

# Makhala

**Real Name:** KRR-036  
**Height:** 6'11 **Age:** 20  
**Nationality:** English

**Occupation:** Laborer (formerly), Monk, Guardian  
**Base of Operations:** Shambali Monastery, Nepal  
**Affiliation:** Shambali Monastery

(Difficulty)  
 ☆☆☆

*"I shall perform my duties."*

**Role:** Tank

**Health:** 600 (300/0/300)  
**Movement Speed:** 5.5m/s

**Dmg**

**Rof/CD**



## BACKSTORY:

KRR-036 is an omnic from King's Row. He worked as a laborer, helping rebuild England after the omnic crisis. Even still, he was discriminated against simply because he was an omnic. Human-Omnich tensions only worsened after the Null Sector Uprising of 2068.

One day, a large protest broke out from the human population of King's Row. They marched to the underground omnic settlement and caused trouble for the omnic population. KRR-036 was caught in one of the skirmishes that broke out between the humans and omnics, leaving him greatly injured. It took him days to be fully repaired.

Just as he had lost hope that humans and omnics would get together in peace, the leader of the Shambali Monastery, Tekhartha Mondatta, came to King's Row to preach and establish peace between omnics and humans. KRR-036 listened to Mondatta's sermons and was inspired by his teachings. But it was his assassination at Widowmaker's hands that inspired him to follow in his footsteps.

He traveled all the way to Nepal, to the Shambali Monastery and was accepted with open arms. He was renamed Tekhartha Makhala and has since then served as a guardian to the Shambali Monastery, pledging his life to protect his brethren.




**Main Attack**  
 (L Click)

**Energy**  
**Blades**

Makhala slashes his arm-mounted energy blades and launches energy waves at an enemy. The energy waves pass through enemies but not shields.

Energy Blades can be used while Redirection is active.

Type: Linear Projectile  
 Projectile Speed: 60 m/s

		Fire Rate: 1.5 rounds/second Damage: 60 per wave Reload Speed: 1.5 seconds Maximum Range: 20 meters		
1 <sup>st</sup> Ability (Shift)	<b>Absorption</b> 	<p>Makhala blocks his torso with his two lower arms, creating a shield around himself. After a short period of time, he and allied players within 10 meters gains 3/4 the damage he took back as barrier HP that decays at a rate of 5/second</p> <p>Makhala is slowed down a bit while Absorption is active</p> <p>Absorption can be prematurely released by pressing E again.</p> <p>Movement Speed: 4.5 meters/second          Area of effect: 10 meter radius          Duration: 1.2 seconds          Projectile Speed: 60 m/s          Cooldown: 10 seconds</p>	-	10 s
2 <sup>nd</sup> Ability (E)	<b>Redirection</b> 	<p>Makhala holds his two lower arms forwards and projects an energy shield, absorbing incoming fire for a short time. He then slashes in an X pattern, launching a large energy wave that deals 50 damage plus 3/4 of the damage absorbed. Redirection can absorb splash damage but only if the source hits the energy shield</p> <p>Makhala is slowed down a bit while Redirection is active</p> <p>Redirection can be prematurely released by pressing E again.</p> <p>Movement Speed: 4.5 meters/second          Area of effect: 100 degree frontal cone          Duration: 2 seconds          Projectile Speed: 60 m/s          Cooldown: 8 seconds</p>	-	8 s
Ult. Ability (Q)	<b>Energy Snare</b> 	<p>Makhala fires his power core. It explodes upon impact or after pressing Q again. Enemies caught inside the explosion are ensnared for 3 seconds. Enemies that are ensnared are slowed by 50% and have their movement abilities disabled</p> <p>The core can be prematurely detonated by pressing Q again.</p>	-	2000 charge

		Type: Area of Effect Projectile Speed: 30 m/s Damage: 60 Duration: 5 seconds Area of Effect: 10 meter radius		
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