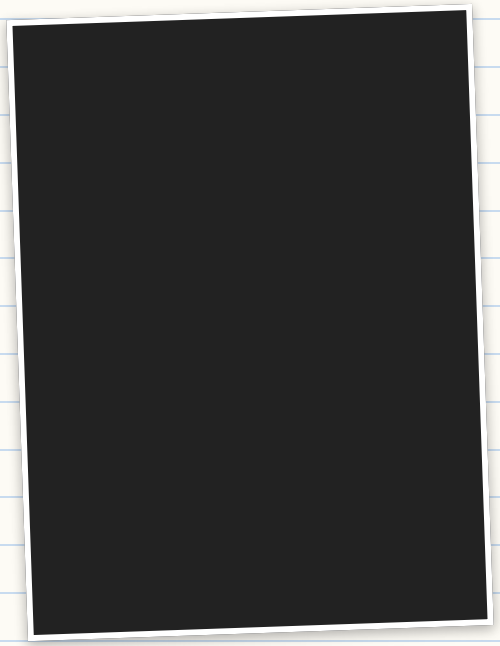
Hunch Curio

Mike Trapp as Hunch Curio

SEASON 23



RACE
—

CLASS
—

LEVEL
—

BACKGROUND
—

SNEAK	SNOOP	SHARP	STURDY	SAVVY	SLICK
d8	d12	d6	d20	d10	d4

ARCHETYPE
Gritty Gumshoe

End of Mentopolis — contains spoilers. Only what is said in play or shown on stat cards; *italic* = derived from spoken rolls; — = never stated. Source: Mentopolis wiki (fan project), every value links to its moment on the site.

Hunch Curio

FULL SHEET

Skills

- —

Saving throws

- —

Features

- **Curiosity itself** — Brennan: Hunch is Mentopolis' premiere gumshoe and "also curiosity itself rendered in this form". MEN E1 00:07:22
- **Self-description** — Trapp: "I'm covered in bruises and cuts.", always nursing wounds and a hangover, a "real lanky, rubbery kind of guy" with a big nose he keeps sticking in where it does not belong. MEN E1 00:07:02
- **Card background lines** — Three lines under the title on his file card: covered in bruises and cuts; constantly nursing wounds and a hangover; a nose broken as many times as it has been in other people's business. AppleVision reading only. MEN E1 00:07:06
- **File stamp GUMSHOE** — His file No. 421 is stamped GUMSHOE in the transcript caption of the full card with the three features; neither OCR engine reads the stamp on the frame. MEN E1 01:27:09, MEN E1 01:27:11
- **Determined** — Card feature: gain 2 Moxie when you fail a check. Named by Brennan after Hunch's failed Snoop: "you are Determined". MEN E1 00:16:46, MEN E1 01:27:09
- **Quick Healing** — Card feature: recover more quickly and suffer fewer lasting effects. Shown on the card (frame and caption); no use in this episode. MEN E1 01:27:09, MEN E1 01:27:11
- **Suspicious** — Card feature: +3 SNOOP when trying to determine if someone is lying. Shown on the card (frame and caption); the card gives no other fixed bonus. MEN E1 01:27:09, MEN E1 01:27:11
- **Snoop plus four on a lie test** — On the Snoop against Imelda's false name Trapp says he rolled a three "but that's plus four", a total of 7; the source of the +4 is not said. MEN E1 00:11:34
- **Moxie gained: two on a failed Snoop** — Fails a Snoop (a 3) and takes two Moxie: "I take two when I fail"; Brennan confirms he is Determined. MEN E1 00:16:34, MEN E1 00:16:46
- **Moxie spent: two on a Savvy roll** — Trapp: "I'm gonna go ahead and add two Moxie there." to lift a Savvy 2 against difficulty 4. MEN E1 00:17:42
- **Snoop plus one** — Trapp adds a fixed 1 to Snoop: "That is an eight plus one for 9." The source is not named. MEN E2 00:05:24, MEN E2 00:21:32
- **Sharp plus two** — Trapp adds a fixed 2 to Sharp: "I already have a plus two on my Sharp". The source is not named. MEN E2 01:52:49
- **Ollie's punch: no injury** — Ollie, a librarian, pounds him with a Sharp 14; Trapp rolls Sturdy 7 and counts Moxie up to 14. Brennan: the punch spins his head round; Hunch is not hurt (Ollie: "How are you not dead?"). MEN E2 01:44:41, MEN E2 01:44:55
- **Moxie gained: two on a failed Sharp** — Brennan sends two Moxie to Trapp after his thrown object fails against The Fix (Sharp 6); Siobhan: "This guy is rich in failure." MEN E2 00:07:09, MEN E2 00:07:13
- **Moxie spent: three to dive in front of Conrad** — Trapp: "I'm going to burn three Moxie to dive." in front of Conrad. MEN E2 00:07:38
- **Moxie spent: three listening at the door** — Rolls a 1 on Snoop at the restroom door; Trapp first says "I'm going to burn all four of my Moxie", then corrects to three because the roll carries a plus one. He had four. MEN E2 00:21:32, MEN E2 00:21:46
- **Moxie spent: up to 14 against Ollie** — Against Ollie's Sharp 14 Trapp rolls Sturdy 7 and counts "Eight, nine, 10, 11, 12, 13, 14." while spending Moxie; the number of tokens is not said. MEN E2 01:44:36
- **Moxie: none left, then a gift from Imelda** — Trapp: "I got no more Moxie" before a Snoop (difficulty 6); Siobhan offers a couple of Moxie for the roll and Brennan agrees; with his plus one he needs one more, and she gives him one Moxie. MEN E2 01:45:46, MEN E2 01:45:50
- **Moxie gained: two on a failed Snoop (prying eyes)** — Fails a Snoop with a 1 and takes two Moxie. MEN E2 01:47:55
- **Moxie not spent on a Sharp 3** — Says he will use two Moxie for a 5, then remembers the plus two on Sharp makes it 5 and does not have to use the Moxie. MEN E2 01:52:41, MEN E2 01:52:49

