

# INTERROGATOR

*Citizens & Unaffiliated*

## BACKGROUND

Interrogation—also called “questioning” or “interpellation,” depending on who you ask—can be defined as interviewing a subject with the goal of extracting a confession or obtaining information. Although interrogators employ a number of different techniques, including but not limited to deception, manipulation of suggestibility, interpretation of body language, and the establishment of rapport with the subject, the profession is most often defined by its reputation for violence and torture. Esven of House Kewi is credited with devising the most effective method of information extraction from the Prytanis during the Half Century War. As a result, the interrogation and torture of the invading forces became one of the primary means of countering the onslaught. It was not, however, deemed to be fit for use on humans.

Due to a growing understanding of and appreciation for subtler methods after the war, interrogators have developed a number of other ways to extract information. Interrogators are currently exploring the notion of “suggestibility”—how willing a subject is to accept and act on the suggestions that others have made. Current trends recommend inducing moderate sleep deprivation, exposure to constant but low-level noise, and the application of mind-altering substances to increase suggestibility. Other methods encourage interrogators to study body language in order to better recognize liar’s signs, pacifying gestures, and truthfulness; to lie about the extent of their current knowledge, make misleading statements, or hint that the subject has already been implicated by someone else’s testimony in order to pressure the subject into giving something away; or to encourage friendship and cooperation by appealing to the subject’s sense of loyalty, image, public standing, personal worth, and/or pride.

## PROGRESSION

| <b>Level</b>       | <b>Requirement</b>  | <b>Time</b>      | <b>In-game Benefits</b>                              |
|--------------------|---|------------------|--|
| <i>Novice</i>      | Use <i>Detect Lie</i> <b>2</b> times over the course of <b>2</b> events.                              | <i>2 events</i>  | 1 silver stipend<br>Skill: <i>Detect Lie</i>         |
| <i>Journeyman</i>  | Use <i>Detect Lie</i> <b>2</b> times, per event, over the course of <b>2 more</b> events.             | <i>+2 events</i> | 1.5 silver stipend<br>Skill: <i>Background Check</i> |
| <i>Master</i>      | Successfully use <i>Detect Lie</i> <b>3</b> times per event, over the course of <b>2 more</b> events. | <i>+2 events</i> | 2 silver stipend<br>Skill: <i>Spot the Tell</i>      |
| <i>Grandmaster</i> |   |                  | 2.5 silver stipend<br>Skill: <i>Compel Truth</i>     |

*Note: Your stipend will be included in your character bag at check-in for each event.*

## SKILLS

**Detect Lie (2+)** If, during the course of an interrogation, you suspect your target might be lying, make eye contact and state, "Detect lie." The target must truthfully answer, "Yes" (that their previous statement was a lie) or, "No" (that their previous statement was true).

**Background Check (2)** As a between-game action, perform a background check on 1 person of your choice. Background checks are intended to supply you with basic or generalized information about a person, such as place of birth, profession, publicly-known skills or hobbies, criminal record, and/or details about past contractual obligations or other officially logged records.

**Spot the Tell (3)** After successfully detecting a lie, you may use the skill again on the target within the same conversation, for no extra cp cost. This ability stacks until either the conversation ends or the target responds "No".

**Compel Truth (3)** Once per event, after successfully using Detect lie to catch your target telling a falsehood, you may immediately state, "I compel you to tell me the truth." The target must then restate their comment with complete honesty.