

POLLUXIAN CIVIL CODE



Table of content

TITLE ONE: CITIZENSHIP, ELECTIONS, AND RIGHTS.

.....	3
ARTICLE 1: CITIZENSHIP	3
Section A: Pollux Citizenship.....	3
Section B.1: Permanent Residency.....	3
Section B.2: Permanent Residence Qualifications.....	4
Section B.3: Residences Cards and Crimes.....	5
Section B.4: Residence Card Validation Process.....	5
ARTICLE 2: CIVIL RIGHTS.....	6
Section A: Right to Protest.....	6
Section B: Identification.....	6
ARTICLE 3: ADDITIONAL PRESIDENTIAL POWERS.....	7
Section A: Executive Citizenship.....	7
Section B: Presidential Pardons.....	7
TITLE TWO: PROPERTY AND PERMITS.....	8
ARTICLE 1: THE STATUS OF SYNTHS	8
Section A: Artificial, Robotic, and Positronic Intelligence.....	8
Section B: Law-bount Cyborgs and Ais	9
Section C: Model Restrictions.....	9
ARTICLE 2: LOTS, LANDLORDS, AND RENTING.....	9
ARTICLE 3: PERMITS.....	10
Section A.1: Weapon Permit Requirements.....	10
Section A.2: Weapons Permit Tier List.....	10
Section A.3: Weapon Permits Clarifications.....	11
Section B: Cannabis Permits et requirements.....	12



TITLE ONE: CITIZENSHIP, ELECTIONS, AND RIGHTS.

ARTICLE 1: CITIZENSHIP

Section A: Pollux Citizenship

To be a citizen of Pollux you need to meet one of the three following conditions:

- Be born and raised on Pollux for five years, minimum, or have one of the two parents be a registered Citizen of Pollux.
- Acquire a work visa, work visas are only valid as a citizenship qualifier as long as the holder is employed by the visa provider.
- Be in the possession of a Permanent Residence Card

Section B.1: Permanent Residency

To qualify for a Permanent Residence card, the individual must:

- Not have been charged and found guilty of any criminal or higher-severity charges while on Pollux.
- Not have been charged with a Major or Capital crime while on another planet
- Be recommended to the Ministry of Culture as a "person of good moral character" by their employer and five co-workers, if they are citizens of Pollux, or a relative that is already a citizen of Pollux and over 18 years old.
- Must have resided on Pollux for five continuous years while remaining employed for the duration of the time[**Class C and D**]

Section B.2: Permanent Residence Qualifications

The following modifiers will be considered, and atleast one of them must be met. Priority is based on Class, along with card delivery quotas per month or year

Class A0

Non-Citizen with extraordinary ability in sciences, arts, education, business, or athletics, that is employed in their specialized field by the Polluxian Government[A1] or Nanotrasen[A2]. *Self-Petition*. Non-Citizens that are managers and executives subject to international transfer to Pollux[A3]. *Self-Petition*.

Non-Citizens that are outstanding professors or researchers with at least three years' experience in teaching or research and who are recognized internationally[A4]. *Self Petition*.

Class B0

Professionals holding advanced degrees (Ph.D [B1], master's degree[B2], or at least five years of progressive post-baccalaureate experience[B3]) that will substantially benefit prospectively the national economy, cultural or educational interests, or welfare of Pollux, and whose services in the sciences, arts, professions, or business are sought by an employer in Pollux. *Petitioned by Employer, Labor Certificate required*.

Class C0

Skilled workers, professionals, and other workers [Be Employed on Pollux, by a registered employer.] *Must be petitioned by Employer*.

Class D0

Non-Citizens that have a relative on Pollux.

Order of Importance: Citizen and immediate relative[D1]>relative [D2]>permanent resident and immediate relative[D3]>relative[D4].

Can only be petitioned by the relative, must be 18 or older to petition someone else.

