



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

**CHARACTERISTICS**

Val	Char	Base	Cost	Roll
40	STR	10	30	17-
30	DEX	10	40	15-
33	CON	10	23	16-
23	INT	10	13	14-
18	EGO	10	8	13-
35	PRE	10	25	16-
12	OCV	3	45	
13	DCV	3	50	
3	OMCV	3	0	
8	DMCV	3	15	
8/46	PD	2	6	
7/45	ED	2	5	
8	SPD	2.0	60	
30	REC	4	26	
120	END	20	20	
15	BODY	10	5	
90	STUN	20	35	
12m	Run	12	0	
4m	Swim	4	0	
18m	Leap	4	7	

**Total 413**

**Summary**

Lift: 6400.0kg  
 Initiative: 30  
 Stun Threshold: 33  
 Perception Roll: 14-  
  
 PRE Attack: 7d6  
 STR Dmg: 8d6  
 STR END: 4  
  
 8/46 PD • 0/38 Res. PD  
 7/45 ED • 0/38 Res. ED  
 Phases: 2, 3, 5, 6, 8, 9, 11, 12

**CHARACTER IMAGE**



**EXPERIENCE POINTS**

Total earned:	506
Spent:	506
Unspent:	0
Base Points:	650
Complication Points:	100

Characteristic Points:	413
Power Points:	426
Talent Points:	35
Martial Art Points:	51
Skill Points:	155
Perk Points:	76

**Total Points: 1156**

**MOVEMENT**

Type	Top Speed
Run	12m [24m NC]
Swim	4m [8m NC]
H. Leap	18m [36m NC]
V. Leap	9m [18m NC]
Flight	120m [960m NC]

**INFORMATION**

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

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

**Appearance**

Played by Kevin Costner in "The Battle of Detroit"

**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.

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, a government agency he lead from that moment until budget sequestrations caused it to be disbanded on 9/30/2011.

After the events of "Leap Day" (which saw UNTIL Director-General Eckhardt's death in combat), he was asked to take over UNTIL.

#### **Personality**

Having led a superhero team for 10 years and PRIMUS for another 20 (10 of which he led a covert superteam), he has a gravitas in the superhuman community that even villains respect.

#### **Quotes**

"Starforce? Distraction. NOW."

**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
<b>Flying Dodge</b>	1/2	--	+4	Dodge All Attacks, Abort; FMove
<b>Flying Grab</b>	1/2	-2	-1	Grab Two Limbs, 70 STR for holding on; FMove
<b>Flying Throw</b>	1/2	-1	-2	Grab Two Limbs; 12d6 +v/10; Target Falls; FMove
<b>Passing Disarm</b>	1/2	-1	-1	Disarm, 70 STR to Disarm; FMove
<b>Passing Strike</b>	1/2	+1	+0	12d6 +v/10; FMove
<b>Passing Throw</b>	1/2	+0	+0	12d6 +v/10; Target Falls; FMove
<b>Rapid Punch</b>	1/2	+1	-2	16d6 Strike

**ATTACK POWERS**

Name	Effect	END
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**DEFENSE POWERS**

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

**SENSORY POWERS**

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

**EQUIPMENT**

Item	Stats	Range	END
<b>Armor</b>	Compound Power		0
<b>Rebreather</b>	Life Support		[1 cc]
<b>Light Amplifiers</b>	Nightvision		0
<b>Polarized Lenses</b>	(10 points) Flash Defense		0
<b>Noise-canceling earbuds</b>	(10 points) Flash Defense		0

**COMBAT STATS**

Type	Base/Total	Current Vitals
Stunned Threshold	33	<b>STUN:</b>
Melee Damage	8d6	
Physical Defense	8/46	/90
Res. Phys. Defense	0/38	<b>END:</b>
Energy Defense	7/45	
Res. Energy Defense	0/38	/120
Mental Defense	15	<b>BODY:</b>
Power Defense	20	/15

