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Gara

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Passive

When casting an ability, **Gara**'s glass body has **15%** chance to **Blind** enemies within **12** meters for **10** seconds, exposing them to **Melee Finisher** attacks. Blind chance increases by **20%** until the blind triggers.

- Can affect enemies with **Overguard**.
- Can affect enemies inside a **Nullifier Bubble**.
- Enemies must be within **Line of Sight** of Gara to be blinded, but do not have to face toward Gara.
- Can refresh blind duration on currently blinded enemies when the passive procs again.
- Affects enemies crystallized by **Mass Vitrify**.
- Melee finisher damage benefits from the damage multipliers of **Splinter Storm** and Mass Vitrify.
- Can proc also by going in and out of **Operator** form.

Abilities

View Maximization

This section is *transcluded* from *Shattered Lash* . To change it, please *edit the transcluded page*.

1

25

Introduced in **Update 22.0**
(2017-10-12)

Shattered Lash

Lash out with stream of shattered glass, or hold for an arcing strike.

Strength:

500 / 600 / 700 / 800 (Puncture and Slash damage)

Duration:

N/A

Range:

5 / 6 / 8 / 10 m (range)

Misc:

225° (sweep arc)
0.75 m (blade radius)

This section is *transcluded* from *Splinter Storm* . To change it, please *edit the transcluded page*.

Splinter Storm

Gara's armor splinters into a maelstrom of shattered glass that slices enemies and impairs their weapons. Allies who contact the cloud are fortified against damage.

2
50

Introduced in [Update 22.0](#)
(2017-10-12)

Strength:

100 / 150 / 200 / 250
(damage per second)
25% / 30% / 50% / 70%
(damage reduction)
15% / 20% / 25% / 35%
(damage vulnerability)

Duration:

10 / 14 / 18 / 22 s

Range:

15 / 20 / 25 / 30 m (cast)
1 / 1.5 / 2 / 2.5 m (radius)

Misc:

50% (absorbed damage)

This section is [transcluded](#) from [Spectrorage](#) . To change it, please [edit the transcluded page](#).

Spectrorage

Trap enemies in a carousel of mirrors, forcing them to attack visions of their true selves. Destroyed mirrors damage their attackers, as does the collapse of the carousel.

3
75

Introduced in [Update 22.0](#)
(2017-10-12)

Strength:

500 / 600 / 700 / 800
(mirror damage)
800 / 1000 / 1200 / 1500
(collapse damage)

Duration:

10 / 14 / 18 / 22 s

Range:

4 / 6 / 8 / 12 (number of mirrors)
2 / 3 / 4 / 6 (collapse threshold)
4 m (charm radius)

Misc:

100 m (cast range)
50% (absorbed damage per mirror)
1 (limit of carousels)

Subsumable to
Helminth

This section is [transcluded](#) from [Mass Vitrify](#) . To change it, please [edit the](#)



Mass Vitrify

Create an expanding ring of molten glass that slowly crystallizes enemies who enter. When the expansion is complete, the ring hardens to block weapons fire. The ring draws extra strength from the health and shields of crystallized enemies. Use Shattered Lash to smash the ring and send razor-sharp glass flying outward.

Introduced in [Update 22.0](#)
(2017-10-12)

Strength:

20% / 30% / 40% / 50%
(Damage Vulnerability)
500 / 750 / 1000 / 1600
(ring segment base health)
500 / 600 / 700 / 800
(segment explosion damage)
5x (armor multiplier)

Duration:

2 / 2.25 / 2.75 / 3 s
(expansion time)
10 / 12 / 14 / 16 s (effect
duration)

Range:

2 m (ring initial radius)
3 m/s (ring expansion rate)
8 / 8.75 / 10.25 / 11 m (ring
max radius)
8 / 10 / 12 / 15 m (explosion
range)

Misc:

- 3 m (ring initial height)
- 12 m (ring max height)
- 3 s (crystallization time)
- 12 (ring segments)

4
75
+3-5/s

Strength Mods

Duration Mods

Range Mods



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