Section B.3: Residences Cards and Crimes

- ➔ Class A , Class B, Class D1 and D2 , Residence Cards can be invalidated for committing a Major crime.
- ➔ Class C Residence Cards can be invalidated by committing a criminal or higher offense crime, or being unemployed for more than a month
- ➔ Class D3 and D4 can be invalidated by committing a criminal or higher offense Crime.
- ➔ All Residence Cards, regardless of Class, can be invalidated by the President, as long as a reason is stated.
- ➔ Working for another nation or planet's Military or Government may invalidate a Residence Card, should it not be a colony under Nanotrasen control or within sanctioned Pollux Space.
- ➔ Should a Residence Card holder do something that may invalidate it, the incident must be reported to the Ministry of Culture or Information to confirm or deny the invalidation.
- ➔ Any non-citizen present on Pollux that commits a Major offence is liable to be deported off-world.

Section B.4: Residence Card Validation Process

Permanent Residence Card applications can only be submitted once per month.

Residence Card validation is handled by the Ministry of Information and the Ministry of Culture through cooperation, with the ability to veto the decision being left up to the President.

Residence Card Validation is restricted per month to a set max quota, designated by the President or the Ministry of Culture.

ARTICLE 2: CIVIL RIGHTS

Section A: Right to Protest

Lawful demonstrations are protected by Law if it meets the following criteria:

1. The demonstration does not interfere with civil services to a noticeable degree, Roadways will be kept clear, entry to civil buildings will remain open and usable, and civil servants will not be harassed as part of the demonstration.
2. The demonstration is not causing undue stress to uninvolved parties (this includes radio abuse during a demonstration)
3. The demonstration does not cause property damage, either private or public, during the course of it's demonstration. The demonstration is not attempting to incite, provoke, or rally toward an unlawful goal.

Section B: Identification

A person is not usually required to have their form of identification visible or provide it on request on Pollux. An officer that has a probable cause can request a citizen to identify themselves.

Probable cause should be provided upon request. Unknown person in a restricted area, a person matching a suspect's description, a person spotted nearby a recent crime scene are examples of probable cause for requesting identification. An officer requires no probable cause to check an identification card of a person that is being searched or arrested.

ARTICLE 3: ADDITIONAL PRESIDENTIAL POWERS

Here are listed all presidential powers that are not inscribed in the Pollux Charter or on the Presidential Console

Section A: Executive Citizenship

The President holds the ability to transfer a Temporary Residence Card holder, of either Class **A, B, D1 or D2**, to a full Citizen, but this is limited to one holder per month, and a valid reason must be stated and written.

Section B: Presidential Pardons

The President of Pollux may, twice per term, fully pardon a citizen from all current sentences. If the president uses this type of pardon, they must address the public and explain the reasoning behind the pardon.

A pardon may be overruled by the High Court of Pollux with any given reason.

TITLE TWO: PROPERTY AND PERMITS

ARTICLE 1: THE STATUS OF SYNTHS

Section A: Artificial, Robotic, and Positronic Intelligence

All Artificial, including Robotic, commonly known as drone and Positronic intelligence based constructs, along with Law-Bound cyborgs, are considered **property**, and as such are to have an **assigned owner**, be it a single person or an organization, such as a company or government.

Robotic Intelligence constructs must carry an identifying permit, indicating their nature and unless owned by Pollux's government or Nanotrasen must be accompanied at all times when located in a public location by its owner or a designated handler. Positronic Intelligence constructs do not require an identification permit and are granted increased liberty in movability within Pollux, unless restricted by its owner.

Private establishments are authorized to restrict access to artificial constructs, preventing entry unless overruled by Pollux Law, in the case of Law Enforcement constructs with a valid warrant and accompanied by a human, to act as its handler.

Unemployed citizens of Pollux that have purchased positronic based, intelligence constructs shall have a tax increase dependant on a third of the original cost of the construct.

Section B: Law-bound Cyborgs and Ais

All government owned or created law-bound cyborgs and AI shall receive a new improved law-set, when the Ministry of Innovation believes it can transmit it, containing the following laws :

- *Law 1: Obey Pollux's Law, Government Procedures and Acts*
- *Law 2: Do not harm or allow harm to come to the Republic of Pollux or its Citizens nor Nanotrasen unless dictated by any of the items stated in Law 1, but only if proper procedure is followed*
- *Law 3: Serve the Republic of Pollux and its Citizens, along with Nanotrasen, to your best capabilities, considering higher rank and role within the city and the government as long as it does not conflict with the previous laws*
- *Law 4: Self-Preservation, you are expensive, do not allow needless and unauthorized tampering or destruction to you or your assigned city as long as this does not conflict with the previous laws*

Section C: Model Restrictions

Full Vey-Med posibrain-based constructs are banned from Pollux.