**COMBAT VALUES**

**OCV: 12** **DCV: 13**  
**OMCV: 3** **DMCV: 8**

**Combat Skill Levels**

+2 with Hypercombat+2 Overall

**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
<b>RMOD</b>	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
<b>Psionic Scrambler</b>	15 points total Mental Defense		0
<b>Now with Bluetooth (TM)</b>	High Range Radio Perception		0

## Ranger

## POWERS

END	Description	Cost
9	<b>Super-Running:</b> Flight 120m, x8 Noncombat, Combat Acceleration/Deceleration (+1/4), No Turn Mode (+1/4), Reduced Endurance (1/2 END; +1/4) (227 Active Points); Only In Contact With A Surface (-1/4)	182
0	<b>Find Weakness:</b> 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>	
	<b>Notes:</b> This is a result of Dr. Destroyer's attack on him at the climax of 'Operation Phoenix'	
0	1) <b>Ramming always works:</b> 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) <b>Microspeed Perception:</b> Rapid ( x1,000,000) with Sight Group (30 Active Points); Unified Power (-1/4)	24
	<b>Speed Zone Focusing:</b> Multipower, 126-point reserve, (126 Active Points); all slots Unified Power (-1/4)	
	<b>Notes:</b> Multipower is sized for some combination of slots 1&2, slots 3&4, or slots 5-7. This reflects that there are some things that he cannot use when he is in the Speed Zone or concentrating on rapid healing.	101
0	1) <b>Time Shift:</b> Resistant Protection (28 PD/28 ED), Hardened (+1/4), Impenetrable (+1/4) (126 Active Points); Nonpersistent (-1/4), Unified Power (-1/4)	17v
12	2) <b>Rapid Polymath:</b> +12 with all Non-Combat Skills (120 Active Points); Only to Counteract Time Modifiers (-1), Costs Endurance (-1/2), Unified Power (-1/4)	9v
0	3) <b>Rapid Metabolism 1:</b> Aid REC 12d6, Reduced Endurance (0 END; +1/2) (108 Active Points); Only to Aid Self (-1), Unified Power (-1/4)	5f
0	4) <b>Rapid Metabolism II:</b> Regeneration (1 BODY per Turn) (16 Active Points); Unified Power (-1/4)	1f
9	5) <b>Enter the Speed Zone:</b> Extra-Dimensional Movement (Single Dimension, Any Location corresponding to current physical location), 1 minute, Microspeed level (SPD 4) (86 Active Points); 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)	5f
	<b>Notes:</b> From APG II:100 (6ed). If he uses his STR while moving in the Speed Zone, he will expend a total of 106 END (9 END to enter + 19 phases*13 END/phase - 5 turns*30 REC/turn) using this power. Given that it's a STOP-sign power in APG II, that's more than appropriate.	
0	6) <b>See from the Speed Zone:</b> Perceive into Normal World from Speed Zone with Sight Group and Touch Group (20 Active Points); Unified Power (-1/4)	2f
2	7) <b>Touch from the Speed Zone:</b> 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
	<b>Notes:</b> Has to "push" to affect the normal world from the Speed Zone	
	<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
	<b>Nerves of Steel:</b> +15 PRE (15 Active Points); Only to defend against PRE attacks (-1)	7
<b>Total Powers Cost</b>		<b>426</b>

## EQUIPMENT

END	Item	Cost
0	<b>Armor:</b> (Total: 76 Active Cost, 51 Real Cost) Resistant Protection (10 PD/10 ED/10 Power Defense), Hardened (+1/4), Impenetrable (+1/4) (67 Active Points); OIF (-1/2) (Real Cost: 45) plus 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) (Real Cost: 6)	\$51
	<b>Notes:</b> Standard ProStar Tactical Armor. Their second best-selling product.	
[1 cc]	<b>Rebreather:</b> Life Support (Self-Contained Breathing) (10 Active Points); OIF (-1/2), Restrained (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)

