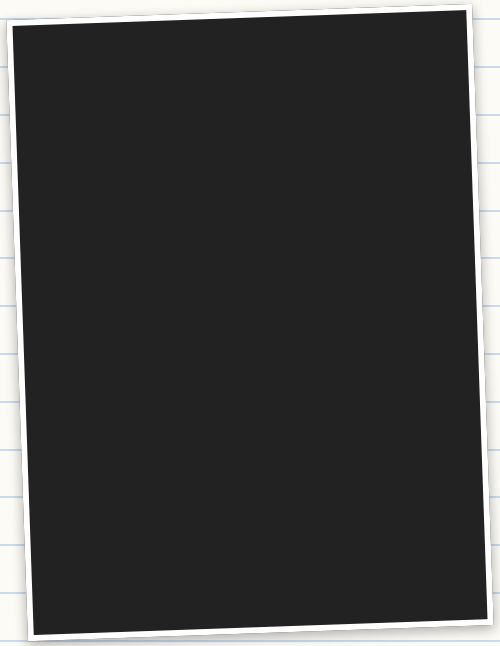
The Fix

Hank Green as The Fix

SEASON 23



RACE
—

CLASS
—

LEVEL
—

BACKGROUND
—

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

ARCHETYPE

Hardboiled Hitman

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.

The Fix

FULL SHEET

Skills

- —

Saving throws

- —

Features

- **Self-description** — Hank: "a manifestation of the system that allows for hyperfixation"; anything that might distract you from something important he silences, with his arms and, if necessary, with a special gun. MEN E1 00:48:42, MEN E1 00:49:24
- **Card background lines** — Three lines under the title on his file card: VERY big, arms bigger than legs; Silences anything that comes in to distract; Had custom gun made for his giant fingers. MEN E1 00:48:46
- **File stamp FOCUSED** — His file No. 404 is stamped FOCUSED in the transcript caption of the full card with the three features. MEN E1 01:30:57
- **Loyal** — Card feature: each Moxie you spend helping a friend gives them a +2. MEN E1 01:30:57, MEN E1 01:31:05
- **Menacing** — Card feature: use SHARP instead of SLICK when intimidating an NPC. MEN E1 01:30:57, MEN E1 01:31:05
- **Protector** — Card feature: +3 bonus when defending your friends. MEN E1 01:30:57, MEN E1 01:31:05
- **Menacing used: Sharp instead of Slick** — Hank: "I can use Sharp instead of Slick" because he is Menacing; his Sharp 11 beats Donny's Sturdy roll of 6 by five, an extraordinary success, and the gang flees. MEN E1 01:00:17, MEN E1 01:00:57
- **Moxie owed** — Brennan: "I actually owe you a Moxie token from before" after Hank's Snoop of 2 plus zero. MEN E1 01:28:57
- **Protector used: plus three on a Savvy** — To convince the DA he has killed the child without killing him (Savvy, DC 8) Hank asks for his plus three because he is defending a friend; Brennan: he has the Protector feature; Hank: "Still not great. Ooh I did it! 9." (the total with the plus three). MEN E2 00:44:28, MEN E2 00:43:52
- **Loyal used: one Moxie counts for two** — On Conrad's Sturdy 3 Hank: "I can use one for two. I have Loyalty."; Brennan: burn one and it counts for two, a plus two; The Fix swats the guy's arm out of the air. MEN E2 01:54:19, MEN E2 01:54:23
- **Contract on Conrad** — The Fix says he has done work for people at the table and was given a contract by the DA on Conrad; it worries him for the first time in his career. MEN E2 00:29:30, MEN E2 00:30:38
- **Ichabod (Hank's own explanation)** — Studying the ice skates The Fix says quietly 'Ichabod.' Hank then explains the line himself, out of character: he is thinking of a little kid in the Hall of Interests who is not there anymore. MEN E2 01:24:19, MEN E2 01:24:24
- **Fun facts that disarm** — Disables a goon by talking, opening with "Did you know that more than half the bones in your body are in your hands and feet?"; his Sharp grab is 12, with Protector 15. MEN E2 01:58:00, MEN E2 01:57:43
- **Protector used: a grab at 15** — Hank: Sharp "going to be a 12"; Brennan: "Oh yeah, Protector. This is absolutely a 15." MEN E2 01:57:43, MEN E2 01:57:50
- **Menacing used: a Sharp 12, then another check** — Brennan asks for a Sharp check; Hank: a 12; the target rolls a Sturdy 9 to resist the intimidation and Brennan asks for another Menacing check; the second roll is not said. MEN E3 01:47:46, MEN E3 01:48:04
- **Moxie: none left** — At the pressure of 100 Hank says he has no Moxie. MEN E3 01:44:50
- **Menacing used: the casino employee** — Hank's Menacing check is a 5 against a man with a d8 Sturdy; Brennan rolls a 1 for him and the man soils himself. MEN E4 00:54:54, MEN E4 00:55:01
- **Broken shin from the window dive** — Sharp 19 on the dive through the window, but not with the grace needed to protect himself; he lands on the pavement below and realises he has fractured his shin bone, a bad fracture he can muscle through to move. Brennan: the difficulty of all his Sneak checks goes up from now on, and he finds blood and a scar from an injury on his scalp. MEN E4 00:49:45, MEN E4 00:49:57
- **Steaks for the leg** — Hank asks how fast a steak can fix a broken leg; Brennan calls for a Sturdy check from Hunch at DC 12 for healing your friends with cold steaks. Hunch's Sturdy is a flat 11, and with Dan's pep talk Brennan has the bones knit back together. MEN E4 01:26:18, MEN E4 01:26:25

