

# Tapani Quickstart Guide

A black rectangular box with white text that reads "A long time ago in a galaxy far, far away....".

## Welcome to Tapani Sector

Tapani sector is located in the Colonies on the Shapani Bypass, a trade route which is an offshoot of the Rimma Trade Route. The sector capital is Procopia.

Though Tapani isn't in the Core, it might as well be; it is a vastly wealthy sector with political thumbs in almost every Republic pie. Its noble families have sent their sons and daughters into the most elite Old Republic institutions – private schools, the Academy, the Navy, and the halls of power on Coruscant. House members captain entire fleets, are in charge of powerful government and commercial institutions, and command significant influence over the Republic senate.

However, with the growing levels of corruption, Tapani nobles have become the prime target of those seeking change, as well as unscrupulous businessmen who resent the advantages enjoyed by the Tapani nobility. In response, there is a small but growing segment of the nobility that wants to eliminate the Old Republic's favored trading status with the sector. There are even a few nobles who have gone so far as to advocate secession from the Republic, though most are unwilling to voice such an extreme position.

The sector economy is strong, which helps the Tapani lords afford their fine estates and huge luxury star cruisers. Tapani has a large population of highly educated workers, and its research facilities rank among the most productive in the Old Republic (especially those at Mrlsst Academy).

There are about 70 systems in the sector, roughly a fifth of which have inhabitable worlds which are heavily settled. Other systems also have settlements, but much smaller ones: research stations,

military outposts, mining facilities, and so on.

Tapani has a large number of temperate worlds within it, and an abundance of raw materials ripe for mining, including some which are relatively rare in the rest of the galaxy (Tapani mining companies have been shipping trillions of tons of valuable ore to the Core annually for several thousand years). Tapani sector is one of the closest major sources of rawmats to the Core. This gives it an edge when competing with sectors further out which must raise their prices to cover higher transportation costs.

Geographically, Tapani sector lies a bit off the Rimma Trade Route. The Rimma run, as it is known in trader slang, ranges from the Core all the way out to the remote Kathol sector. It used to be quite a way off the beaten path, but centuries ago some Republic scouts blazed a bit shortcut right through the sector that cut days off the Rimma run. The new bypass brought Tapani sector into a major trade route, and that livened up the place a bit. On starmaps, the shortcut is called the Shapani Bypass, but most folks call it the Bacta Run or the Bacta Bypass instead, since it was established to get bacta into the Core faster. Thyferra, the major production center for the Old Republic's bacta, is just a few days travel away (though not in Tapani sector itself).

There are two distinct parts to Tapani sector: the Expanse and the Freeworlds Region. The Expanse is an ore-rich area of space under the control of noble houses – the remnants of the small stellar empire which once ruled the sector centuries ago. It is made up of seven provinces which make up specific house holdings. The sector capital, Procopia, is an independent world which, by tradition, is governed by the ruling coalition.

Slowly encroaching on the Expanse is the Freeworlds Region, a series of systems on the border of the sector. The Freeworlds Region, which was once the backward fringe of the sector, has become powerful thanks to its position on two major trade routes, the Shapani Bypass and the Giju run (an ancient Herglic trade route). Because most Expanse ore must pass through the Freeworlds, there is a lot of bickering about the high tariffs the Freeworlds place on Expanse shipping.

Despite its distance from the Core region, by tradition the Tapani sector is considered a part of the Core community. The Tapani sectors are constantly going to and from Coruscant, in order to attend to business there and stay in the forefront of galactic politics.



## Travelling in Tapani Sector

Tapani sector is a fairly young segment of space, filled with nebulae, gas clouds, and coalescing systems. The many fiery-red and ice-blue tendrils of intergalactic vapor are beautiful and majestic, but they also make the sector a difficult one to navigate through.

In many other sectors a dense network of hyperlanes links every world with just about every other world. Tapani sector only has a few drifting space lanes linking its various parts. This is because most of the hyperlanes are unstable, and establishing multiple routes is not feasible.

Millenia ago, traveling through hyperspace was extremely perilous everywhere, because interstellar space is clogged with dangerous debris. Such hazards and obstructions could be discovered through trial and error, and mistakes were usually fatal. Over time, certain routes between planets were found to be fairly safe, and the Republic Spacelane Bureau established a network of hyperspace buoys linking them together. Eventually, powerful navicomputers were developed to store and process all the possible hyperspace jumps deemed safe, and spaceship captains gained the freedom to travel the stars without slavishly following the buoys.

