

Character Name: **Ranger**
 AKA: Col Theodore 'Ted' Jameson, Jr.
 Genre: Superheroic
 Campaign: **Task Force**



CHARACTERISTICS

Val	Char	Base	Cost	Roll
40	STR	10	30	17-
30	DEX	10	40	15-
30	CON	10	20	15-
23	INT	10	13	14-
18	EGO	10	8	13-
30	PRE	10	20	15-
12	OCV	3	45	
12	DCV	3	45	
3	OMCV	3	0	
6	DMCV	3	9	
18/46	PD	2	6	
16/44	ED	2	4	
8	SPD	2.0	60	
30/60	REC	4	26	
90	END	20	14	
15	BODY	10	5	
70	STUN	20	25	
12m	Run	12	0	
4m	Swim	4	0	
8m	Leap	4	2	

Total 372

Summary
 Lift: 6400.0kg
 Initiative: 30
 Stun Threshold: 30
 Perception Roll: 14-

 PRE Attack: 6d6
 STR Dmg: 8d6
 STR END: 4

 18/46 PD • 10/38 Res. PD
 16/44 ED • 10/38 Res. ED
 Phases: 2, 3, 5, 6, 8, 9, 11, 12

CHARACTER IMAGE



EXPERIENCE POINTS

Total earned:	500
Spent:	498
Unspent:	2
Base Points:	500
Complication Points:	75
Characteristic Points:	372
Power Points:	395
Talent Points:	35
Martial Art Points:	30
Skill Points:	114
Perk Points:	52
Total Points:	998

INFORMATION

Eye Color: gray
Hair Color: gray
Height: 1.90 m
Weight: 100.00 kg

Appearance

This is roughly as he is from 'O Little Town' through 'What Happens in Vegas...'
 The power upgrade was courtesy of Dr. Destroyer's attack on him at the climax of 'Operation Phoenix.'

Background

His 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.

MOVEMENT

Type	Top Speed
Run	12m [24m NC]
Swim	4m [8m NC]
H. Leap	8m [16m NC]
V. Leap	4m [8m NC]
Flight	100m [800m NC]

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

TASK FORCE ceased to exist after the story "The Battle of Detroit" due to deaths of Mr. Bassman and Spiritual Warrior and to the retirements of Ladyhawk and Starforce. Bush 41 and SecDef Cheney asked him to come back to active duty and rebuild PRIMUS in the aftermath of the disaster.

Personality

Quotes

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
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	10d6 +v/10, Target Falls
Boxing Cross	1/2	+0	+2	12d6 Strike
Escape	1/2	+0	+0	65 STR vs. Grabs
Hold	1/2	-1	-1	Grab Two Limbs, 60 STR for holding on
Karate Chop	1/2	-2	+0	HKA 4d6
Kung Fu Block	1/2	+2	+2	Block, Abort

ATTACK POWERS

Name	Effect	END
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DEFENSE POWERS

Name	Effect	Defense	END
Ramming always works	Damage Negation	0	0
Time Shift	Resistant Protection	56	0
	Power Defense	10	0

SENSORY POWERS

Name	Effect	END
Microspeed Perception	x1,000,000 Rapid	0
See from the Speed Zone	Perceive into a single other dimension	0

EQUIPMENT

Item	Stats	Range	END
Armor	Resistant Protection		0
Inertial Dampening	0d6 Damage Reduction		0
Energy Absorption	0d6 Damage Reduction		0
TEMPEST Hardening	10 points Power Defense Life Support		0

COMBAT STATS

Type	Base/Total	Current	Vitals
Stunned Threshold	30		STUN:
Melee Damage	8d6		
Physical Defense	18/46		/70
Res. Phys. Defense	10/38		END:
Energy Defense	16/44		
Res. Energy Defense	10/38		/90
Mental Defense	0		BODY:
Power Defense	20		/15

