Player Interaction Exports

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Open search/robbery sessions and integrate surrender state.

Applies to: `Nord Inventory v2.0.0`

Server:

```
OpenPlayerSearch(source, target)
OpenPlayerRobbery(source, target)
IsPlayerSurrendered(target)
```

Client:

```
SetHandsUpState(value)
IsHandsUp()
```

Use the server exports for authority-sensitive actions.

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