However, some areas of space are so choked with galactic debris and celestial objects that safe hyperspace travel is all but impossible *without* hyperspace buoys, even in modern times. Tapani sector is so cluttered with debris that just about every system must be monitored by a hyperspace buoy. The only truly stable route through the sector is the Shapani Bypass. Travelers can safely shunt up and down the Bypass

without dropping out of hyperspace year in and year out.

The other lanes of the sector are less stable, and are maintained by hyperspace buoys guarding each system. Interstellar drift causes dangerous obstructions to enter hyperspace routes on a regular basis, and the buoys monitor the situation and recalibrate routes on the fly. Ships passing through a cluttered area must drop out of hyperspace at a buoy junction and load the new data before continuing. Such interruptions to one's trip are annoying, and in some pirate-infested regions, highly dangerous. (But not as dangerous as blowing by the buoy and entering an unclear hyperlane.)

The Shapani Bypass and Giju Run are the only known exits to the sector. There may well be a few secret routes out of the sector, but if there are, those in the know aren't telling. Certainly, such a route would be worth trillions of credits to some governments.

## The Houses of Tapani

The Expanse is ruled by noble houses, each of which has its own network of families. Within a given house, there are varying ranks of nobility: (in descending order) the lords, the barons, and knights. Lords run the sector, by and large which barons run local house assets. The knights may also have important positions, but most serve in the military or work in the house government. There are different forms of address for each rank, but a simple "my lord" or "my lady" will suffice in most situations.

Commoners can never become nobility, save when they are given the title of knight by the house privy council. Such "petty knights" can hold house assets and marry nobility, but cannot pass their titles on to their descendants.

While elsewhere in the Old Republic the idea of universal suffrage and equality has long existed, in Tapani sector the philosophy has persisted that the power of rule belongs by right to the well-born. Nobles and commoners alike find this view both right and natural. The nobles of Tapani consider it subversive to seek power through popularity among the non-noble populace or by serving the selfish needs of the more needy, least educated, and least well-informed members of the nobility. Those who are thought to harbor populist sympathies are shunned, both by their peers and the lower classes.

There are three great houses – Pelagia, Mecetti, and Melantha – and four lesser houses – Cadriaan, Barnaba, Reena, and Calipsa. Each house has its own planets, lands, armies and navies, and companies. All give lip service to the Old Republic,

but the truth is that Republic interests often take a back seat to local struggles.

Power is figured on two levels – votes and wealth. Each house gets one vote in the Great Council (the Expanse’s governing body) for each major world it controls. Since no one house has enough votes to override the others, it must build coalitions in order to have its way (it also help to divide your opposition to prevent them from putting together their own coalitions). Currently, Pelagia dominates the current ruling coalition, made up of itself, Cadriaan, Calipsa, and Melantha.

Wealth is the other measure of power. It cannot buy votes on the Great Council, but it can buy spies, navies, and access to key Republic bureaucrats on Coruscant. Sometimes, it is more important to have blackmail information on a key voter than his allegiance. So, in a way, perhaps money can buy votes.

**Pelagia.** Pelagia is without a doubt Tapani’s greatest house, and its bloodline is strong in the Force. The house has donated significant resources to the Jedi, and has recently established a Jedi training center on Netolio. Though the house appears to receive nothing in return for their contributions, the Jedi usually side with Pelagia in disputes. Pelagia has sufficient military might to overcome any house in the sector, and their members occupy some of the most important military and political positions in the Republic.

Honor is especially dear to members of House Pelagia, and they are the only house to actively discourage assassination and lying (traits that are acceptable in other houses, as long as they are not made public knowledge). Ironically, their immense power has made them frequent targets for corruption charges and political backstabbing. Only Pelagia’s reputation for honesty prevents these accusations from tying up a substantial portion of their resources.

**Mecetti.** House Mecetti is an extremely ruthless house, willing to deal with anyone who can give it an advantage over its rivals. It has no true allies, preferring to use first one group and then another to further its own ends. Mecetti has a long-standing feud with House Pelagia, and is doing everything possible to break up the ruling coalition of houses. They have been particularly open in

their courting of House Calipsa, and have been using their control of nearby trade routes to force an alliance with House Reena. Thus far, Pelagia’s close ties with the Old Republic (particularly with the Jedi) have prevented House Mecetti from making much headway in their efforts.