COMBAT VALUES

OCV: 12	DCV: 12
OMCV: 3	DMCV: 6
Initiative and Action Phases	
DEX: 30	Action Phases: 2, 3, 5, 6, 8, 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
Targeting Shot					OCV	Hit Location
Head Shot (Head to Shoulders)					-4	1D6+3
High Shot (Head to Vitals)					-2	2D6+1
Body Shot (Hands to Legs)					-1	2D6+4
Low Shot (Shoulders to Feet)					-2	2D6+7*
Leg Shot (Vitals to Feet)					-4	1D6+12

*Treat a 19 as the Feet location

HIT LOCATIONS

3D6 Roll	Location	STUN X	N STUN	BODY	To Hit
3-5	Head	x5	x2	x2	-8
6	Hands	x1	x½	x½	-6
7-8	Arms	x2	x½	x½	-5
9	Shoulders	x3	x1	x1	-5
10-11	Chest	x3	x1	x1	-3
12	Stomach	x4	x1½	x1	-7
13	Vitals	x4	x1½	x2	-8
14	Thighs	x2	x1	x1	-4
15-16	Legs	x2	x½	x½	-6
17-18	Feet	x1	x½	x½	-8

Item	Stats	Range END
Rebreather	Life Support	[1 cc]
Light Amplifiers	Nightvision	0
Polarized Lenses	(10 points) Flash Defense	0
Noise-cancelling earbuds	(10 points) Flash Defense	0
Now with Bluetooth (TM)	High Range Radio Perception	0

Ranger**POWERS**

END	Description	Cost
8	Super-Running: Flight 100m, x8 Noncombat, Combat Acceleration/Deceleration (+1/4), No Turn Mode (+1/4), Reduced Endurance (1/2 END; +1/4) (192 Active Points); Only In Contact With A Surface (-1/4)	154
0	Find Weakness: Armor Piercing (x2; +1/2) for up to 40 Active Points of STR, Reduced Endurance (0 END; +1/2) (30 Active Points); Requires A Roll (PER roll; -1/2)	20
	<i>Speed Zone Focusing, all slots Unified Power (-1/4)</i>	
	Notes: <i>This is a result of Dr. Destroyer's attack on him at the climax of 'Operation Phoenix'</i>	
0	1) Ramming always works: Damage Negation (-12 DCs Physical) (60 Active Points); Limited Power Power loses about half of its effectiveness (Only vs. Move-Through Damage; -1), Unified Power (-1/4)	27
0	2) Microspeed Perception: Rapid (x1,000,000) with Sight Group (30 Active Points); Unified Power (-1/4)	24
	Speed Zone Focusing: Multipower, 126-point reserve, (126 Active Points); all slots Unified Power (-1/4)	101
	Notes: <i>Slots 4-6 can be used all together, or some combination of slots 1-3</i>	
0	1) Time Shift: Resistant Protection (28 PD/28 ED), Hardened (+1/4), Impenetrable (+1/4) (126 Active Points); Nonpersistent (-1/4), Unified Power (-1/4)	17v
0	2) Rapid Metabolism: (Total: 46 Active Cost, 37 Real Cost) +30 REC (30 Active Points); Unified Power (-1/4) (Real Cost: 24)	4f
	PLUS Regeneration (1 BODY per Turn) (16 Active Points); Unified Power (-1/4) (Real Cost: 13)	
12	3) Rapid Polymath: +12 with all Non-Combat Skills (120 Active Points); Only to Counteract Time Modifiers (-1), Costs Endurance (-1/2), Unified Power (-1/4)	9v
9	4) Enter the Speed Zone: Extra-Dimensional Movement (Single Dimension, Any Location corresponding to current physical location), 1 minute, Microspeed level (SPD 4) (86 Active Points); Delayed use Once a Turn (APG:144; -1/2), Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect only affects the environment near the character; 5d6 Flash vs. Hearing Group, 10m radius explosion; -1/2), Unified Power (-1/4)	4f
	Notes: <i>If he uses his STR while in the Speed Zone, he will use a total of 88 END while using this power. This leaves him with 2 END left, which given how unbalancing he would be in any campaign is appropriate.</i>	
0	5) See from the Speed Zone: Perceive into Normal World from Speed Zone with Sight Group and Touch Group (20 Active Points); Unified Power (-1/4)	2f
2	6) Touch from the Speed Zone: Affect Normal World from Speed Zone (Single Dimension; +1/2) for up to 40 Active Points of STR (20 Active Points); Unified Power (-1/4)	2f
	Notes: <i>Has to "push" to affect the normal world from the Speed Zone</i>	
	<i>Functionally Emphyrean, 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 40 Active Points of STR (10 Active Points); Unified Power (-1/4)	8
0	3) Life Support (Immunity: All terrestrial diseases; Longevity: Immortal) (10 Active Points); Unified Power (-1/4)	8
	Nerves of Steel: +15 PRE (15 Active Points); Only to defend against PRE attacks (-1)	7
	Total Powers Cost	395

