



Optional Rules: Interrogation

Interrogation of an unwilling subject is an unpleasant, time-consuming process. There is no room here for a detailed discussion of the dynamics at work. Suffice to say that it is ultimately a contest of personalities and will. Unlike the purely mental Contest of Wills between Talents, however, individual decisions and skill play a large part.

Verbal Interrogation: Browbeating or the mere threat of torture might be enough to make a captive talk. Roll a dynamic contest of the interrogator's Command+Intimidation against the captive's Cool+Mental Stability. If the interrogator wins, the captive talks (and loses half his Will). It takes about 30 minutes per attempt.

Torture: If "softball" interrogation is not enough, the players may resort to torture. Remind them that torturing another human being enough to break his spirit is a brutal thing, and it is likely to sap the torturer's spirit and rob him of Will. If they continue, no skill roll is required; simply roll Cool+Mental Stability for the victim. If it succeeds, he doesn't break. If it fails, he loses half his Will and tells the players what they want to know.

Either way, now the torturer must roll Cool+Mental Stability against the height of the victim's roll. If it fails, the torturer loses half his Will

and is too shaken up to do anything useful for the next 15 minutes. A torture attempt takes 10 minutes per die in the victim's Cool+Mental Stability pool.

Deadly Threats: Holding a gun to a captive's head and threatening to shoot (or a knife to the throat, etc.) triggers a Cool+Mental Stability check for the target. If it succeeds, he doesn't talk. If the interrogator shoots a resisting captive in order to impress the next subject, the killer must make a Cool+Mental Stability check as well, with results as above—but the next captive will hold out only if his Cool+Mental Stability check beats a height equal to the size of the interrogator's Command+Intimidate pool (i.e., a Command+Intimidate pool of 6d means a Difficulty of 6).

Mental Stability and the "Killing Disposition": Torture, like cold-blooded murder, is easier for characters who have become inured to violence and death. If you use the "Killing Disposition" rules from *Will to Power*, you may opt to not even require a Mental Stability check for a torturer with a Killing Disposition pool of 6 dice or more; the same factors that make individuals willing to kill—training and temperament, cultural and social distance, authoritative demand, and group absolution—make one more ready to inflict pain for a purpose. Captives of Japanese *Gaki* or SS *Übermensch* may learn this cold fact the hard way.