**Melantha.** Though one of the three most powerful houses, Melantha has not run the sector in centuries. Instead, it has played middleman in the Pelagia-Mecetti feud, siding with whichever house had the better position. Nonetheless, the nobles of the house have not forgotten that it was one of Melantha’s sons who united the sector 6,000 years ago, and they often speak of the glory of that bygone era. House Melantha has been the most vocal in opposition to the corruption in the Old Republic, and a few radicals from their house have even suggested that Tapani sector should no longer bow to the whims of the Republic senate. Such talk has been quite disturbing to their current allies in House Pelagia, which depends on the sector’s close ties to the Republic.

**Cadriaan.** House Cadriaan is an extremely active merchant house, and thanks to its strategic location as the only house on the Shapani Bypass, it is one of the wealthiest. The proximity of the house to the greater galaxy has given Cadriaan a more open and mercantile bent than the other houses. It is a former colony of Pelagia, and House Cadriaan has remained in the shadow of its progenitor. Though it has a house military sufficient to protect its holdings, Cadriaan relies on the fact that should it be attacked, House Pelagia would come to its defense.

**Barnaba.** A naturally wealthy house, Barnaba eschews house politics as much as it can, preferring to spend its energies being the most socially significant house in the sector. It has succeeded; the balls and parties of House Barnaba are the great events on the Tapani social calendar. Style is very important to Barnaba nobles; if one must plot and spy, one must look good doing it. Barnaba is a lukewarm ally of Melantha, and a lukewarm rival of Mecetti. It is probably the most neutral house in the sector.

**Reena.** Reena has always been a lesser house, and probably always will be. It has built up an education system second to none in the Expanse, and many houses send their children there rather than send them to the very best education institution in the region, the Mrlst Academy, which lies in the Freeworlds Region.

**Calipsa.** The smallest of all the houses, Calipsa has survived primarily because the only access to it is from House Pelagia, which has no interest in conquest. Only their homeworld of Calipsa is heavily populated, and their remaining systems are

ore-rich worlds with small mining settlements. Its small size has worked to its advantage, as the house is able to focus its military might on protecting ships from pirates as well as defending its worlds. It is considered to be one of the safest areas in the Expanse.



## The Freeworlds

The establishment of the Shapani Bypass brought the periphery worlds of the Expanse into a major trade stream. Competition for the worlds became fierce among the houses before a brokered agreement defused the situation by declaring the worlds freeworlds. Like Procopia, they would be independent worlds open to all comers. The agreement even gave the Freeworlds seats on the Grand Council.

No doubt most house officials thought that the Freeworlds could be controlled, but it wasn't long before the principal worlds of the Freeworlds Region – Tallaan, Mrllsst, Aleron, Lamuir, and Neona – had the economic power to shake off external influence. They grew in power and prestige as the credits of the Republic flooded their coffers.

Piracy became a problem once the houses withdrew their navies, so each world began to build up its own navy of patrol ships. Procopia objected to an armed buildup on its borders, but the Freeworlds were confident enough to announce that the navies would not only remain, but would henceforth be subsidized by a new tariff applied to all goods passing through Freeworlds space – namely those heading for the Expanse. This extremely controversial tariff has led to no end of troubles between the Freeworlds and the Expanse.

## Concise History of Tapani Sector

All years are reckoned by the Tapani domestic calendar.

### Colonial Era (0 – 1,012)

The history of Tapani Sector goes back many, many centuries. The first settlers came to Pelagon some 13,000 years ago in huge colony ships sent out from the Core. At that time, Tapani sector was at the extreme edges of Human Space, and the colonists were very much on their own for a long time.

Fortunately, the region was blessed with an unusually high number of inhabitable worlds, and it wasn't long before the settler clans began spreading out and prospering.

Initially, the colony worlds were governed by the Pella Compact, the original central council which lead the colony ships to Pelagon. These clan leaders forged the first alliances with the Herglics, and established the first trade routes in this region of space.

### Twelve Kingdoms Era (1,012 – 5,392)

Eventually and inevitably, the clan worlds grew apart as generations passed, and began to rely less and less on a central government. With a whimper rather than a bang, power gradually shifted from Pelagia to the local clan capitals. Traditional historians place the year of this transition rather arbitrarily in the year 1012, though some have argued the transition came much sooner.

In the early years of the Twelve Kingdoms Era, numerous clans merged, expanded, fought, and died out. Over time, twelve houses emerged out of the trials of eight centuries, each with its own king or queen ruling over its territories and worlds. These houses existed in a relatively stable state for over 3,000 years, though there was a great deal of flux in terms of who controlled what at any given moment.