- **Alias Stacy Fakename** — Signs in at the illicit boxing ring under the false name Imelda gave in the first episode, "Stacy Fakename", and is announced under it. MEN E3 01:18:29, MEN E3 01:18:43
- **Takes hits well (his claim)** — Before the second round of the ring fight Trapp says "I'm good at taking hits."; no injury to Hunch is stated in the fight. MEN E3 01:33:24
- **Moxie offered: one to Dan** — Trapp offers to lend Freddie's Dan one Moxie. MEN E3 01:03:16
- **Moxie spent: two on the ring Sharp** — Rolls a natural 1 on Sharp in the Box of Doom; with the plus two it is three, and he burns two Moxie to reach the difficulty 4. MEN E3 01:30:53
- **Moxie in hand: six at the ring** — Trapp: "I have six Moxie, so I can add up to three more if I want to." (costs are doubled at this pressure). MEN E3 01:33:14
- **Moxie spent: all of it on Sturdy 18** — Trapp burns it all to add three to his Sturdy 18; Brennan: "Your score is 21. His is 18." Six tokens by arithmetic from his count of six and the doubled cost, not said as a number of spent tokens. MEN E3 01:34:01, MEN E3 01:34:04
- **Moxie: none left in round two** — Trapp: "I got no more Moxie left, so this has just got to be me." and rolls Sturdy 19. MEN E3 01:35:02, MEN E3 01:35:09
- **Moxie reward for the fight** — Brennan gives the Moxie reward for the pugilism; who gets how many tokens is not said. MEN E3 01:37:35
- **Moxie spent: two to help Dan** — On Dan's Savvy Trapp says "I can burn through another two." to give him one point, after Danielle burns two. MEN E4 00:21:55, MEN E4 00:21:58
- **Moxie: none left, two taken on a failed Snoop** — Fails a Snoop (a 4): "I got no more Moxie, but I'll take two more, thank you." MEN E4 00:29:28
- **Moxie spent: all four on a Slick** — Trapp: "I'll burn my four Moxie to make it a 4." to lift a Slick d4 roll of 3 to the difficulty 4. MEN E4 00:40:40, MEN E4 00:40:27
- **Moxie in hand: a ton** — Trapp: "Got a ton of Moxie."; whether he gives any away is not said. MEN E4 00:49:35
- **Suspicious used: plus 3 against a liar** — Trapp: "I get a plus 3 to see if someone is lying to me." and rolls Snoop, "a 9 total"; Brennan says Thalamus seems to be telling the truth. MEN E5 00:29:32, MEN E5 00:29:40
- **Moxie: none left (joke)** — Trapp calls himself a great slick detective "With no more Moxie left." MEN E5 00:12:46
- **Moxie offered: two, doubled** — Trapp: "I can give you two Moxie here. We're doubled, right?" and Hank doubles one. MEN E5 00:31:36, MEN E5 00:31:39
- **Moxie spent: one on a Sharp in the green** — Sharp 3 against 4: "I'm going to use a Moxie, and we're in the green, so only one will be needed."; then he remembers the plus two on Sharp and does not need it. MEN E5 01:46:25, MEN E5 01:46:35
- **Moxie not spent on a d4 Slick 1** — Rolls a 1 on Slick: "I don't think that's even worth burning the Moxie on there." and takes the Moxie for the failure. MEN E5 01:51:14
- **Heavy hit from Ivana Popov** — Ivana, her eyes white, punches him with a Sharp 59 (20, 20, 19); Hunch must roll Sturdy against it and Trapp: "I'll get a heavy hit.", Brennan: two out of three. The die lands a natural 1 (Trapp briefly read it as 7 after it was knocked; the table settles on the 1). Brennan: he is punched out of the building and a quarter of a mile down the rail yard, one point away from dead. MEN E6 00:51:53, MEN E6 00:52:02
- **Quick Healing invoked** — Facing Ivana's punch, Trapp asks whether it helps that he recovers from injuries more quickly and does not suffer lasting effects from most of them; Brennan does not rule on it and goes straight to the punch. MEN E6 00:52:29
- **Adrenaline overload** — Finds adrenaline on the train (Snoop 12) and injects it into his own thigh; Sturdy 3 to metabolize it. Brennan: failure means his system is overwhelmed, not a hulk-out; he is filled with Moxie. MEN E6 01:07:48, MEN E6 01:08:03
- **Moxie spent: two on a Sharp 4** — Flinging Max out of the booth: a four with his plus two and "I'll cash in two, five."; Brennan: "You cash in two for five." MEN E6 00:20:06, MEN E6 00:20:13
- **Moxie too dear in the red** — Trapp: "We're still in the red so Moxie ain't gonna help me much here." and leaves a Snoop 7 as it is. MEN E6 00:37:58
- **Moxie gained: two more on a failure** — After a failed blind swing Brennan: "Here's two more Moxie."; Trapp: "I'll rack up the Moxie." MEN E6 00:45:03, MEN E6 00:45:06
- **Moxie in hand: so much** — Trapp: "I've got so much Moxie" ; The Fix takes two of his Moxie (and one of his own) to reach the Snoop 14. MEN E6 00:49:56, MEN E6 00:50:04
- **Moxie gained: filled by the adrenaline** — After the failed Sturdy 3 on the adrenaline Brennan says he starts to be filled with Moxie; the number is not said. MEN E6 01:08:46
- **Moxie spent on the dive at Avaricci** — Sharp 4; with Ivana's key turned to fight, Moxie on Sharp gets the bonus; Trapp counts 'four, eight', says he has a ton and reaches 16 against Avaricci's Sturdy 11; the number of tokens is not said. MEN E6 01:25:37, MEN E6 01:25:38
- **Moxie spent: all of it on the epilogue Snoop** — Trapp: "And I want to use all my Moxie" before a Snoop for leads on Foot Stuff; the roll explodes (12, then 15 with the bonus, plus another 12). MEN E6 01:41:29, MEN E6 01:41:45