- **Steaks wrapped on the leg; the head gash** — Brennan has him hobbling up the stairs on his badly broken leg; Trapp wraps frozen steaks around The Fix's leg; The Fix asks to have the gash on his head stitched. MEN E4 01:13:56, MEN E4 01:14:54
- **Moxie in hand: four in the red** — Facing the white key's figure: "I have four Moxie, so now I can't fail." with the body in the red; Brennan: you may spend Moxie. MEN E4 00:46:49, MEN E4 00:46:52
- **Moxie short for the Sneak** — Hank: "I'm hard to see. I don't have enough Moxie." and then, for the Sharp, "Now I have enough."; Trapp says he has a ton of Moxie and whether he gives any is not said. MEN E4 00:49:35, MEN E4 00:49:45
- **Menacing used: Sharp 15 on Frank** — Squeezing Frank for the keyholes, Hank asks to roll Sharp instead (Brennan: yes) and rolls 15. MEN E5 00:43:38, MEN E5 00:43:42
- **Moxie taken for a Snoop** — Hank asks for a Snoop "just so I can get some Moxie" and takes it; later he pays the Moxie for Dan's Treasure Hunter. MEN E5 00:17:56, MEN E5 00:18:10
- **Moxie cannot be given apart** — Hank: "I can't give you Moxie if we're not together." MEN E5 00:48:48
- **Moxie spent: two on a Sharp 6** — Restraining Justin with a Sharp 6: "I guess I'll burn two Moxie."; Brennan confirms the restraint; no total is stated. MEN E5 01:51:04
- **Plus two on a strike** — Hank adds a fixed 2 to a roll that is the same check for menacing and punching: he rolled a one, "But I got plus two.", so three; the source is not named. MEN E6 01:27:11, MEN E6 01:27:15
- **Swallows the white key** — After a Snap Decision hit (a 4) on Loathing he holds the white key: "Hm, that's not my job." and swallows it; Brennan: it deposits in his craw. MEN E6 01:06:31, MEN E6 01:05:12
- **Shot tanked in the arm** — Brennan asks for a Sturdy 10 against Avaricci's shot; Hank: "I can do it if I spend four Moxie." Brennan: he spends the four, the bullet pierces one of his massive arms and he tanks it. MEN E6 01:23:51, MEN E6 01:24:01
- **Heavy injury from the gangsters' fire** — Right after the tanked shot the gangsters open fire: an 18 on their check against his 8; Brennan: he sustains a heavy injury, peppered with bullets. MEN E6 01:24:12, MEN E6 01:24:29
- **Swallows the moral compass** — Madam Loathing hands him a compass, which Brennan calls her moral compass, and Hank swallows it; The Fix: "it happens sometimes when people give me things." MEN E6 01:52:50, MEN E6 01:51:37
- **Moxie spent: three on the Snoop for Loathing** — Hank rolls a four on Snoop and says there is an advantage with Moxie; he spends one of his own and Trapp two at four per Moxie, to reach the 14 Brennan sets. MEN E6 00:49:26, MEN E6 00:50:04
- **Moxie offered: four for Dan** — To Hunch's Sturdy for Dan: "I can create four Moxie for you. Would that help?" MEN E6 01:11:49

Spells

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Items

- **Custom gun** — A special gun designed to fit his finger under the trigger guard without pulling the trigger, so he cannot easily use other people's guns. MEN E1 00:49:24
- **Copper pipe pulled from the wall** — Snoop 12, exploded twice, then 13; Brennan: an eight-foot length of copper pipe comes out of the wall in his hands. MEN E6 00:18:12, MEN E6 00:18:19
- **White key swallowed** — The white key, held after hitting Loathing, goes into his craw rather than the switchboard. MEN E6 01:06:31, MEN E6 01:06:34
- **Moral compass swallowed** — A compass on a chain from Madam Loathing, called her moral compass; he swallows it. MEN E6 01:51:25, MEN E6 01:52:33