EQUIPMENT

END	Item	Cost
0	Armor: Resistant Protection (10 PD/10 ED), Hardened (+1/4), Impenetrable (+1/4) (45 Active Points); OIF (-1/2)	\$30
	<i>Armor Core Systems, all slots OIF (-1/2), Linked (???; -1/2), Unified Power (-1/4)</i>	
0	1) Inertial Dampening: Energy Damage Reduction, Resistant, 50% (30 Active Points); OIF (-1/2), Linked (???; -1/2), Unified Power (-1/4)	\$13
0	2) Energy Absorption: Energy Damage Reduction, Resistant, 50% (30 Active Points); OIF (-1/2), Linked (???; -1/2), Unified Power (-1/4)	\$13

0	3) TEMPEST Hardening: Power Defense (10 points) (10 Active Points); OIF (-1/2), Linked (???; -1/2), Unified Power (-1/4)	\$4
0	4) Life Support (Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum) (9 Active Points); OIF (-1/2), Linked (???; -1/2), Unified Power (-1/4)	\$4
[1 cc]	Rebreather: Life Support (Self-Contained Breathing) (10 Active Points); OIF (-1/2), Restrainable (Must be able to reach belt; -1/2), 1 Continuing Charge lasting 6 Hours (-0)	\$5
	Mask, all slots OIF (-1/2), Unified Power (-1/4)	\$22
0	1) Light Amplifiers: Nightvision (5 Active Points); OIF (-1/2), Unified Power (-1/4)	
0	2) Polarized Lenses: Sight Group Flash Defense (10 points) (10 Active Points); OIF (-1/2), Unified Power (-1/4)	
0	3) Noise-cancelling earbuds: Hearing Group Flash Defense (10 points) (10 Active Points); OIF (-1/2), Unified Power (-1/4)	
0	4) Now with Bluetooth (TM): High Range Radio Perception (Radio Group) (12 Active Points); OIF (-1/2), Unified Power (-1/4)	

TALENTS

Description	Cost
Combat Sense (Analyze, Discriminatory, Sense) 14-	27
Speed Reading (x1,000)	8
Total Talents Cost	35

MARTIAL ARTS

Description	Cost
+2 HTH Damage Class(es) +2 HTH Damage Class(es)	8
Commando Training	
1) Aikido Throw 1/2 Phase, +0 OCV, +1 DCV, 10d6 +v/10, Target Falls	3
2) Boxing Cross 1/2 Phase, +0 OCV, +2 DCV, 12d6 Strike	4
3) Escape 1/2 Phase, +0 OCV, +0 DCV, 65 STR vs. Grabs	4
4) Hold 1/2 Phase, -1 OCV, -1 DCV, Grab Two Limbs, 60 STR for holding on	3
5) Karate Chop 1/2 Phase, -2 OCV, +0 DCV, HKA 4d6	4
6) Kung Fu Block 1/2 Phase, +2 OCV, +2 DCV, Block, Abort	4
Total Martial Arts Cost	30

