

# Ryder: Area Control Support

Real Name: Robert “Ryder” Mullen

Occupation: Olympic Athlete, First Responder

Base of Operations: Yukon, Canada

Affiliation: Overwatch

Age: 28

Before being recruited by Overwatch Ryder was an Olympic Athlete, before that he was a semi-pro Winter Sportsman, and even before that he was just a young kid with a snowboard and a dream to ride down all the vast mountain ranges of the Yukon. He was able to ride down all of the mountain ranges unassisted at the young age of 17, showing promise as a talented athlete. However, after gaining certification in advanced paramedical training, Overwatch decided to recruit Ryder as a First Responder. Being outfitted with a top of the line hoverboard and other tools for both healing and self-defense within the backcountry where he mainly operated, Ryder stuck with Overwatch until the organization took its turn for the worse, where he returned to Olympic Athletics, only as a celebrity instead.

“Raising the bar, every time.”

HP: 200 Health

Speed: Average

**Taxiing (Passive):** Ryder uses his hoverboard temporarily to quickly return to the front lines after respawning.

You have full control over Ryder while he rides the hoverboard (unlike the Ultimate which is explained later in) The riding lasts for 8 Seconds, but can be cancelled at any time by pressing LMB/RMB

While in Hoverboard mode, you can move normally except you cannot use Ryder’s equipped weapon or any abilities. Ryder automatically rides any walls he comes in contact with, in addition, Ryder can charge a long jump by holding space. This can be used to cross long gaps like those closest to the first checkpoint in Eichenwalde.

**Philosophy:** Ryder’s playstyle is going to revolve around moving quickly and providing substantial area support to either aid allies or debilitate enemies. As a result, the added mobility allows the player to get to the front lines quickly in order to provide enough support.

**Survival Rifle(LMB):** a backcountry survival rifle, modified to fire fast moving, high density packets of frenetic energy which disperse on enemy impact and deal minor damage to other nearby enemies.

Damage:[Max Range] [Min]	12 Short-Mid 8
[Clip](Reload Speed)	15(Moderate)
Rate of Fire(Speed)  Spread	Semi-Auto(Moderate-Fast)  None
Projectile Type(Speed)	Linear (Fast)

Special Effect: All enemies within 5 meters of the hit target take 4 HP of ambient damage

**Philosophy:** While very useful for self-defense, Players can take advantage of the ambient area damage to help countering a group of attacking enemies, providing substantial offensive support.

**Beta Biotics (LShift):** Ryder readies his hoverboard to execute a quick circular maneuver to deploy experimental biotics in a large area around the centrally selected point to provide healing for teammates while any enemies caught in the area deal reduced weapon damage.

The player enters a placement mode much like for Symmetra's Defense turrets or Mei's Ice Wall. The Player confirms by pressing LMB and the player runs a circular route viewed in third person before returning to first person view. He can be stunned out of using this ability, but he cannot be hacked out of it.

Allies will be healed 5 HP every half-second while enemies will sustain a damage decrease buff which reduces the damage of LMB and RMB fire modes by 30% all within a 10-meter radius. Field lasts 7 seconds, then triggers the ability recharge of 8 seconds.

**Philosophy:** Ryder has a defined support role as being helpful for offensive teams by reducing the potential damage output of defenders. However, on Defense he can also be a viable means of providing extra healing for any teammate who steps into the general area. Ryder utilizes speed for this ability making him a hard target, however a stun or a pin can stop the large field from being deployed.

**Lore:** I'd like to theorize that Mercy came up with several versions of biotic technology before finally reaching the ideal form of biotics for use in the field. I came up with four, the Beta Biotic, Delta Biotic, the Sigma Biotic, and the Omega Biotic. Mercy and Soldier 76 utilize the Delta Biotic, the perfected form that passively heals, while for her attack boost she utilizes the Sigma Biotic. Ana uses the Omega Biotic as well as the Delta Biotic in her Biotic Grenade in high concentration, the Omega biotic blocking all forms of healing on contact with an enemy. The Beta Biotic does work, but tends to pacify anyone affected. With a simple tweak in the formula Mercy was able to make the Beta Biotic only pacify anyone with heightened aggression. While Mercy found little use for it on her first response missions, Ryder decided it would be useful for the hostile wilderness environments he would often be sent to for first response.

**Kickin' Out (E):** Ryder utilizes the powerful fan blades on his board that enable it to hover, to propel a forceful blast in front of him, pushing him far from the previous area and slightly knocking back any enemies in close range.

Almost like Winston's Jump Pack, except if the process was to be reversed, this ability knocks the player up to 25 meters away from his initial position. The further down the player looks, the higher they jump off.

**Ult: Freestyle:** Ryder straps in and begins forming a trail of highly concentrated Biotic Particles to create as large of a biotic field as he can. Then the Biotics begin to rage as allies are healed immensely and all enemies take an even larger damage penalty.

The player goes into the third person view and controls the equivalent of a charging Reinhard, except the player can make very sharp turns with A and D. Similar to the charge, the player moves quickly and is

very hard to catch, however the player can also knock back nearby enemies while the ult is active to deal knockback damage. A completed circuit is when the player rides on the board until they reach the point they activated the ult within 10 seconds. When this completion point is reached, teammates are healed 8 HP every half-second and enemies take a 50% damage reduction. The area remains active for 15 full seconds.

Ryder can be hacked AND stunned out of the ult, effectively cancelling it. To make it fairly safe, the player should try to utilize the ult either as a preventative means or time it effectively so that the enemy are less likely to catch Ryder and eliminate him.

**Philosophy:** While ults such as Lucio and Zenyatta do provide area advantages, none of the areas are sustained within one set place. This ultimate ability provides a great area advantage and also reduces the effectiveness of enemies in the drawn area, while it helps keep teammates on level ground.