

Travis Ritter



In 1917, Travis Ritter was a soldier from America fighting in what was then called the Great War ... but not the America, and not the Great War, in the history of the World Less Magical. He was born in a world where, by the second decade of the twentieth century, the United States was still recovering from a much more brutal and terrible war between the states, and where a new empire was rising in the south of Africa. He has never returned to the world of his origin, but suspects that, if it has become anything like the world of the twenty-first century that he *has* visited, he would not wish to return.

Caught in a gigantic artillery explosion on the battlefields of Flanders, Ritter awoke in what he initially took for one of the circles of Hell -- **a world of a burning red sun** and bitter brackish waters, of deadly deserts and dust-choked cities, inhabited by a variety of monstrous beings, only some of whom seemed vaguely human. Here he found himself impressed into service as a gladiator and won his way through battles meant to take his life. In the process, he met and joined forces with the being who would become his closest friend and ally, the woolly mammoth-man **Baranca**, who showed him that compassion did still exist in this pit of despair.

They fought side by side, overcoming all obstacles, and at last earned their freedom. Alas, this was a freedom to starve, and so Ritter and Baranca became employees of their former owner, a criminal in the city state of Nerath, who employed them in a variety of dubious schemes. While thus engaged, they chanced to glimpse the ruler of Nerath, **Neratha**, in what Ritter took for a moment of great danger. Having fallen madly in love at first sight, he fought to protect the queen ... only to learn that she did not wish for such help and had not been in any danger. The freedom for which they had fought so hard was therefore lost.

Despite this, Ritter remained determined to be of help to Neratha, escaping from captivity with help from Baranca and frequently striving to come to her assistance. Gradually, these affairs convinced Neratha of his sincerity, and she came to view Ritter as an ally of worth, if not a romantic partner. His own ardor gradually cooled, and he found a truer love with her lady-in-waiting, **Acatha**, whom he would finally marry after they handed a great defeat to the priest king **Skathulos** of Hadoth, a sorcerer and monster.

Ritter was dubbed the Commander of Nerath, charged with directing the armies of the city-state, for this victory, and has maintained that title for the last century. (Initially, he was more of a hero than a general, lacking any real understanding of strategy or logistics, but he has learned from the more experienced war leaders whom he theoretically commands.) He was given the same prolonged youth that all the humans of Nerath enjoy, and in the process developed the ability to read minds and communicate with his partner, Acatha. The couple have two children, born about two decades ago and still considered youths by their culture, but showing signs that they will be as adventurous as their parents.

A few months ago, as they reckon matters in his world, Ritter met the girl called **Warpwitch** and some of her friends when their journey through dimensions led them to what has been dubbed the World Closer to Death. Their story touched him, and he sought to help them to return to their point of origin, succeeding in this goal and journeying there himself. He was not impressed with the World Less Magical but was able to return. During previous adventures, he had discovered that his journey to the World Closer to Death had resulted from his own abilities, not from the explosion as he had originally thought. While he initially needed a serious threat to his life to trigger this power, he had since learned to induce it through concentration.

And so he went back to his dying world, more determined than ever that he would avert that fate and restore life to the world of his choice. Travis Ritter is an optimist and believer in human ingenuity. Pity Travis Ritter.

Travis Ritter -- PL 9

Abilities:

STR 2 | STA 4 | AGL 3 | DEX 3 | FGT 8 | INT 0 | AWE 3 | PRE 3

Powers:

Awakened Mind: Mind Reading 6; Senses 2 (mental communication link with Acatha; psychic awareness) - 14 points

Extended Youth: Immunity 1 (aging) - 1 point

Shielded Mind: Impervious Will 6, Limited to mental powers - 3 points

World Walker: Movement 1 (dimensional movement to the World Closer to Death), Limited to one direction - 1 point

Advantages:

All-out Attack, Attractive, Benefit 3 (Commander of Nerath, independently wealthy), Defensive Attack, Defensive Roll, Equipment 3, Evasion, Improved Aim, Improved Defense, Improved Initiative, Inspire, Move-by Action, Multilingual, Power Attack, Quick Draw, Ranged Attack 5, Seize Initiative, Takedown, Teamwork.

Equipment:

Blaster Pistol (Ranged Damage 5), Sword (Strength-based Damage 3, Improved Critical 2) and 4 points of equipment as needed.

Skills:

Acrobatics 5 (+8), Athletics 8 (+10), Close Combat: Swords 4 (+12), Deception 3 (+6), Expertise: Military 8 (+8), Expertise: Survival 6 (+6), Insight 4 (+7), Intimidation 6 (+9), Investigation 5 (+5), Perception 10 (+11), Persuasion 4 (+7), Ranged Combat: Blaster 3 (+6), Stealth 4 (+7).

Offense:

Initiative +7

Unarmed +9 (Close Damage 2)

Sword +12 (Close Damage 5, Crit 18-20)

Blaster Pistol +11 (Ranged Damage 5).

Defense:

Dodge 11, Parry 12, Fortitude 8, Toughness 6/4, Will 6.

Totals:

Abilities 52 + Powers 19 + Advantages 27 + Skills 35 + Defenses 19 = 152 points

Offensive PL: 9

Defensive PL: 9

Resistance PL: 7

Skill PL: 6

Complications:

Adventure--Motivation. Family (Acatha, their children.) **Impulsive. Mildly Technophobic.**

Responsibility (Nerath.)

Update 2022: With the revelation that the World Closer to Death is now the far future of the World in the Aftermath, it is now apparent that Ritter has the ability to travel in time as well as dimensions, though this new ability is even more limited than the other. When removed from that era, he can return there through an act of will. However, time in that era will continue to move forward while he is in another one, and he cannot return to a point earlier than this

"absolute present". Also, the exact location to which he returns is not under his control, though he has so far always returned to a point within the Torm Basin. (Add Movement 1 (time travel [era of the World Closer To Death]) to his **Worldwalking** power.) He has become curious about the fate of his original world, and Warpmitch has promised to bring him any news she learns about what she calls the World Turned Upside Down.