


HERO

THE PUNISHER



TRAITS


- ☐ *Battle Ready*
- ☐ *Combat Reflexes*
- ☐ *Connections (Military)*
- ☐ *Determination*
- ☐ *Public Speaking*
- ☐ *Interrogation*
- ☐ *Signature Attack (Submachine Gun)*
- ☐ *Situational Awareness*
- ☐ *Surprising Power Orchestra of Overkill*
- ☐  *Tech Reliance*

TAGS

- ☐ *Black Market Access*
- ☐ *Headquarters (Van)*
- ☐ *Hunted*
- ☐ *Signature Weapon (Submachine Gun)*
- ☐ *Streetwise*

POWERS

BASIC

- ☐ *Accuracy 1*
- ☐ *Combat Trickery*
- ☐ *Slow-Motion Dodge*
- ☐ *Sturdy 1* 

RANGED WEAPONS

- ☐ *Dance of Death*
- ☐ *Double Tap*
- ☐ *Fast Hands*
- ☐ *Orchestra of Overkill*
- ☐ *Point-Blank Parry*
- ☐ *Slow-Motion Shoot Dodge*
- ☐ *Snap Shooting*
- ☐ *Weapons Blazing*

ABILITIES

ABILITY
SCORE

4

MELEE

4

AGILITY

3

RESILIENCE

3

VIGILANCE

0

EGO

1

LOGIC

DEFENSE
SCORE

14

14

13

13

10

11

NON-COMBAT
CHECK

+4

+5

+3

+3

+0

+1

MARVEL

Multiverse
Role-Playing Game

DAMAGE

MELEE

[



x4

]

+4

dMARVEL

MULTIPLIER

ABILITY

AGILITY

[



x4

]

+4

dMARVEL

MULTIPLIER

ABILITY

EGO

[



x3

]

+0

dMARVEL

MULTIPLIER

ABILITY

LOGIC

[



x3

]

+1

dMARVEL

MULTIPLIER

ABILITY

RANK

3

HEALTH

90 DR: -

INITIATIVE

+3E

KARMA

3

FOCUS

120 DR: -

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SPEED

Run:	5
Climb:	3
Swim:	3
Jump:	3

PROFILE

Real Name: Frank Castle
Height: 6'1" Weight: 200 lbs.
Gender: Male
Eyes: Blue Hair: Black
Size: Average
Distinguishing Features: None
Origin: Special Training
Occupation: Military
Teams: None
Base: Van, Queens, New York

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BACKSTORY

Born in Queens, New York to Sicilian immigrant parents, Frank Castiglione—later Castle—was on a path to priesthood and piety. Disillusioned by the amount of evil he witnessed in the world, he left the seminary with the acceptance that there could be no forgiveness without punishment.

Determined to make his mark on the world, he joined the U.S. Marines and later became a Navy Seal. After four tours of duty, Castle retired and was able to settle down and enjoy time with his wife Maria, daughter Lisa, and son Frank Jr.

But, while picnicking in Manhattan's Central Park, their lives were forever changed when they witnessed a mafia hit. Not wishing to leave witnesses, The Castles were shot down by the mobsters. Miraculously surviving, Frank now dedicates his life to the pursuit of not only the criminals responsible for slaying his family, but also those who try to escape from the law and righteousness.

PERSONALITY

Frank Castle is an honest ex-Marine with a family he loved. But when that family was murdered, he became a vigilante with a uniquely brutal brand of justice.

While the Punisher has, at times, worked alongside super humans whose goals align with his, he never feels restrained by the laws, codes, and moral obligations that so many Super Heroes must follow. His work pushes the boundaries of what might be deemed reasonable and just, and takes whatever actions he feels necessary to bring criminals to justice.

Frank Castle is a complicated individual, with a strong sense of what is wrong with the world, and heaven help any who stand in his way of fixing that.

ORIGIN

SPECIAL TRAINING

The character's powers come from long hours of practice. Their intense focus grants them abilities that would astonish most people.

Traits: Determination.