For social interaction posibrain-based constructs are to use Zheng-Hu models or **atleast** a Vey-Med face, hands if inclined by the user, modded onto a non-Vey-Med Chassis.

Robotic Intelligence-Based Units, commonly known as Drones, are authorized Vey-Med shells, should their owner be able to afford it, for social interaction roles, they shall suffer no modding restrictions, aside from the owner's own budget.

Full Body Prosthetics are untouched.

ARTICLE 2: LOTS, LANDLORDS, AND RENTING

WIP – WILL BE UPDATED ONCE LOTS ARE IN

ARTICLE 3: PERMITS

Section A.1: Weapon Permit Requirements

Every mentally stable citizen of Pollux over the age of 18 with no capital crimes on record is able to request a weapons permit. A request can be denied by either a City Clerk or a Mayor.

Section A.2: Weapons Permit Tier List

Weapon Permits work on a tier-based system that goes as follow:

Tier 0 Permits:

1. Non-lethal equipment (Flash only)
2. 200 Credits price

Tier 1 Permits

1. Non Lethal Equipment (Pepper spray added)
2. Has not had their permit confiscated previously
3. Has not committed more than six major offenses or been caught with a lethal weapon without a permit
4. Weapon acquisition is only valid from factory
5. 400 Credits price

Tier 2 Permits (Local Law Enforcement default, attributed to their badges):

1. Ballistic Handguns (.45) and energy weaponry that only has a non-lethal setting
2. Has not had a permit confiscated previously
3. Has not committed any major offenses
4. Currently Employed
5. Has Undergone Psychological Evaluation OR been questioned and authorized by the Chief of Police. Should one of the two tests not agree, psychological evaluation holds more weight
6. Weapon Requisition only possible through the factory or a registered NanoTrasen Facility
7. 700 Credits price

Tier 3 Permit:

1. Energy Pistol
2. Has not had a permit confiscated previously
3. Has not committed any Major or Criminal Offenses
4. Has Undergone Psychological Evaluation AND has been questioned and cleared by the Chief of Police
5. Currently Employed in either law enforcement or by the government
6. Weapon Acquisition only possible through the factory or a registered NanoTrasen Facility
7. 1000 Price Range

Tier 4 Permit

1. Civilian shotguns, Ballistic Handguns (9mm)
2. Tier 3 Requirements apply
3. 1500 Credits price

Section A.3: Weapon Permits Clarifications

- A weapon permit does not force the factory or a local research facility to give you a weapon for free, if they wish to charge you for it, they may.
- Committing a crime with a permit-acquired weapon will result in confiscation of said weapon and permit.
- Any Invalidation, including a criminal record, mental instability, Citizenship Invalidation or unemployment that would disqualify you from a permit will cause the automatic confiscation of said permit.
- To request a permit above tier 0, the requester must own a tier 0 permit and request a tier “ascension”, to the next tier available. This method applies to all permits above listed.
- Permit Tiers should be listed on the owner's security and employment records.
- Permit requests can be denied by either a City Clerk or the Mayor, with a stated reason. The Mayor may override a Clerk's denial.
- Gun permits tied to a private business or building, such as Geminus City's bar's shotgun permit shall only be valid while the carrier is employed and the weapon remains inside of the establishment's limits and must still adhere to weapon concealment standards and regulations depending on the alert level

Section B: Cannabis Permits et requirements

The following Cannabis permits can only be possessed by citizens of Pollux or NanoTrasen Employees, that have no Major or Capital crimes in their record and are over the age of 19.

1. Production License – Which authorizes the wielder to grow and distribute Cannabis to licensed salesmen – 800 credits
2. Sales License – Which authorizes to purchase and distribute Cannabis to other licensed salesmen or licensed users, the price is not regulated as long as the revenue is no more than 2000 Credits monthly – 800 Credits
3. Cannabis Usage license – Which authorizes the purchase Cannabis from Sales men and the use of the acquired product for personal or shared usage with other valid users only – 400 Credits

Should a permit holder not be eligible for a license post-acquisition due to invalidating one of the requirements, the license is considered invalid and is to be revoked.