

Taxation and Crime

Taxation & Licences :

PrivateTax	Simple Dwelling : 4sa per year Large Dwelling : 15sa per year Manor : 10gr per year Small Castle : 24gr per year Large Castle or Dukedom : 57gr per year
Business Tax	20% of all profits per year
Luxury Items Tax	20% of the value per sale
Import Tax	15% of the value per cargo
Guild Tax	10% of all profits per year
Toll	1it per person, 2 per horse, 3 per vehicle
Weapon Permit	1sa per year for any 'military' weapon*
Armour Permit	1ba for non-metal, 1sa for metal armour*
Spellcasters Licence	5gr per year* <i>or</i> 5sa for guild / legal cult members
Magical Item Licence	30gr per year* <i>or</i> 5gr for guild / legal cult members
Traders Licence	2sa per year
Manufacturers Licence	2sa per year
Import Licence	2sa per year per cargo type
Special Import Licence	20% of creature xp <i>or</i> cargo value per year (in sa)

*Subject to verification of identity - persons convicted of a crime may not be given these licences

Crimes Against the Person :

Crime	Punishment	Judge
Assault (Grievous)	3, 6-11	Ordinary Magistrate / Local Lord
Blackmail	1-2, 4-10	Ordinary Magistrate / Lord Magistrate
Fraud	2, 4-10	Ordinary Magistrate / Local Lord
Magical Interference	1-3	Lord Wizard
Manslaughter	2, 5-8	Ordinary Magistrate / Local Lord
Mass Murder	1	Lord Magistrate
Murder	1, 4	Ordinary Magistrate / Lord Magistrate
Robbery	3, 7-11	Ordinary Magistrate / Local Lord
Unlawful Animation	2-3	Lord Magistrate

Crimes Against Property :

Crime	Punishment	Judge
Arson	1, 5-7, 9	Ordinary Magistrate / Local Lord
Burglary	3, 6-11	Ordinary Magistrate / Local Lord
Damage to Property	5-11	Ordinary Magistrate / Local Lord
Embezzling	2, 4-10	Ordinary Magistrate / Local Lord
Importation of Controlled Items	2, 9	Lord Wizard
Magical Interference	1-3	Lord Wizard
Possession of Controlled Creature	2, 7-9	Lord Magistrate
Tomb Robbing	2, 6-11	Ordinary Magistrate / Local Priest
Vandalism	8-11	Watch Captain

Crimes Against the State :

Crime	Punishment	Judge
Bribery of a City Official	5-11	Ordinary Magistrate / Local Lord
Carrying Weaponry with Intent	5-10	Watch Captain
Embezzling	2, 4-10	Ordinary Magistrate / Local Lord
Fraud	2, 4-10	Ordinary Magistrate / Local Lord
Genocide	1	Lord Magistrate
Illegal Spellcasting	2-3	Lord Wizard
Impersonation of a City Official	7-11	Ordinary Magistrate / Local Lord
Incitement to Riot	2, 6-8	Ordinary Magistrate / Local Lord
Magical Interference	1-3	Lord Wizard
Perjury	6-10	Ordinary Magistrate / Local Lord
Resisting Arrest without Violence	8-11	Ordinary Magistrate / Local Lord
Rioting & Affray	2, 7-11	Ordinary Magistrate / Local Lord
Sedition	1-5	Lord Magistrate
Tax Evasion	3, 7-11	Ordinary Magistrate / Local Lord
Treason	1	King
Wearing Armour in the City	8-11	Watch Captain

Other minor crimes attract a penalty of 8 or 11, but only if the perpetrator has been warned once.

Sentences - 1 : Death; 2 : Permanent Banishment; 3 : Mutilation; 4 : Labour for Life; 5 : 11-20yrs Labour; 6 : 7-12yrs Labour; 7 : 5-8yrs Labour; 8 : 1-4yrs Labour; 9 : Enormous Fine¹; 10 : Heavy Fine²; 11 : Standard Fine³

- 1) 90-95% of wealth, minimum of 100gr (min. 500sa)
- 2) 60-80% of wealth, minimum of 10gr (min. 50sa)
- 3) 25-40% of wealth, minimum of 1gr (min. 5sa)

Note : The above system is based around that practised by Kursaval. Other states treat crime and taxation differently, or they may be very similar. DM adjustments are required outside Kursaval.