Limitation: Unless the character has another origin, they cannot choose powers that grant them superhuman abilities. Allowed power sets include Martial Arts, Melee Weapons, Ranged Weapons, Shield Bearer, and Tactics. They can also choose basic powers a regular human could reasonably have. See the Basic powers list on page 80.

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OCCUPATION

MILITARY

The character serves (or at least once served) in a military organization and relies on that training. They can sometimes call on their fellow soldiers for help. They may have worked for a nation or possibly as part of a mercenary outfit.

If they are on active duty, their time is often not their own, and they should take the tag Obligation: Duty.

Tags: None.

Traits: Battle Ready, Connections: Military, Situational Awareness.

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TRAIT

BATTLE READY

The character is always mentally prepared for any sort of trouble to start. Add +30 Focus.

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TRAIT

COMBAT REFLEXES

The character can react quickly in combat. This grants them one additional reaction each turn.

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TRAIT

CONNECTIONS (Military)

Connections: Military

The character knows someone with access to and knowledge of a particular field. The connection could be a reporter, a police officer, a politician, a mobster and so on. By making an Ego check, the character can call on their contact to provide help in the form of clues, information or resources. The Narrator determines the TN of the Ego check based on the favor requested.

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TRAIT

DETERMINATION

The character never gives up, even when they feel like they're at their worst. While demoralized, they do not gain **trouble** on all actions, though they still cannot maintain concentration or spend further Focus.

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TRAIT

INTERROGATION

The character knows how to ask the right questions in the right way. They have an **edge** on Ego or Logic checks made when asking questions.

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SIGNATURE ATTACK

Attack: Submachine Gun

The character is known for favoring a particular kind of weapon or attack power. They have an **edge** when making attacks that way.

This trait can be taken more than once, but each time must be with a different kind of weapon or attack power.

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TRAIT

SITUATIONAL AWARENESS

The character is trained to always keep an eye out for hazardous situations. They have an **edge** on initiative checks.

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TRAIT

SURPRISING POWER

Power: Orchestra of Overkill

The character can choose a power they normally wouldn't be able to use. The character will still need to have any prerequisite powers, but they can ignore rank and origin requirements.

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TRAIT

TECH RELIANCE

Powers: Sturdy 1

The character relies on technology for powers. When they take damage that would render them unconscious, they can instead choose to lose all of their technology-related powers and remain conscious with 1 point of Health remaining.

Assuming the character has access to parts and tools, lost powers can be repaired after a battle.

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TAG

BLACK MARKET ACCESS

The character knows how and where they can buy and sell hard-to-find and potentially illegal things.

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TAG

HEADQUARTERS

Location: Van

The character has a base, cave or lair they can use to recover from wounds, repair or store equipment, work on inventions and so on. The location can be public or secret, and it can be as humble as a toolshed or as elaborate as an underground complex or a Manhattan skyscraper.

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TAG

HUNTED

The character is hunted by the law for crimes they have supposedly (or actually) committed. If captured by the police, they may be arrested, tried for their crimes and potentially sent to jail.

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TAG

SIGNATURE WEAPON

Weapon: Submachine Gun

The character is known for owning and using a specific type of weapon, like Hawkeye's bow or Elektra's sai.

This tag can be taken more than once, but each time must be with a different weapon.

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TAG

STREETWISE

The character knows how things are handled on the street, who's in charge of various criminal enterprises and how to avoid issues with them.

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1
RANK

POWER



ACCURACY 1

Action Type: Passive.

Range: Self.

Duration: Permanent.

Effect: The character adds +1 to their Agility damage multiplier, and they gain a +1 bonus to Agility checks other than attacks.



FOCUS

MARVEL

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Role-Playing Game

2
RANK

POWER



COMBAT TRICKERY

Action Type: Reaction.

Range: Varies.

Duration: Instant.

Trigger: The character makes an attack.

Effect: Once per battle, when the character is attacking targets of equal or higher rank, the character automatically rolls a 1 on their Marvel die, and that die cannot be affected by **trouble**. If the character is attacking multiple targets, all the targets must be of equal or higher rank.

5

FOCUS

MARVEL

Multiverse
Role-Playing Game

1
RANK

POWER



SLOW-MOTION DODGE

Action Type: Reaction.