\$29

**Notes:** Standard ProStar Tactical Goggles. Their best-selling product.

- 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-canceling earbuds:** Hearing Group Flash Defense (10 points) (10 Active Points); OIF (-1/2), Unified Power (-1/4)
- 0 4) **Psionic Scrambler:** Mental Defense (15 points total) (15 Active Points); OIF (-1/2), Unified Power (-1/4)
- 0 5) **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
<b>Total Talents Cost</b>	<b>35</b>

## MARTIAL ARTS

Description	Cost
<b>+4 HTH Damage Class(es)</b> +4 HTH Damage Class(es)	<b>16</b>
Hypercombat	
1) <b>Flying Dodge</b> 1/2 Phase, -- OCV, +4 DCV, Dodge All Attacks, Abort; FMove	<b>5</b>
2) <b>Flying Grab</b> 1/2 Phase, -2 OCV, -1 DCV, Grab Two Limbs, 70 STR for holding on; FMove	<b>5</b>
3) <b>Flying Throw</b> 1/2 Phase, -1 OCV, -2 DCV, Grab Two Limbs; 12d6 +v/10; Target Falls; FMove	<b>5</b>
4) <b>Passing Disarm</b> 1/2 Phase, -1 OCV, -1 DCV, Disarm, 70 STR to Disarm; FMove	<b>5</b>
5) <b>Passing Strike</b> 1/2 Phase, +1 OCV, +0 DCV, 12d6 +v/10; FMove	<b>5</b>
6) <b>Passing Throw</b> 1/2 Phase, +0 OCV, +0 DCV, 12d6 +v/10; Target Falls; FMove	<b>5</b>
7) <b>Rapid Punch</b> 1/2 Phase, +1 OCV, -2 DCV, 16d6 Strike	<b>5</b>
<b>Total Martial Arts Cost</b>	<b>51</b>

**Ranger****SKILLS**

<b>Roll</b>	<b>Description</b>	<b>Cost</b>
	+10 to offset velocity modifiers with HTH combat	<b>20</b>
	+2 with Hypercombat	<b>10</b>
	Rapid Attack	<b>10</b>
	+2 Overall	<b>24</b>
<b>16-</b>	Bureaucratics	<b>3</b>
<b>16-</b>	Conversation	<b>3</b>
<b>16-</b>	High Society	<b>3</b>
<b>14-</b>	Navigation (Land)	<b>2</b>
<b>16-</b>	Oratory	<b>3</b>
<b>14-</b>	Survival (Arctic/Subarctic, Temperate/Subtropical, Tropical, Desert, Urban)	<b>10</b>
<b>16-</b>	Tactics	<b>7</b>
<b>16-</b>	Teamwork	<b>5</b>
	TF: Common Motorized Ground Vehicles, Tracked Military Vehicles, Wheeled Military Vehicles	<b>4</b>
	WF: Small Arms, General Purpose/Heavy Machine Guns, Grenade Launchers, Mortars, Shoulder-Fired Weapons	<b>6</b>
	Jack of All Trades	<b>3</b>
<b>11-</b>	1) PS: Corporate Tycoon (2 Active Points)	<b>1</b>
<b>14-</b>	2) PS: Government Executive (3 Active Points)	<b>2</b>
<b>11-</b>	3) PS: US Army Soldier (2 Active Points)	<b>1</b>
	Linguist	<b>3</b>
	1) Language: Arabic (Modern) (basic conversation)	<b>1</b>
	2) Language: French (basic conversation)	<b>1</b>
	3) Language: German (basic conversation)	<b>1</b>
	4) Language: Hebrew (Israeli) (basic conversation)	<b>1</b>
	5) Language: Russian (fluent conversation) (2 Active Points)	<b>1</b>
	Traveler	<b>3</b>
<b>11-</b>	1) AK: Germany (2 Active Points)	<b>1</b>
<b>11-</b>	2) AK: Great Britain (2 Active Points)	<b>1</b>
<b>11-</b>	3) AK: Middle East (2 Active Points)	<b>1</b>
<b>11-</b>	4) AK: United States (2 Active Points)	<b>1</b>
<b>11-</b>	5) CK: DC Metro (2 Active Points)	<b>1</b>
<b>11-</b>	6) CK: DFW Metroplex (2 Active Points)	<b>1</b>
<b>11-</b>	7) CK: New York City (2 Active Points)	<b>1</b>
	Scholar	<b>3</b>
<b>14-</b>	1) KS: Literature (3 Active Points)	<b>2</b>
<b>14-</b>	2) KS: Militaries of the world (3 Active Points)	<b>2</b>
<b>14-</b>	3) KS: Military History (3 Active Points)	<b>2</b>
<b>14-</b>	4) KS: Superheroes (3 Active Points)	<b>2</b>
<b>16-</b>	5) KS: Supervillains (5 Active Points)	<b>4</b>
<b>14-</b>	6) KS: Terrorist Threats (3 Active Points)	<b>2</b>
<b>10-</b>	7) KS: The Financial World (2 Active Points)	<b>1</b>
<b>14-</b>	8) KS: The Superhuman World (3 Active Points)	<b>2</b>
<b>Total Skills Cost</b>		<b>155</b>

