

Division of Public Safety

The Division of Public Safety was created in ER 029 out of what was originally a local militia group protecting the original four colonies on Nesha Prime and were originally composed of surviving soldiers from the Great War. The organizational structure of the Division means that they handle anything from arrest warrants, patrolling the streets, and investigating crimes but it also means that they are given a considerable amount of authority to undertake their jobs.

The job of a Division of Public Safety officer can often times be perilous due to the types of crime that must be dealt with, this doesn't just include regular crime but also that which is perpetrated by the [Netrunu'marol](#).

The DoPS is responsible for the enforcement of all civil laws and also serves as a militia force during a planetary invasion. Law Enforcement units are referred to as Ci'tiyous Ga'nudren, which is Tinacen for 'City Guard', officers are addressed either as just 'officer' or 'guardian'

Departments

The division is broken up into departments, each department is specific in its tasks but all of them fall under the Division of Public Safety.

- Enforcement Units
 - [Ci'tiyous Ga'nudren](#)
 - State Wide Citiyous Ganudren
 - Sector Area Citiyous Ganudren
 - [Elite Ga'nudren](#)
 - Counter Terrorist Unit
- Investigative Services
 - Small Crimes Investigators
 - Huge Crimes Investigators
- Administration
- Weapons Training
- [Neshaten Prison System](#)
- [Neshaten Division 5](#)

Organization

The Division of Public Safaty has a very important job of protecting the citizenry while the military protects the planet. This essentially makes the DoPS a pseudo paramilitary organization despite not being one, but acting as one due to the equipment they have access to and the fact that they can call in the military if need be.

In order to ensure safety in numbers, Ci'tiyous Ga'nudren squadrons are composed of up to eighteen

officers with a supervisor overseeing. In an effort to curb violence while also being able to respond quickly to emergency, precinct offices are set up within communities either within houses or within office buildings. These particular precincts are often well armored and armored due to the threats posed by the [Netrunu'marol](#). Each precinct is responsible for a 'sector' of a city, while an HQ building is responsible for the city state itself.

Working shifts vary depending on office, some offices have only four hour work shifts while others might have six hour.

Uniform

The uniform of a DoPS Officer is worn by both sector and state officers. Their uniform is a modified version of the armored body suit that is light blue, over that suit an officer wears dark red pants with a dark red jacket. Officers also wear a cowl over their shoulders that doubles also as a cape due to the back extending down past the shoulders. The length of the cowl actually determines an officers rank within the force. The cowl is also the only part of the uniform that is different in terms of the symbol on the back, as this symbol is unique from city to city.

Identification

Officers identify themselves using their [Nitra Mobile Phone](#), which can project an image of themselves along with their identification number, name, and place of jurisdiction which citizens can use to report an officer for wrongdoing or for an officer to establish their authority over a criminal.

Precincts

Cities are split up into sectors, each sector has a precinct office (or house depending on the sector itself) that officers deploy from. These precincts have jails to hold criminals temporarily until transfer to a state headquarters. Each precinct also enough room for three squads of officers and their belongings.

Authority

Ci'tiyous Ga'nudren officers have a wide range of authority that allows them to do their jobs, much of it was given to them by the citizenry and also the Monarchy. Officers that operate outside of their assigned sector must inform that sectors supervisor of the presence, although such officers are permitted to do their jobs regardless.