Range: Self.

Duration: Instant.

Trigger: An enemy makes an attack against the character's Agility defense.

Effect: The enemy has **trouble** on the attack.



FOCUS

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Multiverse
Role-Playing Game

1
RANK

POWER



STURDY 1

Action Type: Passive.

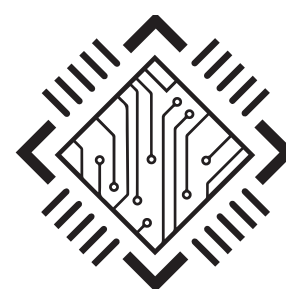
Range: Self.

Duration: Permanent.

Effect: The character's body is so sturdy that they have Health Damage Reduction 1.

If this power stems from armor or anything else removable—like Iron Man's armor—the character should apply the Tech Reliance trait to it.

Source: Body Armor.



FOCUS

MARVEL

Multiverse
Role-Playing Game

3

RANK

POWER



DANCE OF DEATH

Action Type: Standard.

Range: 5 spaces.

Duration: Instant.

Effect: The character makes an Agility check and compares that against the Agility defense of every enemy within 5 spaces and in their line of sight. Each success does half the regular damage. On a Fantastic success, each enemy takes full damage instead and suffers the **bleeding** condition.

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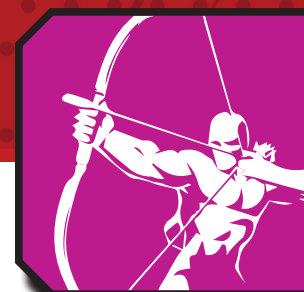
FOCUS

MARVEL

Multiverse
Role-Playing Game

1
RANK

POWER



DOUBLE TAP

Action Type: Standard.

Range: 2 spaces.

Duration: Instant.

Effect: The character makes a ranged attack against an enemy within 2 spaces. If the attack is a success, the enemy takes regular damage. On a Fantastic success, the enemy takes double damage and suffers the **bleeding** condition.



FOCUS

MARVEL

Multiverse
Role-Playing Game

3

RANK

POWER



FAST HANDS

Action Type: Passive.

Range: Self.

Duration: Permanent.

Effect: The character gains one additional reaction per round. This reaction can be used only to trigger a power from the Ranged Weapons power set.



FOCUS

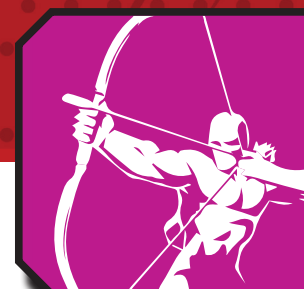
MARVEL

Multiverse
Role-Playing Game

4

RANK

POWER



ORCHESTRA OF OVERKILL

Action Type: Standard.

Range: 10 spaces.

Duration: Instant.

Effect: The character makes an Agility check and compares that against the Agility defense of every enemy within 10 spaces and in their line of sight. Each success does half regular damage. On a Fantastic success, each enemy takes full damage instead and suffers the **bleeding** condition.

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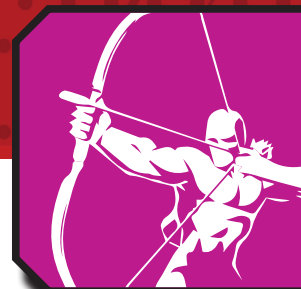
FOCUS

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Role-Playing Game

2
RANK

POWER



POINT-BLANK PARRY

Action Type: Reaction.

Range: 2 spaces.

Duration: Instant.

Trigger: An enemy within 2 spaces misses an attack against the character.

Effect: The character makes a ranged attack against the enemy who missed them. If the attack is a success, the enemy takes regular damage. On a Fantastic success, the enemy takes double damage and suffers the **bleeding** condition.

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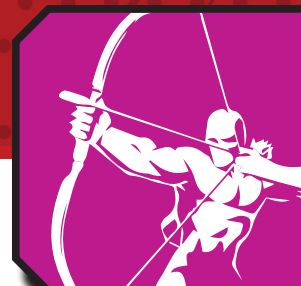
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Role-Playing Game

1
RANK

POWER



SLOW-MOTION SHOOT-DODGE

Action Type: Standard.

