

# Hero Analysis: Why You Shouldn't Play Gatotkaca

## Introduction

Gatotkaca has consistently maintained a niche status since his introduction in early 2017. Originally designed to counter the prevailing Marksman heroes of that time with his Skill 2's Taunts and Reflect DMG, Gatotkaca's impact was limited to this specific role. Unfortunately, not only did Gatotkaca's Marksman-Counter identity not reach its intended purpose, but also newer and older Roamer heroes surpassed him in terms of capabilities. Moonton recognized the challenges Gatotkaca faced and made efforts to improve his gameplay experience. Quality of life adjustments, including the addition of a dash to his Skill 2 and enhanced damage output, were implemented. Unfortunately, these adjustments fell short in elevating Gatotkaca's status, as he continued to struggle amidst the ongoing power creep resulting from Moonton's introduction of significant system mechanics, new heroes, and hero revamps. To provide a potential avenue for improvement, Moonton replaced Gatotkaca's mana with Rage, introducing a new aspect to his passive, and amplifying his damage potential at the expense of his defensive stats. This alteration opened the door for Gatotkaca to be considered as an XP Lane hero. However, despite these adjustments, he remained confined to his niche role rather than achieving broader recognition in the game.

Despite receiving buffs and quality of life adjustments throughout the majority of his six-year existence, Gatotkaca has failed to secure a prominent position in the current meta. These efforts aimed to improve his performance and address his shortcomings, yet Gatotkaca remains largely absent from competitive play. Hey! My name is Gerald, and I will explain why Gatotkaca is currently not meta.

## Why is Gatotkaca not Meta?

### A. Outdated Passive

Gatotkaca has two aspects in his Passive, so let's individually talk about both of them.

For every 300 DMG Gatotkaca receives (calculated before DMG reduction), he gains 5 Rage (up to 100). Upon reaching 25 Rage, Gatotkaca's next Auto Attack becomes enhanced, consuming all Rage to deal extra Magic DMG and recover HP. The extra DMG scales with his Rage, level, and Magic Power.

- Moonton has buffed his Passive where the enhanced auto attack both has a longer range and allows him to dash towards the target. Not only is its effectiveness drastically reduced due to Dominance Ice, but it's also highly telegraphed, making it easy for the tanks to just soak up his damage.

Gatotkaca gains Physical DEF equal to 2% of his lost HP (up to 200).

- For each point of HP lost, Gatotkaca's Physical DEF is converted at a rate of 0.02, allowing him to accumulate a maximum of 200 Physical DEF if his HP reaches or exceeds 10,000. While it is possible to achieve a maximum HP of 10,000 through a specific combination of talents and items in a match, Gatotkaca is typically employed as a Frontline Roamer, necessitating the utilization of macro mechanics such as counter building. Unlike XP Laners or Junglers who typically follow a set item progression in every match, Gatotkaca's build heavily depends on the composition of the enemy team. This brings forth an important concern to be addressed—Gatotkaca's Passive exclusively only enhances his Physical DEF. If Gatotkaca is chosen first, then it is possible for the opposing team to construct a lineup that either disregards Physical DEF, significantly reduces Physical DEF, or primarily relies on Magic DMG.

## B. Slow

- Despite being designed as a hero specializing in disrupting and initiating teamfights, Gatotkaca is a bit slow on the uptake. His Skill 2 requires charging to reach its full range, and his Ultimate has this annoying foreswing that gives people enough time to stroll away from the AoE before he even lands. Moonton endeavored to address these shortcomings by implementing certain bonuses for Gatotkaca by making the charge time for Skill 2 not affect the duration of crowd control, and by giving a longer knock-up to enemies near the center of his Ultimate. Regrettably, these enhancements prove insufficient to rectify this weakness.

## C. Outclassed

- Gatotkaca is not only burdened with an inadequate kit but also finds himself outshined by other heroes. As a Crowd Control hero, Gatotkaca's role is to initiate and create

opportunities for his teammates to capitalize on, all the while possessing a fair amount of Burst DMG himself. However, there exist newer and older heroes in the game who can fulfill these roles with greater ease and yield more substantial rewards (*cough cough* Arlott). In simpler terms, Gatotkaca is a victim of power creep, where he is gradually overshadowed by the increasing strength and effectiveness of other heroes.

