

them
are k



SKEPTICISM

that they
onate,

them with this idea that they
are being compassionate,



1
00:00:06,170 --> 00:00:02,770
so the idea of weaponizing compassion

2
00:00:09,110 --> 00:00:06,180
what you're pointing at is that if you

3
00:00:11,270 --> 00:00:09,120
have this I got to take that hill at all

4
00:00:14,330 --> 00:00:11,280
costs to the extent that I can control

5
00:00:16,490 --> 00:00:14,340
people by placating them with this idea

6
00:00:19,250 --> 00:00:16,500
that they are being compassionate then

7
00:00:21,349 --> 00:00:19,260
yeah that just becomes another play in

8
00:00:24,349 --> 00:00:21,359
my playbook it's almost like there are

9
00:00:26,390 --> 00:00:24,359
different types of evil there's the

10
00:00:28,370 --> 00:00:26,400
the really obvious type where it's

11
00:00:30,710 --> 00:00:28,380
murderous but then there's deceptive

12
00:00:32,569 --> 00:00:30,720
part where it's it's masquerading as

13
00:00:34,670 --> 00:00:32,579

benevolent it's a trickster

14

00:00:36,110 --> 00:00:34,680

in many cases it might be easier to give

15

00:00:37,970 --> 00:00:36,120

them a bit of that benevolence on the

16

00:00:39,530 --> 00:00:37,980

surface and to just hope they're not