Range: As ranged weapon.

Duration: Instant + 1 round.

Trigger: The character is attacked.

Effect: The character splits their attack to make two ranged attacks against separate targets (or they can focus a single attack on a single target). Make a single Agility check and compare it to the Agility defense of the targets. On a success, an affected target takes half regular damage. On a Fantastic success, an affected target takes full damage, and the character can make a bonus attack with this power against any available target, with the same effect.

When the character moves, is moved, or starts their next turn, they instantly fall prone. Until that happens, all attacks against their Agility defense have **trouble**.

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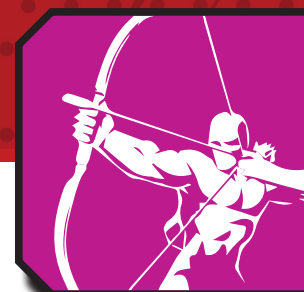
FOCUS

MARVEL

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Role-Playing Game

1
RANK

POWER



SNAP SHOOTING

Action Type: Standard.

Range: As ranged weapon.

Duration: Instant.

Effect: The character splits their attack to make two ranged attacks against separate targets (or they can focus a single attack on a single target). Make a single Agility check and compare it to the targets' Agility defenses. On a success, an affected target takes half regular damage. On a Fantastic success, an affected target takes full damage and suffers the **bleeding** condition.

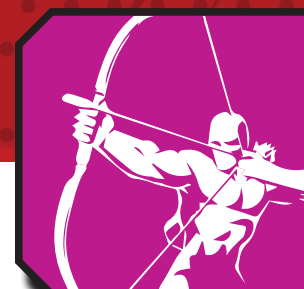


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1
RANK

POWER



WEAPONS BLAZING

Action Type: Standard.

Range: As ranged weapon.

Duration: Instant.

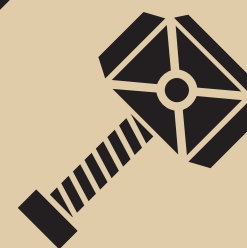
Effect: The character splits their attack to make two ranged attacks against separate targets (or they can focus a single attack on a single target). Make a single Agility check and compare it to the targets' Agility defenses. On a success, the affected target takes half regular damage. On a Fantastic success, the affected target takes full damage, and the character can make a bonus attack with this power against any available target, with the same effect.



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GEAR



SUBMACHINE GUN

Type: Ranged (Agility).

Range: 10 spaces.

Damage Multiplier Bonus: +1.

Special Effects: This weapon can attack up to three targets in adjacent spaces to which the attacker can draw a line of sight. Make a single attack roll and compare it to the Agility defense scores of the targets. Split the damage from that roll equally. Attacks with this weapon against targets 5 spaces away or fewer have **trouble**.

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Role-Playing Game

GEAR



PISTOL

Type: Ranged (Agility).

Range: 10 spaces.

Damage Multiplier Bonus: +1.

Special Effects: None.

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Role-Playing Game

GEAR



KNIFE

Type: Melee (Melee).

Range: Reach.

Damage Multiplier Bonus: +1.

Effect: A character may also throw this weapon as an Agility Attack with a range of 5 spaces.

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Role-Playing Game

GEAR



FRAG GRENADE

Type: Ranged (Agility).

Range: 10 spaces.

Damage Multiplier Bonus: x2.

Special Effects: Pick a target space and make a Challenging Agility check. If successful, the grenade lands in the desired space. If the check fails, roll 1d6 to see how many spaces away from its intended target it lands. It's up to the Narrator which direction it goes.

This weapon may affect all characters within 2 unblocked spaces of where it lands. Compare the result of the check against the Agility defense of each character it could affect.

A character occupying the space where the grenade lands suffers the grenade's damage multiplier of x2 instead of that of the attacker. On a Fantastic success this multiplier increases to x4. All other affected character's within 2 spaces of where the grenade lands suffer half the applicable damage caused.

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