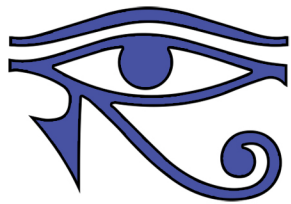




FOR WHAT REMAINS
— BLOOD ON THE RAILS —



ECHO

ECHO



“Throughout history, science and faith have walked side by side. I prefer to walk alone.”

— Echo Psion

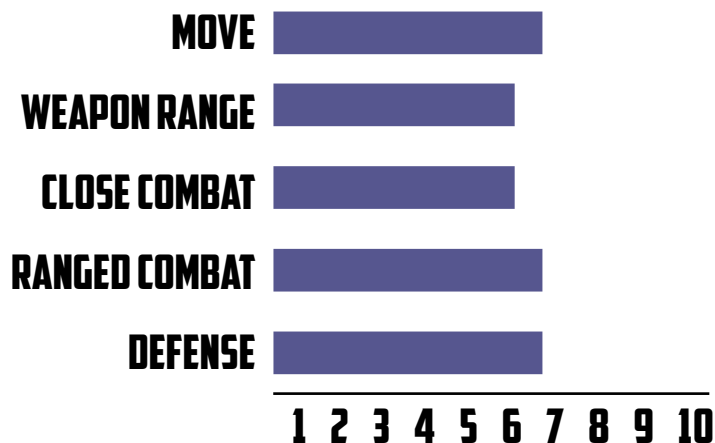
“I will enter Heaven’s door when my life’s work is done. But Echo shall pass through the gate to Hell when I send them there.”

— SoL Faith Bringer

Echo’s origin can be traced to the early 21st century when a group called Tactical Response Unit (TRU) Echo was established within the United States’ Department of Homeland Security’s top secret organization: Department B. TRU Echo was created under the auspices of PROJECT CAPRICORN, an umbrella program that included a wide range of projects focused on exploring the Basement and combating its inhabitants.

Under the leadership of world-renowned biokineticist, Bruno Pontecorvo, genetic experiments were carried out on TRU Echo members under a project called Eternal Light. The project focused on the development of psychic powers through the introduction of genetic characteristics from Basement creatures. Though the program was dangerous, resulting in countless deaths and the creation of hundreds of chimera, it was also extremely successful.

ATTRIBUTE RATINGS OVERVIEW



Following the Final War, members of Department B and TRU Echo were hunted down by the Combine as outlaws. Most members of TRU Echo were killed, but a few survived.

Today, the Echo faction is all that remains of TRU Echo. The faction’s individual cells are led by powerful psions who stay in constant telepathic contact with Bruno Pontecorvo. Pontecorvo, whose consciousness lives on in a secretive Echo base within the Basement, still directs the faction.

Echo’s goal is to eradicate the Order of the New Dawn and to close all gates between Earth and the Basement. In the meantime, they battle the other factions for food, shelter, and other precious resources.

MINDBENDER



Classification: Human / Psychic

Mindbenders typically operate behind the front lines of combat, using their mental prowess to take control of their enemies' minds, bending them to their will. Even without seeing their enemies, Mindbenders can focus on the mental image of a target and attack the target's mind. They also use telepathic links with their squad to coordinate their actions in combat.



Psychic Blast: Ranged Combat [R / V / E]

The Mindbender must use Domination or Psychic Blast when making a Ranged Combat attack. The Mindbender cannot make a normal Ranged Combat attack. The Mindbender can use this ability against a character within Weapon Range. The target of this attack does not receive character or terrain Defense bonuses and cannot use any Defense abilities. The Mindbender does not have to have line of sight to the target; however, if the Mindbender does not have line of sight to the target, the Mindbender must roll one die. If the result is 1 - 2, the attack fails; if the result is 3 - 10, a Ranged Combat attack can be made. This ability has no effect against **Mechanical** characters.

