

PUNISHER

"Why are you putting your hands up? I don't take prisoners.....<bang>!"



Power Level: 12 **Concept:** Vigilante

Occupation: Ex Special Forces, Vigilante

Str	Dex	Con	Int	Wis	Cha	Melee
16	14	18	14	16	10	+12
+3	+2	+4	+2	+3	+0	Atk Bonus

DMG	FORT	REF	WILL	Speed	Ranged
+6	+6	+4	+3	30	+10
Save	Save	Save	Save	Walking	Atk Bonus

SKILLS

Climb (Str) +7, Demolitions (Int) +6, Disable Device (Int) +6, Drive (Dex) +6, Gather Information (Cha) +4, Hide (Dex) +6, Intimidate (Cha) +6, Knowledge - Strategy (Int) +5, Listen (Wis) +6, Move Silently (Dex) +6, Open Lock (Dex) +4, Repair (Int) +6, Search (Int) +6, Spot (Wis) +6, Survival (Wis) +6

Initiative

+2

DEX

Dma Bonus

+3/* S/L

Fist/* By Gun

DEFENSE

16/18

Flat Footed

CHARACTERISTICS

Real Name: Frank Castle (Born Castiglione)
Height: 6' 0"
Weight: 200 lb.
Eyes: Blue
Hair: Black
Birthplace: Queens, New York City
Group Affiliation: None
Headquarters: Mobile, usually in New York City
Relatives: Wife and Child (Deceased)
Other Aliases: None
Marital Status: Single (widowed)
First Appeared: Amazing Spiderman #129

FEATS

Assessment, Attack Focus (armed), Attack Focus (unarmed), Chokehold, Endurance, Far Shot, Great Fortitude, Improved Grapple, Improved Pin, Lightning Reflexes, Multishot, Point Blank Shot, Power attack, Precise Shot, Rapid Shot, Stunning Attack, Takedown Attack, Toughness

POWERS

HISTORY

Frank Castle was a career U.S. Marine, who served five years in Vietnam, and worked as a special forces trainer in upstate New York. While picnicking in Central Park, Frank's wife and children were caught and killed in the crossfire between two warring factions of drug dealers. On that day, Frank vowed to use his skills and experience to wage a one-man war on crime. He set out to punish all criminals, and more often than not, that punishment takes a very lethal form indeed.

WEAKNESSES

No weakness as such except maybe what drives you. Your enemies know your coming for them, know you will never give up not until they're all dead. But in that knowledge they know to expect you, which makes it difficult for you to get the drop on them... especially considering most are not content to wait for you to come to them.

PERSONALITY

Sometimes you wonder if your dead already, you feel... numb everything that meant anything to you was taken that day in the park. After that day you were driven by a burning need to have revenge, the justice system didn't help so you decided to help yourself. Now the only thing that means anything to you, is to ensure that those who do wrong get punished... eye for an eye.

MORE HISTORY

VEHICLE

Vehicle Type: _____ Size: _____ Movement: _____ Hardness: _____
 Armour Bonus: _____ Cost: _____ Features: _____

MORE POWERS

DEVICES

Weapons: The Punisher constantly employs an arsenal of portable weaponry. His most commonly used personal weapons are the

1. Vietnam era M16 automatic rifle in .223 calibre;

Dmg: +5L **Extras:** Autofire, Multifire; **Flaws:** Uses; **Cost:** 6

2. Sterling Mark 69mm, 34-round clip fed, semiautomatic rifle converted to automatic fire; a

Dmg: +4L **Extras:** Autofire; **Flaws:** Uses; **Cost:** 4

3. 14-round, 9mm Browning Llama automatic pistol;

Dmg: +5L **Extras:** Autofire; **Flaws:** Uses; **Cost:** 6

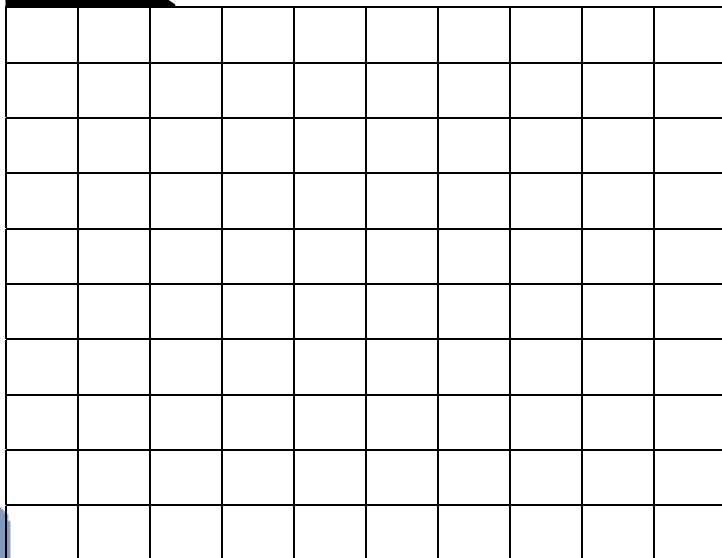
4. Government issue .45 calibre automatic frame re-chambered for 9mm ammunition with a replaceable barrel to convert it to .223 calibre ammunition;

Dmg: +4L **Extras:** Autofire; **Flaws:** Uses; **Cost:** 5

5. 4-shot derringer in .223 calibre

Dmg: +4L **Extras:** Area; **Flaws:** Uses x2; **Cost:** 3

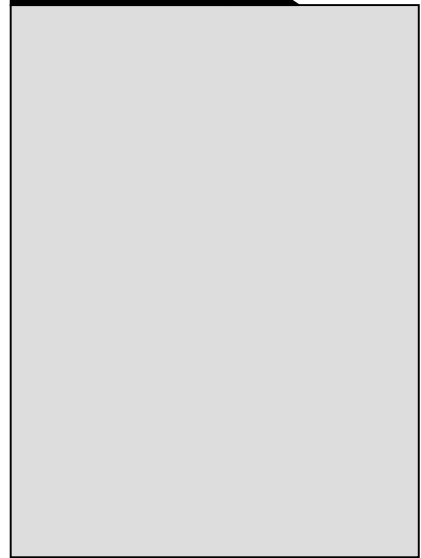
MAP



MAP FEATURES

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____
13. _____
14. _____
15. _____
16. _____
17. _____
18. _____
19. _____
20. _____

HEADQUARTERS



NOTES

Notes area for character details and campaign events.

HERO POINTS

6