The Punisher



,, *Its not vengeance . Vengeance is not a valid motive , it is a emotional response . Its not vengeance , its punishment . ,,*

Alignment : Chaotic Neutral Race : Human Class : Sharpshooter , Rogue

1. Carbine - Deals 30 damage anyone damaged by this gun begins to bleed internally taking 5 damage at the start of his next 2 Turns(Stack).Stacks indefinetly. Ranged

2. Dagger - Deals 20 damage to a single target , Hits First. Melee

3. Double Pistols - Deals 15 damage 2x times . Ranged

4. Grenade - Deals 30 damage to all enemies . Ranged

5. Punishment - if the target is at 30HP or below you instantly kill him without dealing damage Hits First . If you kill a target with this attack all enemy Servants are so afraid of you they can not attack you untill the end of this Round.Melee

6. Genocide mode - whenever you kill a target gain a Genocide Stack , if you kill one with punishment gain 2 Genocide Stacks , whenever you damage and Evil being or a Rogue character also gain 1 Stack in addition to all others. You enter Genocide Mode . You loose 1 Genocide Stack at the end of each Turn after this one and can not leave it willingly . You can only use the following abilities : a) Dagger Throw - Deals 20 damage to a target can not be Dodged(Ignored) , Hits First . Rangef b) Final Punishment - if the target is at 40HP or below instantly kill it without dealing dmg Hits First , also gain 20HP whenever you kill someone with this and whenever you kill someone with this use Final Punishment again if a target exists(40HP<) untill you do not kill someone with this ability . Whenever you kill an enemy with this enemy Servants are so afraid they can not attack you untill end of the Round . Melee



\*Alt : Punishers Endurance - Absorbs 30 damsge from all sources then gain 10HP. Shield

Ulti : Living Arsenal - at the start of each combat Round (including the 1st) the punisher may switch any one ability 1,2,3 or 4 with an Arsenal ability . Passive

**Arsenal** 1. Heavy Machine Gun - Deals 35 damsge can not be absorbed . Ranged 2. Sniper - Deals 30 damage Hits First if the target uses a Ranged attack . Ranged 3. Gun Smack - Surprise ! Deals 20 damage to a target . Melee 4. Flamethrower - Deals 25 damage to up to 3 targets . Enemies damaged take 5 damage at start of every turn for the next 3 Turns . Melee 5. Double Uzi - Deals 10 damage 2x times Hits First . Ranged 6. Flashbang - all enemies that can see are Blinded (can not Target anyone but themselves) the next Turn . Ranged 7. Painkiller Drugs - gain 30HP passivelly when you switch to this ability ,if you switch this ability off loose 30HP(this can kill you ) . Passive