Towards the end of the Twelve Kingdoms Era, the houses began colonizing new worlds on the sector's periphery, both to provide them with needed raw materials, and to establish a buffer zone between the houses and the expanding Herglic trading empire. Gilliana, Aleron, Achillea, and most of the systems now in the Freeworlds Region were catalogued and lightly settled in this time frame. The houses made contact with the Mrllsti on Mrllst and began trading with them.



## **The Dynastic Era (5,392 – 11,138)**

The Twelve Houses Era came to an end when a warrior prince named Shey Tapani rose up from House Melantha and unified the houses in a series of bloody civil wars which spanned nearly twenty years. Two houses were destroyed by Tapani during the wars, and a third faltered and was absorbed within a century.

Tapani was crowned Emperor of his new empire in the year 5392, and over a long lifetime laid the foundations for a regional empire which would last for 6,000 years. Interestingly, the rise of Tapani's empire did little to advance his own house; he was remarkably even-handed in distributing power to the nobles who survived the civil wars. Many historians claim that it was this act more than any other that gave his empire such a strong start.

Tapani made a huge mark on the region immediately. For example, he established a number of universities and research facilities (the university system on Mrlsst was codified in 5412), and imposed a new code of laws and a new calendar (still in use domestically) on his empire. He chose his homeworld of Procopia as the seat of his fledgling empire, and his capital has been the center of regional power ever since.

It fell to Tapani's descendants to consolidate his empire, which they did over the next 5,000 years. Sixteen dynasties ruled the Tapani empire in turn, most hailing from Melantha, Mecetti, or Pelagia.

The Giju Passage trade route was blazed by Herglic scouts in the aftermath of the Great Sith War in 8717, and within 25 years had become an established trade route into Herglic space (actually, the scouts were merely re-establishing a route long-abandoned by ancient Herglic traders). The distinct angular Herglic tradeships became common sights in Tapani space, and the bulky aliens brought with them investment capital and a vibrant culture.

With a thriving shipping pipeline leading into the heart of Tapani, the young empire experienced a new surge of growth. It was in this time period that Tallaan and Neona, positioned on the new trade route, emerged as major trade worlds. Over the next few centuries, Tallaan's modest orbital docks evolved into full-blown shipyards.

The Kappela Dynasty, the final to rule the empire, presided over a gentle and

steady decline into regional factionalism. The end of the Tapani Empire came in 11,138, when a cadre of military officers staged a coup and placed the Tapani Empire in the hands of a band of reformers.

## **The Federal Era (11,139 – 12,687)**

The reformers, men and women from nearly all of the houses, formed a federation of the planets of the former empire. The new government was ruled by a prime minister elected by a parliament located on Procopia. The resulting system was less centralized than the former empire, giving the houses more direct power than they had enjoyed previously, particularly in their own provinces.

Ever since, the balance of power has shifted from one house to the next, as leaders formed Great Council coalitions capable of electing them. Most such leaders were of either House Pelagia or Mecetti, though even the lesser houses occasionally took charge when a particularly effective leader emerged from their midst. Several houses rose and fell during this time period, and two left the sector entirely in search of new and worthier pastures.

Two trends took place over the centuries which had long-lasting impacts on the region; Tapani joined the Republic, and a cluster of periphery colony worlds grew rapidly in power and broke away from the houses.

In 11,234 Procopia sent its first representatives to the Republic Senate on Coruscant, and the Tapani Federation was officially designated a sector of the Republic. Several members of House Pelagia were recruited by the Jedi Knights, after they were found to have bloodlines strong in the Force.

Since joining the Republic, Tapani nobles have frequently traveled to the Core to do business, and ambassadors forged links with important Core systems such as Alderaan and Corellia. Many Tapani expatriates could be found living on Coruscant and other Core worlds, and the Tapani members of the Republic Senate enjoyed a certain amount of authority and influence, which continues to this day.

Initially regarded as a new source of raw materials for the high-consumption worlds of the sector, the periphery colony worlds settled in the Tapani Dynastic Era enjoyed a huge and unanticipated surge in growth when Republic scouts and traders opened up a new route which shaved several days off the long-established Rimma hyperlane – a route which passed through Achillea, Tallaan, Mrlsst, and other periphery systems.

