

Echo, the Omnic Mentalist				
“One’s greatest asset is simply their mind.”				
Height: n/a	Age: n/a		Omnic	
Occupation: ???				
Base of Operations: Watchpoint: Gibraltar				
Affiliation: Overwatch				
Hybrid ☆ ☆ ☆	225 Health		25	2000
Movement Speed: 5.5m/sec		Ammo: 8	Reload: 1.5 sec	

Passive: ***Mind's Illumination*** ([icon](#))

Echo can see her mindlink through walls, and with a bright aura.
(Much like when McCree uses Deadeye, but with a pulsating light.)

Primary Fire: ***Palm Cannons*** ([icon](#))

"Take this!"

Echo shoots two lasers per shot, one from each hand. (Shoots with left, followed by the right .3 seconds later.)

(Reload Animation: Dramatically clapping hands together, blue glow from between fingers)

Type:	Linear Projectile
Damage:	25 per shot (50 total)
Projectile Speed:	110 m/sec (slightly slower than Mei's icicle)
Rate of Fire:	.3 sec between lasers 1 shot per sec
Headshots?	Yes

Alternate Fire: ***Establish Mindlink*** ([icon](#))

(upon successful cast) *“We are connected.”*

Echo creates a mental connection with the target. The ability is disrupted if she takes damage. If it’s disrupted there is a 1 second cooldown before she can start connecting again. This ability is only reset when an ability breaks the mindlink, or when Echo dies. She can only initially target people in her line of sight within 40 meters, but it is **not** disrupted if they break line of sight.

Max range:	40m, line of sight
Casting time:	1.5 sec
Damage:	20 damage/sec
Healing:	40 damage/sec
Cooldown:	1 sec

Ability 1: ***Brain Burst*** ([icon](#))

“Hello and goodbye.”

(on killing an enemy) “Mental infiltration completed.”

Echo severs the mindlink with vigor, having a different effect on allies and enemies.

If the mindlink is an ally, she heals them for 75 health, whereas if it is an enemy, she deals 50 damage to them. After half a second, she heals all allies within 20 meters for 50 health, or deals 40 damage to all enemies within 20 meters, depending on the type of the mindlink. The secondary effect always matches the primary effect.

This ability resets Echo’s secondary fire, Establish Mindlink.

Primary effect to mindlink:	75 healing/50 damage
Secondary effect:	50 healing/40 damage
Area of secondary effect:	20 meters

Timing:	Primary effect: immediate Secondary effect: after half second
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Ability 2: ***Sacrifice*** ([icon](#))

(ally effect) “Keep going without me!”

(enemy effect) “It’s all worth it.”

Echo sacrifices herself to turn the tides of the battle.

If her mindlink is an ally, she shuts down, forming a ball in the air, becoming immobile, and self destructs, giving 100 shields to all allies within 15 meters.

If her mindlink is an enemy, she gains 100 shields upon activation, then charges uncontrollably at 10 meters per second towards her mindlink. If she is moving when she activates the ability, she will continue in that direction, following the map geometry as best as possible. When she is within 2 meters of the mindlink, she self destructs, dealing 100-200 splash damage to anyone within 5m.

Sacrifice does ***not*** count as a death in Echo’s statistics.

If she is killed before either of these abilities are completed, there is no effect.

(Ally effect) Casting time:	2 seconds
(Ally effect) Shields granted:	100
(Ally) Area of effect:	15 meters
(Enemy effect) Casting time:	Immediate
(Enemy effect) Movement speed:	10 m/sec
(Enemy effect) Damage:	100-200 splash damage
(Enemy effect) Area of activation:	Within 2m of mindlink
(Enemy) Area of effect:	5 meters

Ultimate 1: **Reconstruct** ([icon](#))

“I’ve got your back!” (self and friendly, if ally mindlink)

“Not this time!” (hostile, if ally mindlink)

“Don’t worry, I’m here!” (friendly, if no mindlink)

“Aaaand, we’re back!” (self and hostile, if no mindlink)

If Echo’s allied mindlink’s health is critical, Echo can activate this ability within 5m of them to carry them to safety, putting a bubble shield around them both for 3 seconds, increasing her movement speed, then heals them to full health and gives them an additional 100 shields. After the 3 seconds, the ally regains their movement and can rejoin the battle.

If Echo has no mindlink and she dies within 6 seconds of activating her ultimate, she reconstructs herself, going back to full health, gaining 50 shields, and becoming invulnerable with increased movement speed for 1.5 seconds.

Casting time:	1 second
Charge:	2400 points
(Ally effect) Movement speed:	Echo: 8 meters/sec Mindlink: immobile, being carried
(Ally effect) Bubble shield health:	100 HP
(Ally effect) Duration of buff/bubble:	3 seconds
(Ally) Area of activation:	5 meters
(Ally) Healing:	Full health, plus 100 shield
(Neutral effect) Timing and activation:	Dying within 6 seconds of activation
(Neutral effect) Self healing:	Full health, plus 50 shield
(Neutral effect) Movement speed:	8 meters/sec
(Neutral effect) Duration of buff:	1.5 seconds

Ultimate 2: **Mind Control** ([icon](#))

“I’m taking control.” (friendly)

“You’re mine.” (self and hostile, creepy whisper)

NOTE: This ultimate is only available for use if Echo has an enemy mindlink, switching out from the first ultimate.

