

Prerequisites for Citizenship:

- . Must be able to read and write
- . Children who have not yet obtained the age of majority for their race are not citizens; their guardian or parents are responsible for them.
- . Certain races must earn eligibility for citizenship, those races are: Drae, Half-Orcs, Half-Ogres, Mystic Wood Elves, and Scavengers.
- . Children of parents of the aforementioned races who have earned citizenship before the child reaches the age of majority shall become citizens automatically upon reaching the required age as long as they are able, by that time, to read and write.
- . All civilized races can be eligible for citizenship. Lesser humanoids, undead (sentient or otherwise), planer creatures, and creatures that are not self-aware are never eligible for citizenship.
- . Slaves of any nation or of this Republic are property and are therefore not eligible for citizenship.
- . Any foreigners applying for citizenship must renounce in writing all titles, lands, property, and allegiances to all other kingdoms and nations and swear allegiance to the Republic of Galerus before they can be declared officially as citizen.
- . The Gnoll populous has been granted sovereign Republic citizenship. Citizens will show proper respect for the Gnolls at all times, under penalty of death.

Applying for Citizenship:

- . Applicant must prove the ability to read and write.
- . Applicant cannot have been convicted of any of the crimes outlined in the Laws of the Twelve Tables, nor have pending trials. All citizens are bound by the Laws of the Twelve Tables pertaining to citizens and citizenship.
- . Applicant must pay a IV [4] Gold fee ****OR**** be sponsored by a senator.

Privileges and Responsibilities of Citizens:

- . Owning property, land, titles, and slaves
- . Using circles of power created by the Republic
- . Bearing weapons (without a permit)
- . Voting and the Ability to hold public office
- . Attending Consul meeting and voicing a valid opinion
- . Running or creating businesses or guilds
- . Membership in guild(s) and social societies
- . Defending the Republic as well as its holdings, citizens, property, & honor
- . Obtaining permits
- . Reporting misdeeds to the proper authorities
- . Assisting the injured
- . Being respectful to all Republican officials
- . Helping foreigners to know and understand the Laws of the Twelve Tables
- . Being courteous to all foreign dignitaries and officials