

Character Name: **Ranger**  
 AKA: Maj Theodore 'Ted' Jameson  
 Genre: Superheroic  
 Campaign:



**CHARACTERISTICS**

| Val  | Char | Base | Cost | Roll |
|------|------|------|------|------|
| 35   | STR  | 10   | 25   | 16-  |
| 20   | DEX  | 10   | 20   | 13-  |
| 23   | CON  | 10   | 13   | 14-  |
| 18   | INT  | 10   | 8    | 13-  |
| 13   | EGO  | 10   | 3    | 12-  |
| 25   | PRE  | 10   | 15   | 14-  |
| 10   | OCV  | 3    | 35   |      |
| 10   | DCV  | 3    | 35   |      |
| 3    | OMCV | 3    | 0    |      |
| 6    | DMCV | 3    | 9    |      |
| 7/31 | PD   | 2    | 5    |      |
| 5/29 | ED   | 2    | 3    |      |
| 6    | SPD  | 2.0  | 40   |      |
| 18   | REC  | 4    | 14   |      |
| 60   | END  | 20   | 8    |      |
| 14   | BODY | 10   | 4    |      |
| 42   | STUN | 20   | 11   |      |
| 60m  | Run  | 12   | 0    |      |
| 4m   | Swim | 4    | 0    |      |
| 4m   | Leap | 4    | 0    |      |

**Total 248**

**Summary**

Lift: 3200.0kg  
 Initiative: 30  
 Stun Threshold: 23  
 Perception Roll: 13-  
 PRE Attack: 5d6  
 STR Dmg: 7d6  
 STR END: 3

7/31 PD • 0/24 Res. PD  
 5/29 ED • 0/24 Res. ED  
 Phases: 2, 4, 6, 8, 10, 12

**CHARACTER IMAGE**



**EXPERIENCE POINTS**

|                        |            |
|------------------------|------------|
| Total earned:          | 0          |
| Spent:                 | 0          |
| Unspent:               | 0          |
| Base Points:           | 500        |
| Complication Points:   | 75         |
| Characteristic Points: | 248        |
| Power Points:          | 139        |
| Talent Points:         | 25         |
| Martial Art Points:    | 23         |
| Skill Points:          | 60         |
| Perk Points:           | 5          |
| <b>Total Points:</b>   | <b>500</b> |

**MOVEMENT**

| Type    | Top Speed     |
|---------|---------------|
| Run     | 60m [120m NC] |
| Swim    | 4m [8m NC]    |
| H. Leap | 4m [8m NC]    |
| V. Leap | 2m [4m NC]    |

**INFORMATION**

**Eye Color:** gray  
**Hair Color:** gray

**Height:** 1.90 m  
**Weight:** 100.00 kg

**Background**

Ted Jameson's father made his money drilling oil from the Permian Basin of West Texas and was an initial investor in the company which became ProStar. His older brother Craig was the original Ranger (ref News of the World p. 48, DIGITAL HERO #17), who fought with the Sentinels from 1967 to the early 1970's then as a solo Dallas hero until his death in 1979. Ted would visit him occasionally during his plebe year at West Point, eventually graduating from West Point in 1977.

In 1982, he volunteered for an assignment to PRIMUS, and was found to be compatible with the Silver Avenger super-soldier creation process.

Unfortunately, the day of his conversion into a Silver Avenger saw Pulsar attack the lab. He barely escaped with his life, but to the best testing PRIMUS could perform, the Silver Avenger process had not taken. What the tests never revealed, however, was that they had granted Capt. Jameson super-speed powers.

Following the events of "You All Meet in a Lab", he was asked to go into the reserves after getting promoted one rank to Major so he could run ProStar as its CEO. This maneuver succeeded in keeping ProStar's intellectual property out of the hands of Duchess Industries (and by extension, VIPER). Secretly, he became Ranger, the super-fast leader of TASK FORCE.

**Personality**

**Quotes**

"Ya THINK?!?"

