# Social Castes of Maret

Citizens

Maret Citizens are those born outside of Noble status, which is most of them. Citizens are expected to find work either in the mines or factories. Other jobs that you would expect to see in a society, ie. grocer, baker, tailor, etc, are all owned by the Maret Nobles and run by various Military branches. Food, water, clothes, and other basic needs and entertainments, are provided at low or no cost to citizens at various frequencies.

Lets take a family of four as an example. Assuming both parents are working on one of the more lucrative (and dangerous) mining operations, they can expect to bring home between 2-4 silver a month. Food and Water Rations are supplied weekly: a loaf of bread, 3 pounds of meat (usually pork or chicken) Given that their hard work is recognized by higher authority they may be granted allowance to purchase extra food or clothes.

Military

Citizens may, every two years, take a rigorous testing program to determine if they are eligible for Military Service. Those who pass enter the Maret Reserves and are given a position at one of the many "businesses" run by the Maret nobility. Reservists, and those who pursue deeper military careers, receive Food and Water rations on request (barring minimal stipulations) and as such being a reservist is a coveted job among Maret citizenry. In addition, a reservist can expect to receive between 3-7 silver per month on top of the provided amenities.

Reservists who are not satisfied with a life running a bakery can enter full military service at any time, becoming a Private in the Maret Forces. Choosing this life requires a minimum of 2 years to be served under the new rank, after which the private can choose to return to reservist life, or can then begin to climb military ranks as their leadership sees fit. Career military members are granted many things that would mostly be restricted to the lavish lifestyles of nobility, including a private home for any family they might have.

Nobility

Nobles are determined by birth. Anyone born into a family of nobility, is considered to be a noble, and anyone not born to nobility can never achieve it, even through marriage (which is a rare occurrence at best). Barring the Knights that pilot the Walkers, most nobility rarely leave their mountain homes. They do their dealings through servants and spies, exchanging resources and "businesses" like currency while enjoying the safety of heavy steel doors and maze-like hallways.

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