make a fraudulent use of the SDC will be given swift punishment and denial of SOL rights and access.

Faction Blacklist:

Given that enemies are inevitable we have chosen to allow a blacklist of sorts for our Endos to freely remove the presence of any factions we are enemies of or at war against. As of right now this list is empty but should the need arise this will allow Endos to freely defend themselves or KOS any enemies of SOL.

Reimbursement for lost assets due to use of SDC:

We will reimburse you the cost of the materials as well as a free fighter escort for your next mission or errand due to damages incurred. If it is agreed the loss of materials is too great for reimbursement, you will instead be the target of the next weekly goal for a restoration project. No costs incurred, however, if you are found to frequently get reimbursed we will recommend you move to a safer location. A maximum of 5 reimbursements within a rolling 1 year period per Endo, you cannot claim an SDC reimbursement on behalf of another Endo.

Faction membership

1. Joining SOL requires the future Member to read and accept the SOL Code of Conduct and Constitution.
2. Members of SOL are required to: communicate in English, exercise common sense, and stay loyal to SOL. [WIP: elaborate on "loyal"]
3. Members of SOL have the right to: leave SOL, contribute to SOL in any way and amount, own any in-game endo-made or endo-handled object, such as spaceships, weaponry, resources, asteroids currently being interacted with and cosmetics painted in SOL colours.

Once the Constitution has been read and understood, refer to the new arrival procedure for more information regarding SOL roles, rules, and expectations. Welcome to the Spark of Light

Civil structure

1. The roles of Industry Quartermaster, Civil Quartermaster, and Armed Forces Quartermaster are appointed by the decision of the Lords and Baron.
2. Quartermasters can be removed from their position by the decision of the Lords.
3. Quartermasters are the leaders of their respective branch and as such can create sensible voluntary events within the limits of their branch. Taking part in the event will be rewarded, as any other contribution to SOL. (As an example only, the Industry Quartermaster can arrange a mining operation, or the Civil Quartermaster can arrange the building of a new factory.) They are also responsible for accounting for the branch's resources, machinery, and equipment.

4. Each branch has its own money balance, which is handled by the respective Quartermaster. It can be spent on sensible efforts pertaining to the branch.

Military Protective Services in Relation to the Civil Structure

Any Endo or representative of a group of Endos can request for a patrol fleet to redirect and clear an area to guarantee its safety, a fee can be placed to then escort the payer in question to make sure their shipment is secured. The amount paid in question is a flat rate decided by the amount of ships requested. ***F.E. Two fighters would cost 800 units*** If no fee can be provided at the immediate request, the payment may instead be waived at the patrol fleets QM's discretion. This empowerment can also be extended as a courtesy system for SOL members. While payments are not necessary for escorts they act like a tip for the members time. By no circumstances can a QM force payment on a SOL civilian or ally, they will instead have to decline their services or blacklist the offending Endo with legitimate reason.

Military structure

1. The supreme military power is held by the Military Commander.
2. The Military Commander acts as the Quartermaster of the Armed Forces.
3. The Military Commander holds no political power outside SOL and is responsible for developing grand strategy and arranging combat or military-related events.
4. The Armed Forces of SOL consist of voluntary participants that are gathered en masse to take part in the current mission or exercise in return for payment.

Distress calls in Relation to Military Structure

Should a patrol fleet or actively participating soldier receive a distress call, provided they have the tools necessary(or ship for that matter) they must respond and move to assist the Endo in distress. If there's clear evidence it was a false distress call or an attempt at a trap, the Endo has all rights to treat them as a hostile. ***HOWEVER***, this scenario would instead be treated as an SDC instance or a faction blacklist rather than a military engagement as most likely those answering a distress signal ambush would be at the disadvantage or are the targets of an attack.

Pre-release conclusion

The SOL Constitution takes effect upon being developed, signed, and deemed complete for pre-Early Access by the founders of SOL: four Lords and Baron, which are: Lord Auxiy, Lord Son of the Stars, Lord Sen, Lord Benno, and Baron Unii. The Constitution can be later amended by the Lords and Baron at the time to better suit the Early Access and Full Release versions of Starbase.

Last Revised 2/12/20 By Unii, responded to some comments and added the SDC clause here for contextual reasons. alot of this stuff can be considered completed until we get game access which will facilitate and motivate us to make this document more complete.