Authority	Details
Warrants	Ci'tiyous Ga'nudren Officers can enter another citizens residence without a warrant provided there is cause. This cause can come from witnessing a crime in action, although all searches of a citizens house must be accompanied by a report afterwards detailing what was found. Warrants are needed for wire-tapping of citizens communications devices, Non-citizens, on the other hand, are not protected by this. Their homes can be searched at anytime by the Ci'tiyous Ga'nudren and they can be wire-tapped without due cause, largely because they are not considered citizens and thus are 'not' protected.
Lethal/Non-lethal Force	Officers are permitted to utilize lethal force provided such force is used against them, this also includes whether the force is from a firearm, a sword, or from a vehicle. Officers are also permitted to use lethal force against anyone running from them, but this force can only come in the form of disabling and not killing.
Questioning	It is the duty of all Ci'tiyous Ga'nudren officers to bring all suspects in for questioning, or even any witnessing whom witness a crime. The amount of time that a suspect can remain in a precinct under questioning can vary between eighty one and one hundred and thirty two hours.
Jurisdiction	Officers have overall jurisdiction only within their assigned sector or state, however, this jurisdiction can be expanded with permission from sector or state supervisors. However, this doesn't mean that an officer who enters another precinct's jurisdiction can't enforce the law, all officers are required to enforce the laws regardless of whether they are within their assigned sector or state, although informing a supervisor is a must.
Enforcement	All laws have to be enforced by Ci'tiyous Ga'nudren officers, officers don't have the right to pick and choose what laws they enforce, they can't 'make up' laws either when dealing with others. Any officer who breaks the law is also subjected to the same punishments as those who are not officers whom break the law as well.
Militia	In order to be ready for possible invasion from space, either by their own or by foreigners, the DoPS requires all officers to be available for training local populations in how to operate both civilian 'and' military grade hardware. Officers are assigned small 'militia units' of four to train, these four citizens can also be called upon during criminal activities in the event officers require additional assistance.
Arrests	Anyone can be arrested by officers, regardless of whether they are a citizen or not. All citizens are required to follow the law, all guests and foreigners are also expected to follow listed laws as well. Anyone found fleeing officers are automatically arrested and taken to that sectors precinct for questioning. Lying is a very quick way to get arrested, as officers are taught not to tolerate lying. Although leeway can be granted, especially in regards to Kits due to them being young and possibly scared.
Confinement	Officers are required to provide the bare minimum for survival within a jail cell, but all inmates are monitored on close-circuit television, meaning there is 'zero' privacy.
Surveillance	In order to ensure that officers don't overextend their authority, officers utilize shoulder or helmet cameras where the footage can be reviewed during inquiries.

Duties

It is the duty of all Ci'tiyous Ga'nudren to uphold the law in their assigned sectors and states, however, their duties extend further than just enforcing the laws.

Duties	Details
Laws	All Neshaten Laws are to be enforced without question.
Kit Abuse	It is the duty of ALL officers to report any signs of Kit abuse to their superiors and, if need be, remove said Kit from the custody of parents. Because child abuse is consider a very serious offense, officers are permitted to arrest anyone suspected of abusing a kit. However, officers must be able to distinguish the difference between actual abuse, and regular punishment of a Kit. This means that a kit whom is being spanked is not being abused, but a kit who is being punched around, is.
Home Visits	Kits whom were once an orphan and have been placed in a home, or the Elderly who have no family to support them anymore, can be visited by the Ci'tiyous Ga'nudren to ensure that their health and well-being are properly taken care of. If a Kit is found to be abused or not being taken care of by their foster parents, then officers are within their rights to remove said Kit. The Elderly are a bit different, if it is found that the Elderly are not taking good care of themselves either due to medical or some other issue then Officers must inform a local hospital of said problems and wait for hospital staff to arrive to assess the situation.
Patrolling	Officers should patrol their assigned sectors and states; searching for criminals and responding to emergencies. During a street patrol walk, officers should be in groups of six or eight while in patrol cars they can operate with just two or three people per car depending on the number of people assigned to the sector or state.
First Aid	First Aid should be provided to any citizen that needs it; this should be a given, however, officers are 'not' required and can not be sued for not providing first aid to criminals. Any criminal that runs from officers and is shot by said officers, is considered a LOW priority for emergency treatment over any citizens that might have been injured in said pursuits.

Criminals

The basic information about how criminals are handled by the DoPS including their rights and processing.

Interrogation

Criminals can be subjected to either light or heavy interrogation in order to get information about either their gangs or what operations they are running, these interrogations can range from the non-physical to physical. Interrogations can only be performed on people who 'have' been observed committing a crime, meaning that there is irrefutable evidence or if the person has committed a crime in the past and was later let go.

