

Interrogation Roleplay Regulations

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Use of Reasonable Force

1. Physical force on civil personnel should be used sparingly and only when absolutely necessary. Sensory stress is permitted.
2. Physical force can be used on any individual if they are non-compliant.
3. If you refuse physical force on you, the **Fear of Death rule (FOD)** will apply heavily, requiring the subject to tell the truth.
4. As a roleplayer, you **may freely refuse** to engage in Interrogation Roleplay, you have the right to do so but it will lead to you being put under extreme fear of death, meaning you will need to answer all questions.

Permitted Force

- Light or moderate pressure on joints.
- Sensory Stress:
 - Cold water splash (not waterboarding).
 - Bright light exposure (temporary flashlight to eyes).
 - Loud noises or sharp metal tapping (non-penetrating).
- Basic Physical Presence:
 - Minor slaps or shoves.
 - Grabbing collar or pinning against a wall.
 - Forcing eye contact via light chin lift.
 - Escorting by the back of the neck or arm.
 - Pointing a firearm (discharge against the subject is prohibited with the intent to cause pain).

Prohibited Actions

- No severe hitting, punching, or kicking; moderate physical intimidation is acceptable.
- No drawing weapons for the purpose of torture.
- No graphically roleplaying broken bones, bleeding, etc. as it will be counted as **gore roleplay**.

- Exploiting loopholes will result in **severe** punishment.

Out of Roleplay Rules

The Fear of Death (FOD) Rule

The Fear of Death rule requires a character to value their life during roleplay.

1. Civilian personnel are highly susceptible to the Fear of Death rule.
2. Combatants are less susceptible and require more than verbal threats to break, though they are not immune.
3. You may not randomly “blank out” in roleplay, specially if you are a combative you are forced to speak after force is used on you during interrogation, specially physical one. Failing to do so will result in a Fail Roleplay charge.

In-Roleplay Conduct

1. Medical attention may not be denied to civilians; they must be treated with respect if cooperating.
2. Combatants may be denied medical attention until the interrogation concludes, unless injuries are life-threatening.
3. Misuse of amnestics to hide foundation violations is prohibited and punishable as Treason.