

# KINGPIN

Wilson Fisk (public)

Affiliations

SOLO 8

BUDDY 4

TEAM 6

Distinctions

THE KINGPIN OF CRIME  
RESPECTABLE FACE, ROTTEN EMPIRE  
EVERYONE OWES FISK SOMETHING

Stress/Trauma

P

4

6

8

10

12

M

4

6

8

10

12

E

4

6

8

10

12

Power Sets

## MOUNTAIN OF MUSCLE

10

SUPERHUMAN STRENGTH

8

SUPERHUMAN STAMINA

8

ENHANCED DURABILITY

8

BRUTAL HAND-TO-HAND

10

INTIMIDATING PRESENCE

**SFX: *The First Hit Was a Warning*:** When Kingpin inflicts physical stress in close combat, step up the effect die if the target already has emotional stress or a fear-based complication.

**SFX: *He Doesn't Move*:** On a successful reaction against a physical attack, Kingpin may create a **Wouldn't Budge d8** asset or step up an existing intimidation-based asset.

**SFX: *Crushing Grip*:** When Kingpin grapples, pins, disarms, or restrains a target, add d6 and step up the effect.

**SFX: *Commanding Fear*:** When using **Intimidating Presence** to create emotional stress or a fear-based complication, step up the effect die against criminals, informants, officials, employees, or anyone who understands Fisk's reputation.

**Limit: *Still Human*:** Gain 1 PP for the doom pool when Kingpin takes extra stress from superhuman attacks, heavy weapons, explosions, falls, or impossible odds.

## CRIMINAL EMPIRE

10

BLACKMAIL NETWORK

10

FINANCIAL POWER

8

POLITICAL INFLUENCE

8

PRIVATE SECURITY

10

UNDERWORLD CONTACTS

8

LEGAL SHIELD

**SFX: *I Own This City*:** When Kingpin uses influence, money, favors, or fear to control a scene, add a doom die to the pool and create a complication such as **Bought Cops d8**, **Hostile Press d8**, **Witness Won't Talk d10**, or **Fisk Has Leverage d10**.

**SFX: *Layers of Protection*:** When a hero tries to connect Kingpin directly to a crime, step up or double **Legal Shield**. On a successful reaction, create a **No Evidence d8** or **Case Falls Apart d10** complication.

**SFX: *Send Someone Else*:** Kingpin may spend a doom die to introduce a mob lieutenant, assassin, crooked official, or security force into the scene. The new threat enters with an asset equal to the doom die spent.

**SFX: *The Favor Comes Due*:** When a hero relies on an institution, public contact, court, hospital, employer, police precinct, media outlet, or government office, spend a doom die to reveal Fisk has influence there. Create a complication equal to the die spent.

**SFX: *Public Benefactor*:** When Kingpin appears in public as a donor, business leader, mayoral figure, community supporter, or grieving citizen, step up **Political Influence** or **Legal Shield**.

**Limit: *Empire Has Cracks*:** When the heroes expose a lieutenant, rescue a witness, seize evidence, turn an informant, or disrupt a revenue stream, add d6 to the doom pool and create a **Fisk's Empire Shaken d8** complication.

**Limit: *Pride of Ownership*:** Kingpin hates losing control. Add a die to the doom pool when Fisk personally intervenes, escalates, or makes a scene more dangerous because someone challenged his authority.

Specs

10

BUSINESS MASTER

10

COMBAT MASTER

10

CRIME MASTER

10

MENACE MASTER

8

PSYCH EXPERT

8

POLITICS EXPERT

8

TECH EXPERT




Character writeup by Mark Meredith (Marvel Plot Points (marvelplotpoints.com)),  
Datafile created by Mark Meredith (Marvel Plot Points (marvelplotpoints.com))

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