Interrogators must have an impartial witness present at all times (someone who was not majorly affected by or involved in the case or crime) to ensure the criminal is not subjected to life threatening or excessive treatment. Even during heavy interrogation a criminal cannot be subject to treatment which has a high risk of death or severe physical or mental condition, this includes excessive or heavy trauma to the head and chest region and forbids the removal of limbs, extremities are frowned upon but not barred and are usually circumstantial.

Detainment and Jail

Suspects, or people who haven't been confirmed as being an actual criminal, can only be in the precinct jail for four days before being released. It is up to officers to present evidence supporting criminal activity.

If some evidence is brought forward to connect a current prisoner to an investigation or crime their detainment can be extended for up to 1 week longer and released under suspicion. If evidence directly and irrefutably linking the suspect to a crime is produced they may undergo interrogation if required and will be transferred to a prison regardless with their bail date arranged in court.

Criminals have the right to request an attorney to defend them in court who is legally required to defend the suspect as best they can else risk their employment and reputation as a legal worker. If the defence wins the suspect will be released subject to any agreed terms in court and placed on the DoPS watchlist, if the defence loses the criminal will be sentenced.

Officer Behavior

Below are several sections on the behaviour and standards expected from all DoPS officers which

Drinking on/off Duty

Officers are permitted to drink non-alcoholic beverages while on duty, any officers found drinking alcoholic drinks will be forced to take 'the pill' in order to rid their system of the alcohol and will be subjected to loss of pay for up to one season. Should any officer cause any damage or disturb the peace while under the influence of alcohol they are fully accountable for their actions and will receive no monetary or diplomatic assistance regardless of achievement or rank, they may be subject to further disciplinary action or even employment termination depending on the severity of the incident.

Public Conduct

Officers are public servants, hired or recruited to enforce the law of the Kingdom; when a person is arrested, that officer provides that citizen with the same level of respect that the citizen gives to them. This means that so long as the citizen doesn't attempt to harm the officer or those around him, he is to give respect. However, if the citizen/criminal attempts to harm others, respect is left up to the officer.
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In much the same way that officers must respect citizens as they respect the officers, should a criminal or other individual become aggravated to the point of attacking officers or others, officers may employ force to stop them but only on the same scale the individual uses. If they attempt to employ lethal force or injure those at the scene then lethal action can be taken however officers are advised to disarm and detain if possible.

Cleanliness

Officers need to keep their uniforms clean and devoid of any and all dirt, potentially having several uniforms which can be worn around a clothes washing cycle. All hair must be cut to standards and not impede the officer's ability to perform their duties including having a shortened fringe and tying hair back in environments with moving parts. Officers are permitted to wear tattoos so long as said tattoos are tasteful, they should not include any images or messages that discriminate, or reference major criminals or crime and terror groups.

Officer Codes

All officers need to memorize and remember all officer codes in relation to the various types of crime they will encounter, and how they are translated over a radio. While many may never be used it is important for officers to be familiar with all the codes to ensure they can effectively prepare themselves both mentally and physically before arriving at the scene, as well as properly classifying a scene if they are the first responders.

For more information, go here: [Officer Codes](#)

Equipment

Much of the equipment used by the Department of Public Safety comes from the military, due to their pseudo paramilitary organization. However, much of the higher level equipment can only be used by higher levels of the division.

Weapon Training

All officers of the DoPS are trained to use various weapons in the event that such measures become necessary, this training also means that if a situation does arise the officers are well trained and can use weapons with skill to help avoid any preventable issues. Weapon training includes both firearms and melee weapons as well as tactical equipment, the level of training is determined by the position the officer holds within the system, whether it's as a standard or elite guard for example.

Division 5

The newest addition to the Neshaten internal public safety forces, the special division was formed out of concerns from the ever present terror threat in the kingdom. Division 5 employs highly skilled operators to execute all manner of counter terror operations and actions from gathering intelligence to raiding hideouts. While the standard DoPS and military counter terror units are efficient in their jobs Division 5 was created less for fighting the terror attacks and more for flushing out the bigger fish and operates

primarily within urban and populated areas, working to stop attacks before they start by unearthing plots and armed groups.

OOC Notes

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