

A Time of Monsters – The True No Stats Guide

((Thriving as a useless, mindbroken, half-dead Hunter.))

When I made my first No Stats guide for Paul Wang's *Hunter: The Reckoning — A Time of Monsters*, I found it too easy. That's because the game focuses less on personal competency, but rather the advantages/connections the protagonist has managed to cultivate during his time on the streets of Vancouver.

This is why I've revamped the conditions of the challenge:

The protagonist will be *completely* useless (Physical, Mental, and Social are set to -1000)
The protagonist will *always* be half-dead and in a state of mental turmoil (Health/Willpower will be hard-capped at 1)
The protagonist will *not* be allowed to have money or food (Money/Food will be permanently set to 0)
The protagonist will *not* be allowed to have a creed (on the fine print)

With that out of the way, let's get started.

Which of the five HtR epilogues do you want to achieve a "positive" result in (for those applicable)?

Running Dog	Bloodhound	Unmaking	Retriever	Apex Predator
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