Telepathy: Special [V / E]

The Mindbender can give an allied character within Weapon Range a free, immediate Close Combat, Ranged Combat or Move action. The Mindbender does not have to have line of sight to the target character. The granted action cannot include the use of any ability. The Mindbender can only use Telepathy on a character of the same level or lower.

Domination: Ranged Combat [E]

The Mindbender must use Domination or Psychic Blast when making a Ranged Combat attack. The Mindbender cannot make a normal Ranged Combat attack. The Mindbender can use this ability against an enemy character within Weapon Range. The target of this attack does not receive character or terrain Defense bonuses and cannot use any Defense abilities. The attack does not injure the target; however, if the attack has at least one success, the Mindbender can force the target to make a free, immediate Move, Close Combat, or Ranged Combat action of the Mindbender's choice. The action cannot include the use of any ability. If this ability forces the target to withdraw from one or more adjacent characters, the characters do not receive free immediate Close Combat attacks. This ability has no effect against **Mechanical** characters.

NETHER-TECH



Classification: Human / Nether

Unlike their Echo brethren, Nether-techs are chimeras — genetic blends of humans and Basement creatures. Some of these chimeras emerged from the the ETERNAL LIGHT tests, while others were created by exposure to the Basement. Regardless of their origin, Nether-tech are valued members of Echo, due to their unique ability to employ special bio-engineered weapons crafted of materials from the Basement. Because of the nature of the weapons, only natives of the Basement or chimeras can use them.

Nether-tech, like all chimeras, have physical attributes that are superior to most humans. They also have the innate chimera ability to blend into dark environments. Their shadowmeld ability, coupled with enhanced strength, speed, and agility make them perfect scouts for exploring the Basement.



Ambush: Move-Ranged Combat [R / V / E]

The Nether-tech can Move and then make a Ranged Combat attack or make a Ranged Combat attack and then Move. The Nether-tech cannot Move, make a Ranged Combat attack, and then Move again.

Shadowmeld: Defense (Passive) [R / V / E]

The Nether-tech receives a +2 Defense against Ranged Combat attacks when in Difficult Terrain instead of the typical +1. The Nether-tech also receives a +1 Defense against Close Combat attacks when in Difficult Terrain.

Nether-technopathy: Close Combat-Ranged Combat [V / E]

The Nether-tech's Close Combat and Ranged Combat attacks receive a bonus die when targeting **Nether** characters.

PSI-BLADE



Classification: Human / Psychic

Psi-blades have a unique blend of psychic abilities that were specifically developed and coupled together to make them excellent front line combatants. Their phase ability allows them to move easily through any terrain, including the dangerous, psycho-reactive terrain of the Basement. Their psionic swords — called psi-blades — are formed from pure mental strength. The blades assault victims' minds, easily bypassing the most formidable of physical defenses.



Phase: Move [R / V / E]

The Psi-blade can withdraw from enemy characters without granting free Close Combat attacks. The Psi-blade can Move through Blocking, Difficult, Elevated, and Water Terrain with no increase to Move cost, but the Psi-blade cannot end its turn on a Blocking Terrain space.

Psi-blade: Close Combat [R / V / E]

The Psi-blade can use the Psi-blade ability when making a Close Combat attack. If the Psi-blade is on normal elevation and the target is on Elevated Terrain, the target does not receive the typical +1 Defense bonus. The target of this attack cannot use any Defense abilities. This ability has no effect against **Mechanical** characters.

Psychic Invisibility: Defense (Passive) [V / E]

Any character that wants to target the Psi-blade with a Ranged Combat attack must roll one die. If the result is 6-10, the Psi-blade can be targeted and the Ranged Combat attack proceeds as normal. If the result is 1-5, the Psi-blade cannot be targeted, but the attacker can instead choose to take a different action. Area attacks target the Psi-blade normally and do not require a die roll. This ability has no effect against **Mechanical** characters.