Spells

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Items

- **Mini portable oculus (party)** — After the memory book is sealed Brennan says the party now has a mini portable oculus, a way to stay tapped in to what the eyes see; no one is named as its holder. MEN E3 00:32:13, MEN E3 00:32:39
- **Oculus on Hunch's belt** — Brennan: the oculus on Hunch's belt beeps as people run; on Imelda's Savvy 7 an impulse goes through it and the big guy fires the grappling hook. MEN E4 00:20:06, MEN E4 00:30:18
- **Office first aid** — Trapp's own description of Hunch's office: a freezer of frozen steaks, a bottle of whiskey and a trunk like a full pharmacy; used to patch up Dan. MEN E4 01:11:59
- **Oculus given away** — lost: Trapp gives the oculus to Anastasia: "I keep forgetting I have this.", because someone with a longer attention span should have it. MEN E5 00:10:03
- **Copper pipe** — Snoop 21 (12 plus 9): Brennan places a copper pipe in the wall right next to him; he swings it and breaks Madam Loathing's forearm (Sharp 6 with the plus two). MEN E5 01:45:11, MEN E5 01:45:16
- **Copper pipe kept** — Trapp: "I take the ice skates with me, and also the copper pipe." MEN E5 01:57:55, MEN E5 01:57:57
- **Broken ice skates** — Takes the broken ice skates with him; Brennan: they meld and change back into a book in his hand, and Hunch jokes about late fees. MEN E5 01:57:55, MEN E5 01:57:57
- **Copper pipe swung in the mist** — Swings the copper pipe blindly at the gangsters' mist (Sharp 7) and hits nothing; Ivana later grabs it. MEN E6 00:44:59, MEN E6 00:50:20
- **Adrenaline and cold steaks found** — Snoop 12 on the train turns up adrenaline; later Brennan has him find cold steaks, which he lays on Dan's bullet wounds. MEN E6 01:07:40, MEN E6 01:10:39