**Ranger****COMBAT MANEUVERS**

| Maneuver             | Phase | OCV   | DCV | Effect                                    |
|----------------------|-------|-------|-----|---|
| Block                | ½     | +0    | +0  | Block, abort                              |
| Brace                | 0     | +2    | ½   | +2 vs. Range Mod.                         |
| Disarm               | ½     | -2    | +0  | Can disarm                                |
| Dodge                | ½     | --    | +3  | Abort, vs. all attacks                    |
| Grab                 | ½     | -1    | -2  | Grab two limbs                            |
| Grab By              | ½     | -3    | -4  | Move and Grab                             |
| Haymaker             | ½*    | +0    | -5  | +4 DC attack damage                       |
| Move By              | ½     | -2    | -2  | STR/2 + v/10, you take 1/3                |
| Move Through         | ½     | -v/10 | -3  | STR + v/6                                 |
| Multiple Attack Set  | 1     | var   | ½   | Attack multiple times Ranged Attacks only |
| Shove                | ½     | -1    | -1  | Push 1m per 5 STR                         |
| Strike               | ½     | +0    | +0  | STR or weapon                             |
| Throw                | ½     | +0    | +0  | Throw w/ STR dmg                          |
| Trip                 | ½     | -1    | -2  | Knock target prone                        |
| <b>Aikido Throw</b>  | 1/2   | +0    | +1  | 7d6 +v/10, Target Falls                   |
| <b>Boxing Cross</b>  | 1/2   | +0    | +2  | 9d6 Strike                                |
| <b>Escape</b>        | 1/2   | +0    | +0  | 50 STR vs. Grabs                          |
| <b>Judo Disarm</b>   | 1/2   | -1    | +1  | Disarm; 45 STR to Disarm                  |
| <b>Karate Chop</b>   | 1/2   | -2    | +0  | HKA 3d6                                   |
| <b>Kung Fu Block</b> | 1/2   | +2    | +2  | Block, Abort                              |

**ATTACK POWERS**

| Name                    | Effect                  | END |
|-------------------------|-------------------------|-----|
| <b>I'll Take Those!</b> | (20 STR) Telekinesis    | 6   |
| <b>Moving Attack</b>    | 5d6 Hand-To-Hand Attack | 6   |

**DEFENSE POWERS**

| Name              | Effect               | Defense | END |
|-------------------|----------------------|---------|-----|
| <b>Time Shift</b> | Resistant Protection | 48      | 0   |

**SENSORY POWERS**

| Name | Effect | END |
|------|--------|-----|
|------|--------|-----|

**COMBAT STATS**

| Type                | Base/Total | Current | Vitals       |
|---------------------|------------|---------|--------------|
| Stunned Threshold   | 23         |         | <b>STUN:</b> |
| Melee Damage        | 7d6        |         |              |
| Physical Defense    | 7/31       |         | /42          |
| Res. Phys. Defense  | 0/24       |         | <b>END:</b>  |
| Energy Defense      | 5/29       |         |              |
| Res. Energy Defense | 0/24       |         | /60          |
| Mental Defense      | 0          |         | <b>BODY:</b> |
| Power Defense       | 0          |         | /14          |

**COMBAT VALUES****OCV: 10****DCV: 10****OMCV: 3****DMCV: 6****Initiative and Action Phases****DEX: 30****Action Phases: 2, 4, 6, 8, 10, 12****COMBAT MODIFIERS**

| Range       | 0-8m | 9-16m | 17-32m | 33-64m | 65-125m | 129-250m |
|-------------|------|-------|--------|--------|---------|----------|
| <b>RMOD</b> | 0    | -2    | -4     | -6     | -8      | -10      |

**Ranger****POWERS**

| END                      | Description   | Cost       |
|--------------------------|---|------------|
| 0                        | <b>Time Shift:</b> Resistant Protection (24 PD/24 ED) (72 Active Points); Nonpersistent (-1/4)  | 58         |
|                          | <b>Hyper-movement:</b> Multipower, 60-point reserve   | 60         |
| 2                        | 1) Running +48m (60m total), Reduced Endurance (1/2 END; +1/4) (60 Active Points)   | 6f         |
| 6                        | 2) <b>I'll Take Those!:</b> Telekinesis (20 STR), Area Of Effect (16m Radius; +3/4), Selective (+1/4) (60 Active Points); Only to Disarm/Grab Objects (-1), Instant (-1/2), No Range (-1/2) | 2f         |
| 6                        | 3) <b>Moving Attack:</b> HA +5d6, Area Of Effect (16 2m Areas; +1), Selective (+1/4) (56 Active Points); Hand-To-Hand Attack (-1/4)   | 4f         |
| 0                        | <b>Hyperefficient Musculature:</b> Reduced Endurance (1/2 END; +1/4) for up to 35 Active Points of STR (9 Active Points)  | 9          |
| <b>Total Powers Cost</b> |   | <b>139</b> |

