

# Neshaten Prison System

The [Neshaten](#) prison system is a system born out of the need to ensure that dangerous criminals are not a threat to those around them. The Prison System owned and operated by the Kingdom of Neshaten is one of the worst types of prisons a criminal can ever be placed into, not only do criminals have 'no' freedoms but also zero luxuries.

Being placed in the prison is determined based on the seriousness of a crime. Murderers, sexual assaultists, and terrorists are placed in prison. While lesser criminals are placed in police jails which operate under a different (although slightly similiar) system.

## Operation

Prisons operated by the Kingdom are typically located in areas such as isolated islands or mountain ranges where escape could lead to certain death and even underground. Most of these prisons are either operated utilizing taxes from the citizenry or paid for by private organizations whose interests are to ensure that the criminals remain behind bars.

## Treatment

Treatment is based on a criminals teir level, an example being a Teir 1 criminal isn't much of a threat so they are not treated as such but a Teir 3 would be.

## Lack of Freedoms

As mentioned, criminals don't have any freedoms, it doesn't matter what crime they committed the moment that crime is committed the citizen is deemed no longer worthy to posses any rights that a non-criminal would have. This means that a criminal may find themselves being forced to do things that a normal citizen can say no to, such as naked cavity searches, strip searches, and being forced to give up almost everything they came to prison with.

## Teir Levels

The Prison system has three different teir levels, these levels are basically designed to determine where certain criminals go and how they are treated.

Teir	Description	Treatment
1	Petty Criminals, people who commit unarmed robbery, store thefts	Petty Criminals are typically treated with a few days in prison although they also run the risk of losing a digit depending how many times they've been convicted of a petty crime
2	Moderate Criminals, people who commit armed crime but didn't kill.	These are criminals who, despite committing a serious crime, didn't kill anyone in the process. These criminals are classified as medium risk, they are often treated to extended stays in prison with 'very' few luxuries. At most, these criminals may get into a prison with a recreational area but that is about it.
3	Serious Criminals, people who commit murder of 'any' kind in the commencement of 'any' crime, people who sexually assault a minor or adult, terrorists, or anyone deemed a T3, such as poachers	These are criminals who are such a threat to society, that they are given zero luxuries and go to prison with just the bare essentials to survive. To put it in perspective. T3 Criminals are always placed on Death Row

## Prison Design

Neshaten prisons vary considerably in their actual design and layout but all of them feature the same type of facilities and are built underground to reduce the likelihood of prisoners escaping. Notably what makes this prison system different from those of the past is that female and male prisoners reside within the same prison but might be located in different divisions of that prison. Kit's who commit a crime are placed in their own division, this is out of concern for the Kit's safety.

Facility	Description
Main Entrance	The main entrance of any prison houses the most secure area of the prison, including a four teired gate entry and at least three guard houses with well armed guards
Receiving Area	The area of the prison that receives criminals, this area determines which Teir the criminal does into and also does all strip searches.
Prison Area	The area of a prison that houses the criminals, most prisons have three that correspond with the three different teirs but it depends on the prison; some prisons such as those located in isolated regions may only have a T3 area.
Guard Barracks	The barracks where prison guards reside while they are on-duty, for prisons that are built in isolated regions, the barracks double as sleeping quarters and may also have recreational areas for the guards
Cafeteria	A place where food is prepared for both the guards and prisoners, food is cooked by hired staff; however, criminals get the bare essentials needed to survive
Armory	Often found near the guard barracks is an armory that is well stocked with both light, medium, and heavy weapons.
Prison Defense Center	Depending on the prisons Teir, it may have a PDC, which is done to control various internal defenses such as turrets. For both external, and <u>internal</u> security such as surpressing riots

Prisons are often designed in a circular fashion, with four different external walls whose security changes

with each wall. Some prisons might have mine fields between each fence line, others might have automated turrets who will shot and kill any criminals who attempt to escape.

## Convict Labor

Convict Labor is often used by the prison to get criminals to contribute to society in a small fashion, in most cases, this is comprised of doing waste management in parks or on roads and buildings. Criminals are fitted with ankle bracelets that have GPS embedded which is in constant communications with a central command vehicle, which monitors the location of all criminals and ensures they don't try and flee.

However, convicts are heavily guarded during their work hours, and any convict that attempts to flee is shot and killed. All convicts are warned about this when they are placed in the labor program, convicts don't volunteer, they are placed in it.

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