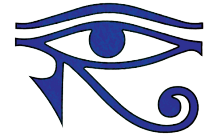
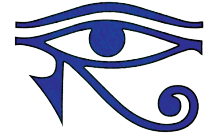


ECHO: ABILITIES REFERENCE



Ability Name	Ability Type	Description
Ambush	Move - Ranged Combat	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.
Domination	Ranged Combat	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.
Fire Blast	Ranged Combat (Area Attack)	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)	The Pyro is immune to Fire Blast, Flamethrower, and Rocket Launcher abilities.
Fire Mastery	Special (Passive)	The Pyro's Fire Blast ability does not affect allies.
Levitation	Move	The Psion can Move through Difficult, Elevated, and Water Terrain with no increase to Move cost.
Nether-technopathy	Special	The Nether-tech's Close Combat and Ranged Combat attacks receive a bonus die when targeting Nether characters.
Phase	Move	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.
Precognition	Special	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.

ECHO: ABILITIES REFERENCE



Ability Name	Ability Type	Description
Psi-blade	Close Combat	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 Blast	Ranged Combat	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.
Psychic Healing	Special	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.
Psychic Invisibility	Defense (Passive)	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.
Shadowmeld	Defense (Passive)	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.
Telepathy	Special	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.