The trade of the new Shapani Bypass poured credits and influence into the coffers of the periphery worlds, and eventually led to their independence. The periphery became known as the Freeworlds Region.

## Sector Calendar

When dealing with the outside galaxy, Tapani sector uses the Republic calendar. However, in domestic affairs, the Tapani calendar (established by Shey Tapani in 5412) is still in common use (largely as a symbol of the sector's autonomy).

The local Tapani calendar has been tweaked slightly to confirm to Galactic Standard Time, but the traditional name of the days, months, and holidays remain in place. There are 60 minutes to an hour, 24 hours to a day, 5 days to a week, 7 weeks to a month, and ten months to a year. To round out the 368-day year, there are three festival weeks and three one-day holidays.

### Months and Holidays

1. Elona
2. Kelona  
Tapani Day
3. Selona  
Expansion Week
4. Telona
5. Nelona  
Productivity Day
6. Helona  
Shelova Week
7. Melona
8. Yelona  
Harvest Day
9. Relona
10. Welona  
Winter Fete

### Days of the Week

1. Atunda
2. Katunda
3. Satunda
4. Datunda
5. Natunda

### Local Seasons and Holidays

In addition to Republic celebrations, Tapani sector has its share of holidays and festivals commemorating key historical events and common cultural traditions. The major sector-wide holidays are described below.

In addition to these holidays, the Freeworlds Region and each noble house have festivals unique to their house – most honoring domestic heroes and famous historical figures. The major holiday unique to the Freeworlds Region is Independence

Week (Relona 10<sup>th</sup> through 15<sup>th</sup>) which commemorates its breaking away from the Expanse.

**Tapani Day.** Tapani Day celebrates the birthday of Shey Tapani. There are large parades and elaborate public feasts on most worlds in the sector.

**Expansion Week.** Expansion Week consists of five days of celebration commemorating the settlement of Tapani sector. The holovids feature special programming, and cultural festivals are common in urban centers.

**Productivity Day.** The work ethic is strong in Tapani sector, and Productivity Day is a holiday celebrating hard work and past generations who helped make the sector what it is today.

**Shelova Week.** Shelova Week is a Herglic holiday which celebrates commerce and family (the two concepts are not far separated in the Herglic mind). Traditionally, celebrants exchange gifts, make new alliances and trade arrangements, and spend time with their families. The holiday gradually spread into the human population of Tapani sector, and has changed somewhat in the cultural transition. Most humans ignore the trade aspect of the festival and go on vacation. Many businesses, however, focus on the trade aspect exclusively (especially those dealing with Herglics), and use the holiday week to broker new deals with their trading partners.

**Harvest Day.** Harvest Day is an ancient holiday brought to the sector by the original settlers. Presumably it once commemorated the harvesting of crops, but no one knows for sure. Most people simply regard it as a welcome chance to take a day off work.

**Winter Fete.** This holiday originated on the initial Pelagon settlement, and marks the local winter equinox. When the settlers began to spread to other worlds, the day was changed to coincide with the Republic Fete Week holiday.

## The Capital Season

The capital season is a social season unique to the upper crust of the Expanse. During the capital season, which runs from Expansion Week to Shelova Week, many of the nobility descend on Procopia to wine and dine, spy and intrigue, and take pleasure jaunts to Vycynith and the other resort planets in the sector.

Being seen on Procopia during capital season is an absolute must for nobles interested in maintaining reputations as movers and shakers. Avoiding capital season marks a noble as a social pariah and can have a big negative impact on his status among his peers. Occasionally, those with business outside the sector can excuse themselves for a season or two, but attending to business elsewhere within the sector

seldom cuts it as an excuse; during capital season, sector business comes to Procopia.

During the season, Procopia's finer resorts, restaurants, and entertainment centers are overflowing with wealthy tourists and nobles. Visitors to the planet without good political connections will find it extremely difficult to get lodgings in the finer Procopian resorts and hotels.

## Noble Culture

Tapani sector has several customs that have arisen from the traditions of the nobility. Nobles are held to a different standard than commoners, and this can be seen in several aspects of everyday life. Even though a noble is technically equal to commoners by law, a nobleman or woman is accorded honors and privileges rarely extended to others on a less formal and official level. However, nobles are also held to a higher standard, as should be expected of the cultural elite.

Nobles are accustomed to getting the red carpet treatment where they go in the sector. Nobles never have to wait in line – except behind a higher-ranking noble. They seldom make reservations at the exclusive restaurants they frequent, since even the most overbooked establishment bumps commoners off the list in order to seat a noble's entourage. Nobles are also invited to try out complimentary new products – everything from new racing airspeeders to guardian druids, in the hopes that the noble will endorse it.