PSION



Classification: Human / Psychic

Psions usually serve as the leaders of Echo squads, owing to their close telepathic ties to the secretive cabal that leads the faction. Psions have the ability to heal their allies through biofield energy healing — or psychic healing. They also have extrasensory perception, commonly called second sight or precognition. They use their precognitive abilities to orchestrate the actions of their squad and evade their enemies. Finally, psions can levitate, allowing them to move easily over most terrain.



Levitation: Move [R / V / E]

The Psion can Move through Difficult, Elevated, and Water Terrain with no increase to Move cost.

Psychic Healing: Special [R / V / E]

The Psion can flip an allied character's counter (including his own counter) from injured to healthy if the target is within Weapon Range. The Psion does not have to have line of sight to the target; however, if the Psion does not have line of sight to the target, the Psion must roll one die. If the result is 1 -2, the target's counter is not flipped; if the result is 3 - 10, the target's counter is flipped.

Precognition: Special [V / E]

When the Psion uses the Precognition ability, draw three Action Tokens, choose one to discard and then place the other two back into the Action Bag. You cannot choose to place all three tokens back into the bag.

PYRO

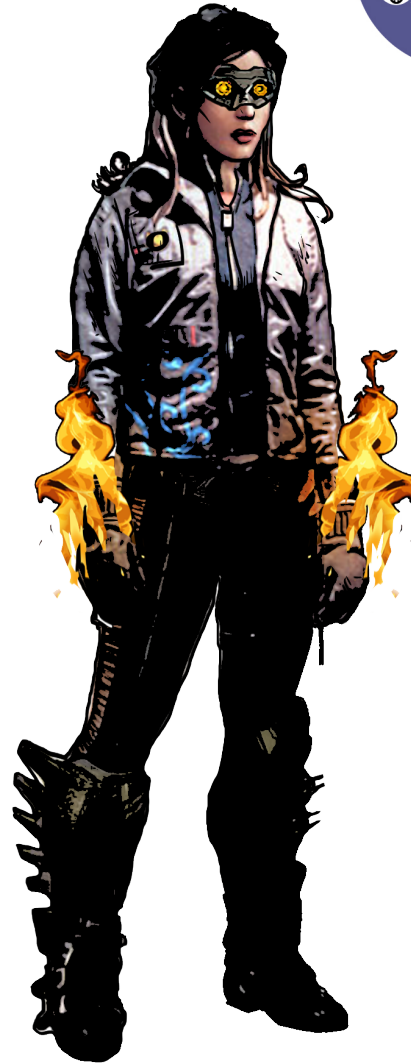


Classification: Human / Psychic

Pyrokineticists — or pyros as they are commonly called — are masters of fire. They can create blasts of fire that cover large areas, and they are immune to even the most intense heat. As pyros grow in strength and master their abilities, their command of fire can grow so powerful that they can prevent it from harming their allies.



Fire Blast Template



Fire Blast: Ranged Combat (Area Attack) [R / V / E]

The Pyro can use the Fire Blast ability when making a Ranged Combat attack. Place the entire Fire Blast template within Weapon Range and place one of the two designated spaces along any side of the Pyro. If the template covers more than one elevation, choose which elevation level is affected before rolling attacks. All of the template's spaces in line of sight to the Pyro and on the chosen elevation are affected.

Fire Immunity: Defense (Passive) [R / V / E]

The Pyro is immune to Fire Blast, Flamethrower, and Rocket Launcher abilities.

Fire Mastery: Special (Passive) [V / E]

The Pyro's Fire Blast ability does not affect allies.

PYRO / FIRE BLAST EXAMPLE



The Elite Pyro places the Fire Blast template by aligning one of the template's two "Character" spaces alongside the Pyro counter. The entire Fire Blast template is now within the Pyro's Weapon Range. The Pyro could choose to target Elevated Terrain, which would only affect the Faith Bringer. However, the Pyro targets the normal elevation level instead. The Sentinel is not affected because she is not in the Pyro's line of sight. The Mindbender is not affected because the Pyro is Elite level and has the Fire Mastery ability. The Pyro makes a Ranged Combat attack against the Beastmaster.