Ranger**SKILLS**

Roll	Description	Cost
	Rapid Attack	10
	+8 to offset velocity modifiers with HTH combat	16
	+5 to offset negative OCV modifier with rapid attack	10
15-	Bureaucratics	3
15-	Conversation	3
15-	High Society	3
14-	Navigation (Land)	2
16-	Oratory	5
14-	Survival (Temperate/Subtropical, Desert)	4
16-	Tactics	7
16-	Teamwork	5
	TF: Common Motorized Ground Vehicles, Parachuting, Advanced, Parachuting, Basic, Wheeled Military Vehicles	5
	WF: Small Arms, General Purpose/Heavy Machine Guns, Grenade Launchers, Shoulder-Fired Weapons, Vehicle Weapons (group)	7
11-	PS: Corporate Tycoon	2
11-	PS: US Army Soldier	2
	Linguist	3
	1) Language: Arabic (Modern) (basic conversation)	1
	2) Language: English (idiomatic) (4 Active Points)	0
	3) Language: German (basic conversation)	1
	4) Language: Hebrew (Israeli) (basic conversation)	1
	5) Language: Russian (basic conversation)	1
	Traveler	3
11-	1) AK: Germany (2 Active Points)	1
11-	2) AK: Great Britain (2 Active Points)	1
11-	3) AK: Middle East (2 Active Points)	1
11-	4) AK: United States (2 Active Points)	1
11-	5) CK: DFW Metroplex (2 Active Points)	1
	Scholar	3
14-	1) KS: Literature (3 Active Points)	2
14-	2) KS: Military History (3 Active Points)	2
14-	3) KS: Soviet Military (3 Active Points)	2
14-	4) KS: Superheroes (3 Active Points)	2
14-	5) KS: Supervillains (3 Active Points)	2
14-	6) KS: The Superhuman World (3 Active Points)	2
Total Skills Cost		114

PERKS

Description	Cost
United States Army (Reserve): Fringe Benefit: Col, Passport, Security Clearance <i>Notes: After "The Battle of Detroit", this becomes Brigadier General, US Army</i>	10
Money: Well Off	5
Fringe Benefit: CEO of ProStar <i>Notes: After "The Battle of Detroit" this becomes 'Director of PRIMUS'</i>	6
Equipment Points: 100	10

Well-Connected	3
<i>Notes: Not *quite* to what it will become in later years, but it's still impressive.</i>	
1) Justice Squadron (NYC): Contact: Vanguard (Contact has significant Contacts of his own, Contact has very useful Skills or resources, Contact limited by identity) (3 Active Points) 8-	2
2) Liberty League (Philadelphia): Contact: The Mechanic (Contact has significant Contacts of his own, Contact has very useful Skills or resources, Contact limited by identity) (3 Active Points) 8-	2
3) MOSSAD: Contact: Ha'Pele (Contact has access to major institutions, Contact has significant Contacts of her own, Contact has very useful Skills or resources, Good relationship with Contact) (6 Active Points) 8-	5
4) New Paladins: Contact: Dr. Eclipse (Contact has significant Contacts of her own, Contact has very useful Skills or resources, Contact limited by identity, Good relationship with Contact) (5 Active Points) 11-	4
5) PRIMUS: Contact: Golden Avenger (Contact has extremely useful Skills or resources, Contact has significant Contacts of his own, Contact limited by identity) (4 Active Points) 8-	3
<i>Notes: This contact obviously goes away after "The Battle of Detroit". Replace with Julie Dormyer Hawkins and alter the options accordingly.</i>	
6) Sentinels (NYC): Contact: Vanguard (Contact has significant Contacts of his own, Contact has very useful Skills or resources, Contact limited by identity) (3 Active Points) 8-	2
Total Perks Cost	52

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
<i>Notes: This will become 'Public Identity' after "The Battle of Detroit"</i>	
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**

His "Enter the Speed Force" power comes from "The Ultimate Speedster" (APG II), and makes him TASK FORCE's most powerful combatant (as in "can CON stun Mechanon" powerful).

Campaign Use