The drawback to fame, of course, is that the more prominent nobles get little privacy while traveling. There is a special section of the newsnets media that does nothing but dog the heels of popular nobles, watching their every move, waiting for something newsworthy to happen. This becomes tiresome, especially for the more prominent nobles who get little privacy when traveling.

## Forms of Address

All nobles are addressed either by name or rank. Knights are addressed as Sir or Dame (both males and females are considered knights). Barons are addressed as Baron or Baroness, and lords are addressed as Lord or Lady. In any case, a generic "My lord (or lady)" is acceptable, regardless of actual title.

The Tapani aristocracy accords Jedi Knights honorary noble status, regardless of background or class. Given that the houses of Tapani sector are exclusively human, this is the only way for a nonhuman to be addressed as a noble.



## The Noble Code of Conduct

Honor is a peculiar thing in Tapani sector, where lying, murder, and blackmailing are regularly practiced by ladies and lords alike. However, observing a noble code of conduct is important, because if nobles do not hold themselves to a higher standard than commoners, there is nothing to separate them from the lower classes other than money and an empty title.

All houses agree on certain common denominators which make up an informal but extremely important code of conduct. While lying is acceptable and even required in some situations, breaking one's word brings dishonor and disgrace to the individual, his family, and his house. Those caught breaking their word publicly or privately given are ostracized by the nobles of every house at the very least, and often sent away to live in another sector for years. Youngsters are occasionally permitted to reenter society after a suitable period of time, but for nobles in their majority there are no second chances – once branded an oath-breaker, a noble is forever tarnished.

Cheating and stealing are other unforgivable offenses, which are perversely considered more serious than murder. Murder itself is frowned on, but viewed as a viable method of taking care of intractable obstacles. (Murder is of course illegal in Tapani and Republic courts, but you have to be charged with a crime to be persecuted, and nobles tend to cooperate in concealing their own messes). The exceptions are patricide and fratricide, which are very serious offenses against the social order, and threaten the very fabric of noble society.



## Dueling

Because of the serious consequences of being found lacking in honor, questioning a noble's word is dangerous. Traditionally, the noble has two choices when faced with an insult: kill the offender (if a commoner), or challenge him to a duel (if a fellow noble). In recent centuries, the times have become more civilized, and a commoner will not be slain outright for an insult (roundly beaten perhaps, but not slain).

Duelists each choose a second, and agree on a suitably isolated place for the duel. Blasters are used in most duels – either set to stun or kill depending on the seriousness of the offense and the houses involved. However, vibroblades and bare hands have been used by nobles wishing a more personal form of combat. The most spectacular duels are between saber rakes, who utilize a unique weapon – the lightfoil.



## Saber Rakes

Over the past several centuries, many young nobles have been impressed with the prestige and position held in the Republic by the Jedi Knights. From generation to generation, there has been a small faction of nobles who have attempted to simulate the elegance of the Jedi by purchasing (at an extravagant cost) simulated lightsabers, called lightfoils, for the purpose of dueling.

A few have even managed to acquire actual lightsabers through intermediaries – commoners who do not follow the noble codes of conduct, and thus are unconcerned with the dishonor of theft. While the Jedi Knights have periodically attempted to discourage such activities, they have met with little success over the centuries.

Saber rakes generally duel till one opponent is wounded. Given the lethality of lightfoils, many saber rakes either wear cybernetics or spend much of their considerable funds on expensive bacta treatments to regrow lost limbs.

## Social Expectations

Young nobles – those in their late teens through late twenties – are not expected to do much other than attend school and spend whatever allowances their families allow them. The idea is that they are spending this time forming the contacts and networks that will make them more effective rulers later in life. The fun part for the young nobles is that they get to do this at parties, balls, sports events, and social clubs. Only a few young nobles are saddled with responsibilities before the age of majority, and that is usually due to the untimely death of their parents or a need to have a family member representing the house in the Republic.

Life isn't fun and games forever, unfortunately. Eventually, nobles have to settle down, get married, and find some aristocratic vocation. Nobles enter their majority at age 30, at which time they can vote, participate in sector affairs, inherit from their elders, and marry. Those wishing these privileges at a younger age can get special permission from their high lords. Early marriage is fairly common, especially when the joining represents a political alliance between families or houses.