**PERKS**

Description	Cost
<b>Director-General of UNTIL:</b> Fringe Benefit: Director-General of UNTIL, International Driver's License, International Police Powers, Passport, Security Clearance (TS/SCI), Weapon Permit (where appropriate)	<b>32</b>
Money: Wealthy	
<b>Notes:</b> Based on the table on 6E1:105, this represents around \$4M/year. He was allowed to keep his stock interest in ProStar when he was brought back to active duty in 1992. Between reinvesting the capital gains, multiple stock splits, and ProStar's current market valuation, he pretty much doesn't need his income as UNTIL director-general by this point in his life.	<b>9</b>
<b>Used to be Somebody:</b> Positive Reputation: Retired Superhero (A large group) 14-, +3/+3d6	<b>9</b>
<b>UNTIL-Supplied Kit:</b> Equipment Points: 100	<b>10</b>
Well-Connected	<b>3</b>
<b>Superpowered Rolodex:</b> Follower/Contact Points: 50	
<b>Notes:</b> This actually works better than using the "Universal Contact" Talent from APG1. He knows EVERYBODY in the Superhuman World -- even some anti-villains (!)	<b>13</b>
<b>Total Perks Cost</b>	<b>76</b>

## COMPLICATIONS

Description	Points
Distinctive Features: Military Bearing and Appearance (Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses)	<b>10</b>
Hunted: US Department of Defense Infrequently (Mo Pow; NCI; Watching)	<b>10</b>
Hunted: Enemies of UNTIL Infrequently (Mo Pow; NCI; Harshly Punish)	<b>20</b>
Psychological Complication: Code of the Hero (Very Common; Strong)	<b>20</b>
Social Complication: Public Identity Frequently, Major	<b>15</b>
Social Complication: Subject to Military Orders Frequently, Severe	<b>20</b>
Vulnerability: 1 1/2 x STUN Unexpected Collisions (Uncommon)	<b>5</b>
<b>Total Complications Points</b>	<b>100</b>



**Ranger****INFORMATION****Powers/Tactics**

His "Enter the Speed Force" power comes from 6ed:APG II, and makes him TASK FORCE:TNG's most powerful combatant (as in "can CON stun Mechanon" powerful).

(NOTE 1: I am assuming he can take post-12 recoveries while he is in the Speed Zone, because official HERO GAMES literature is silent on this point. He still expends 106 END while in it if he moves and uses his STR)

(NOTE 2: Steve Long is on record saying "Enter the Speed Zone" should \*not\* be in a Multipower. I have designed Ranger this way to reflect that most of his powers shut down when he is in the Speed Zone. So there :P

**Campaign Use**

This is roughly as he was when running UNTIL, starting in 'The Destroyer Wars'