

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



CHARACTERISTICS

Val	Char	Base	Cost	Roll
35	STR	10	25	16-
20	DEX	10	20	13-
28	CON	10	18	15-
18	INT	10	8	13-
18	EGO	10	8	13-
25	PRE	10	15	14-
10	OCV	3	35	
12	DCV	3	45	
3	OMCV	3	0	
6	DMCV	3	9	
7/42	PD	2	5	
6/31	ED	2	4	
7	SPD	2.0	50	
30	REC	4	26	
75	END	20	11	
15	BODY	10	5	
60	STUN	20	20	
82m	Run	12	0	
4m	Swim	4	0	
4m	Leap	4	0	
Total 304				

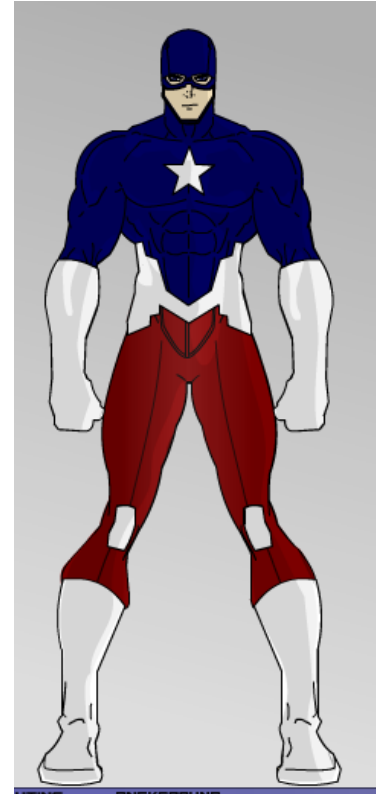
Summary

Lift: 3200.0kg
 Initiative: 30
 Stun Threshold: 28
 Perception Roll: 13-

PRE Attack: 5d6
 STR Dmg: 7d6
 STR END: 3

7/42 PD • 0/35 Res. PD
 6/31 ED • 0/25 Res. ED
 Phases: 2, 4, 6, 7, 9, 11, 12

CHARACTER IMAGE



EXPERIENCE POINTS

Total earned:	250
Spent:	250
Unspent:	0
Base Points:	500
Complication Points:	75
Characteristic Points:	304
Power Points:	272
Talent Points:	38
Martial Art Points:	27
Skill Points:	93
Perk Points:	16
Total Points:	750

MOVEMENT

Type	Top Speed
Run	82m [82m 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 from 1982-1992

Personality

Five years of being a civilian and a CEO still haven't gotten the military out of him. He approaches superheroic combat the same way he would have approached military combat: get intel on the target and/or threat, then plan around what you've found out. In actual combat, he is a pragmatist (there's a reason it's called Jameson's Third Law of superheroic combat'), and has expended considerable effort to get the rest of TASK FORCE to view superheroic combat the same way he does.

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	1	var	½	Attack multiple times
Set	1	+1	+0	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
Aikido Throw	1/2	+0	+1	8d6 +v/10, Target Falls
Boxing Cross	1/2	+0	+2	10d6 Strike
Escape	1/2	+0	+0	55 STR vs. Grabs
Judo Disarm	1/2	-1	+1	Disarm; 50 STR to Disarm
Karate Chop	1/2	-2	+0	HKA 3d6 +1
Kung Fu Block	1/2	+2	+2	Block, Abort

ATTACK POWERS

Name	Effect	END
I'll Take Those!	(30 STR) Telekinesis	9
Moving Attack	8d6 Hand-To-Hand Attack	9

DEFENSE POWERS

Name	Effect	Defense	END
Time Shift	Resistant Protection	60	0
	Power Defense	10	0

SENSORY POWERS

Name	Effect	END
	x100 Rapid	0

COMBAT STATS

Type	Base/Total	Current Vitals
Stunned Threshold	28	STUN:
Melee Damage	7d6	
Physical Defense	7/42	/60
Res. Phys. Defense	0/35	END:
Energy Defense	6/31	
Res. Energy Defense	0/25	/75
Mental Defense	0	BODY:
Power Defense	10	/15

COMBAT VALUES**OCV: 10****DCV: 12****OMCV: 3****DMCV: 6****Initiative and Action Phases****DEX: 30****Action Phases: 2, 4, 6, 7, 9, 11, 12****COMBAT MODIFIERS**