**TALENTS**

| Description  | Cost |           |
|--|------|-----------|
| Combat Sense 13-   | 15   |           |
| Lightning Reflexes (+10 DEX to act first with All Actions) | 10   |           |
| <b>Total Talents Cost</b>                                  |      | <b>25</b> |

**MARTIAL ARTS**

| Description   | Cost |           |
|---|------|-----------|
| Commando Training   |      |           |
| 1) <b>Aikido Throw</b> 1/2 Phase, +0 OCV, +1 DCV, 7d6 +v/10, Target Falls | 3    |           |
| 2) <b>Boxing Cross</b> 1/2 Phase, +0 OCV, +2 DCV, 9d6 Strike              | 4    |           |
| 3) <b>Escape</b> 1/2 Phase, +0 OCV, +0 DCV, 50 STR vs. Grabs              | 4    |           |
| 4) <b>Judo Disarm</b> 1/2 Phase, -1 OCV, +1 DCV, Disarm; 45 STR to Disarm | 4    |           |
| 5) <b>Karate Chop</b> 1/2 Phase, -2 OCV, +0 DCV, HKA 3d6                  | 4    |           |
| 6) <b>Kung Fu Block</b> 1/2 Phase, +2 OCV, +2 DCV, Block, Abort           | 4    |           |
| <b>Total Martial Arts Cost</b>  |      | <b>23</b> |

**Ranger****SKILLS**

| Roll                     | Description  | Cost      |
|--------------------------|--|-----------|
|                          | Rapid Attack   | 10        |
|                          | +6 to offset velocity modifiers with Martial Arts  | 12        |
| 14-                      | Oratory  | 3         |
| 13-                      | Tactics  | 3         |
| 14-                      | Teamwork   | 5         |
|                          | TF: Common Motorized Ground Vehicles, Parachuting, Advanced, Parachuting, Basic, Wheeled Military Vehicles | 5         |
|                          | WF: Small Arms, Grenade Launchers, Shoulder-Fired Weapons, Vehicle Weapons                                 | 5         |
| 13-                      | PS: US Army Soldier  | 3         |
|                          | Language: Russian (fluent conversation)  | 2         |
|                          | Language: German (basic conversation)  | 1         |
| 11-                      | CK: DFW Metro  | 2         |
|                          | Scholar  | 3         |
| 13-                      | 1) KS: Military History (3 Active Points)  | 2         |
| 13-                      | 2) KS: NATO nation militaries (3 Active Points)  | 2         |
| 13-                      | 3) KS: Soviet Military (3 Active Points)   | 2         |
| <b>Total Skills Cost</b> |  | <b>60</b> |

**PERKS**

| Description  | Cost |          |
|--|------|----------|
| <b>United States Army:</b> Fringe Benefit: Major, Passport | 5    |          |
| <b>Total Perks Cost</b>                                    |      | <b>5</b> |

**COMPLICATIONS**

| Description   | Points |           |
|---|--------|-----------|
| Distinctive Features: Military Bearing and Appearance (Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses) | 10     |           |
| Hunted: US Department of Defense Infrequently (Mo Pow; NCI; Watching)   | 10     |           |
| Psychological Complication: Code of the Hero (Very Common; Strong)  | 20     |           |
| Social Complication: Secret Identity Frequently, Major  | 15     |           |
| Social Complication: Subject to Military Orders Infrequently, Severe  | 15     |           |
| <i>Notes: It's infrequently since he's currently Army Reserves</i>  |        |           |
| Vulnerability: 1 1/2 x STUN Unexpected Collisions (Uncommon)  | 5      |           |
| <b>Total Complications Points</b>   |        | <b>75</b> |

**Ranger**

**INFORMATION**

**Powers/Tactics**

**Campaign Use**