Echo sits in a meditation position, then focuses in and, after a 2 second casting time, takes control of the enemy linked to her. She has control of the enemy for 10 seconds. That enemy’s cooldowns are reset. If the enemy had their ultimate charged, Echo **can** use it.

On activation of Echo’s ultimate, the enemy will be warned before they are taken over. They will also spectate from their own point of view, controlled by Echo.

The enemy team will see the one controlled by Echo as part of their enemy team just as they would see other enemies, but with a bright blue glow around the head. There will also be audio cues upon Echo’s activation of her ult that tell the enemy team which of their allies she will be possessing.

After 10 seconds, or when either the mindlink or Echo herself is killed, the effect ends. If Echo’s body is still alive, she returns to it with full control.

Casting time:	2 seconds
Movement speed:	Immobilized
Charge:	2400 points
Duration:	10 seconds, or until death
Cooldowns:	Reset upon control

Lore

Echo is an omnic recovered from the Deadlock Gang by Jesse McCree, former Blackwatch recruit. McCree told her that they wanted him, but needed her. Being moved by his words, she set off for Watchpoint: Gibraltar.

When Winston was greeted by her soft blue glow in his laboratory, he was both ecstatic and confused: where was she? Why hadn't she returned before now?

As it turned out, after the dissipation of Overwatch, Echo had gone on a mission to Route 66 to attempt to eradicate the Deadlock Gang on her own, with the hopes that she would find her buddy McCree again, knowing they had history. Upon her arrival to the old cafe, she was greeted only by the gang leader, drinking a dark and steamy cup of joe.

"You are performing illegal activities."

"Of course we are," Ashe sneered in response. "And what do you plan to do about it, princess?"

In a flash, lasers erupted from Echo's hands, burning through the brim of Ashe's hat. Echo darted around Ashe, attempting to confuse and dizzy her, but to no avail. In fact, Echo's speed would be her downfall. Ashe secretly planted a bundle of dynamite in the center of the cafe. She escaped the room and shot the dynamite before Echo could even steady herself.

Ashe and the rest of the gang returned later to see the wreckage: the body was still intact, but it seemed that a small triangular piece on her chest was missing, showing off her circuitry. Looking around the room, there was no shrapnel to show that it was broken off her body. And so, they placed her in a pod and strapped her to their cart for safe keeping.

(tbc)

Discussion

If I could give Echo a four-star difficulty, I would. She has a fairly large learning curve. Echo's whole kit is based around knowing when to link to an ally, when to perform a breaking ability, when to link to an enemy, and especially when

to sacrifice herself.

Echo is a true Support/DPS hybrid. Except for the ultimate, she could go a whole game not linking to an ally and not healing, playing only damage. However, she is a much stronger hero when she combines all her abilities and plays both roles. This also makes her a niche off-healer, working better with main healers (Specifically AOE healers) than with, say, a Zenyatta.

The mindlink ability is meant to feel much like a Sombra hack and behave like a Zenyatta orb. The target crosshair is like orb. It leaves a lasting effect on the hero that it targets, and Echo can always see who her link is on her HUD. The other side of the mindlink is aware

Brain Burst is meant to be sort of like a chain Ana grenade, but without the anti-heal, and applying less healing/damage on the second chain. It can also be used in a pinch to quickly reset the mindlinking ability.

Sacrifice is where much of her non-mechanical skill will come into play. It will take on-the-fly analysis to know when it is safe to potentially make the fight 5v6 just to turn the tide. It's a very high risk, high reward ability.

The fact that her ultimate(s) has three different effects *also* takes lots of cognizance and game sense: you have to know when to use each ultimate, and if you need to break and make a new mindlink to change which ultimate you use.

She works well with main tanks to protect her when she's using her abilities with long casting times.

Cosmetics/Unlockables:

Victory Poses:

- Heroic (default): Hovering, smiling.
- Shutdown: Like in Sacrifice, makes a hovering ball in the air.
- Sacrificial: Arms up in a t-pose with palms up, face upwards with a smile and a bright glow
- Vengeant: Hovering, one leg bent (foot to other knee), clasped fists in front of her, angry face.

Emotes:

- tba

Highlight Intros:

- tba

Skins:

Rare:

- Rose: (face and glow) recolor to red
- Mint: recolor to mint green
- Tulip: recolor to baby blue
- Lavender: recolor to purple

Epic:

- Carbon Fiber: white parts turn black and carbon-textured, face and glow turns red.
- Ornamented: white parts turn silver and filigreed, face and glow parts turn purple

Legendary:

- tba

Voice Lines:

- tba

Interactions/Dialogue:

- tba