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

Ranger**POWERS**

END	Description	Cost
0	Time Shift: Resistant Protection (35 PD/25 ED), Hardened (+1/4), Impenetrable (+1/4) (135 Active Points); Nonpersistent (-1/4)	108
	Hyper-movement: Multipower, 90-point reserve	90
3	1) Combat: Running +70m (82m total), Reduced Endurance (1/2 END; +1/4) (90 Active Points); no Noncombat movement (-1/4)	7f
9	2) Noncombat: Running 65m, x4 Noncombat, Rapid Noncombat Movement (+1/4) (90 Active Points) <i>Notes: Max speed 647 kph (over 404 MPH)</i>	9f
9	3) I'll Take Those!: Telekinesis (30 STR), Area Of Effect (16m Radius; +3/4), Selective (+1/4) (90 Active Points); Only to Disarm/Grab Objects (-1), Instant (-1/2), No Range (-1/2)	3f
9	4) Moving Attack: HA +8d6, Area Of Effect (16 2m Areas; +1), Selective (+1/4) (90 Active Points); Hand-To-Hand Attack (-1/4)	7f
	<i>Hyperefficient Metabolism, all slots Unified Power (-1/4)</i>	
0	1) Power Defense (10 points) (10 Active Points); Unified Power (-1/4)	8
0	2) Reduced Endurance (1/2 END; +1/4) for up to 35 Active Points of STR (9 Active Points); Unified Power (-1/4)	7
0	Rapid (x100) with Sight Group and Combat Sense	16
0	Find Weakness: Armor Piercing (x2; +1/2) for up to 35 Active Points of STR, Reduced Endurance (0 END; +1/2) (25 Active Points); Requires A Roll (PER roll; -1/2)	17
Total Powers Cost		272

TALENTS

Description	Cost	
Combat Sense (Discriminatory, Sense) 13-	22	
Lightning Reflexes (+10 DEX to act first with All Actions)	10	
Speed Reading (x100)	6	
Total Talents Cost		38

MARTIAL ARTS

Description	Cost	
+1 HTH Damage Class(es) +1 HTH Damage Class(es)	4	
Commando Training		
1) Aikido Throw 1/2 Phase, +0 OCV, +1 DCV, 8d6 +v/10, Target Falls	3	
2) Boxing Cross 1/2 Phase, +0 OCV, +2 DCV, 10d6 Strike	4	
3) Escape 1/2 Phase, +0 OCV, +0 DCV, 55 STR vs. Grabs	4	
4) Judo Disarm 1/2 Phase, -1 OCV, +1 DCV, Disarm; 50 STR to Disarm	4	
5) Karate Chop 1/2 Phase, -2 OCV, +0 DCV, HKA 3d6 +1	4	
6) Kung Fu Block 1/2 Phase, +2 OCV, +2 DCV, Block, Abort	4	
Total Martial Arts Cost		27

Ranger**SKILLS**

Roll	Description	Cost
	+6 to offset velocity modifiers with HTH combat	12
	+5 to offset negative OCV modifier with rapid attack	10
	Rapid Attack	10
14-	High Society	3
14-	Oratory	3
13-	Survival (Temperate/Subtropical, Desert)	4
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
11-	PS: Corporate Tycoon	2
13-	PS: US Army Soldier	3
	Linguist	3
	1) Language: French (basic conversation)	1
	2) Language: German (basic conversation)	1
	3) Language: Russian (fluent conversation) (2 Active Points)	1
	Traveler	3
11-	1) AK: Germany (2 Active Points)	1
11-	2) AK: Great Britain (2 Active Points)	1
11-	3) AK: United States (2 Active Points)	1
11-	4) CK: DFW Metro (2 Active Points)	1
	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
13-	4) KS: Superheroes of the world (3 Active Points)	2
15-	5) KS: Supervillain Threats (5 Active Points)	4
Total Skills Cost		93

PERKS

Description	Cost	
United States Army (Reserve): Fringe Benefit: Major, Passport	5	
Fringe Benefit: CEO of ProStar	6	
Money: Well Off	5	
Total Perks Cost		16

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
Vulnerability: 1 1/2 x STUN Unexpected Collisions (Uncommon)	5

Total Complications Points 75

Ranger

INFORMATION

Powers/Tactics

Campaign Use