#### D. XP or Roam?

- Over the course of six years in Mobile Legends, Gatotkaca has undergone numerous adjustments. As previously mentioned, his primary function as a Frontlining Roamer was to counter the prevalent Marksman heroes of that era. However, as time passed, his viability diminished. Nonetheless, Moonton made efforts to revitalize his relevance by tweaking his kit. They introduced changes that allowed him to potentially excel as an XP Laner, such as boosting the damage output of his Skill 1 and enhancing his Passive with an improved auto attack. However, these damage buffs came at the expense of reducing his DEF statistics, as an attempt to maintain balance. Unfortunately, if Gatotkaca struggled to thrive as a Roamer, it was even more challenging for him to find success on the XP Lane, especially when confronted with the formidable Offlaners prevalent in today's meta, exacerbated by his diminished DEF stats.

## How to Improve Gatotkaca?

While it is essential to acknowledge the challenges that have hindered Gatotkaca's relevance and strength in the current meta, it is equally important to explore potential avenues for his improvement. By addressing these areas of concern and implementing most of these ideas, Gatotkaca could potentially attain the coveted status of being a formidable force to be reckoned with in Mobile Legends. Without further ado, here are some suggestions to improve Gatotkaca.

#### A. Passive

To enhance Gatotkaca's Passive, it is worth considering improvements in both aspects, as we previously discussed. We will try improving both aspects of his Passive since we discussed both earlier.

- The enhanced auto attack is a fine addition to his kit. Unfortunately, the simplification of the game's Lifesteal mechanics has drastically reduced the amount of viable items for him. Just as previously discussed, Magical Lifesteal does not exist anymore and his Passive is considered an enhanced auto attack. This could be remedied if Gatotkaca's enhanced auto attack deals Skill Damage instead of being considered an Auto Attack. This will allow him to benefit from the Magic items that he was restricted from using because of the simplification of the Lifesteal mechanics.
- Currently, his Passive only provides Physical DEF, leaving him inflexible for a Tank/Fighter hero. By expanding his Passive to provide either Hybrid DEF or Damage Reduction, Gatotkaca would become better equipped to withstand the assaults of heroes who primarily deal Magic DMG in today's meta. This adjustment would grant him the necessary resilience to effectively engage and endure battles against diverse enemy compositions as a Frontlining Roamer. On the other hand, this will allow Gatotkaca to build more damage items without worrying so much about durability for XP Lane.

## B. Buff Speed

- A straightforward improvement that would greatly benefit Gatotkaca is to reduce the required charge time for his Skill 2 to reach its maximum range, and to decrease the foreswing duration of his Ultimate. These adjustments would serve as quality of life enhancements, alleviating Gatotkaca's sluggishness and enabling players to more seamlessly execute his abilities. By streamlining these mechanics, Gatotkaca would become a more responsive and agile hero, enhancing the overall gameplay experience for those who wield his power.

## C. Clear Direction of Identity

- Gatotkaca, as a frontlining Tank/Fighter, currently struggles to excel in either the XP or Roaming roles, especially when compared to the heroes who have become the benchmarks for these respective positions in today's meta. However, it is evident from Gatotkaca's Patch Notes history that Moonton has already made efforts to nudge him towards a specific role, particularly the XP Lane. The recommended role for Gatotkaca even explicitly states XP Lane. Nevertheless, in order to enhance Gatotkaca's gameplay experience, it is crucial for Moonton to further emphasize this direction rather than merely nudging him. This could involve more significant adjustments or even a potential revamp to align Gatotkaca with the Crowd Control/Burst XP Laner archetype. By taking these decisive steps, Moonton can bring Gatotkaca closer to his intended role and

ensure a more fulfilling and impactful gameplay experience for players who choose to wield his abilities.

## Conclusion

Gatotkaca currently possesses a kit that holds him back because of his outdated Passive and his sluggishness, which consequently makes him a victim of the ongoing powercreep in the game. Moonton recognizes his dilemma and tries nudging him in a certain direction, but Gatotkaca requires more than a nudge to see significant improvements to his gameplay experience. By addressing these issues, Gatotkaca could have a chance in the limelight to become relevant and strong in today's meta. What are your thoughts on this? Do you completely agree or disagree? Leave a comment down below on how you feel about all this.