

POTATO: THE UNSTOPPABLE PUP



Potato
King Khan, Emperor of Empires, King of Kings, Khan of Khan, First Amongst Champions, Destroyer of Empires, Conqueror of Words, and Sealer of Hearts

Meet Potato, the heart-meltingly adorable fur-clad melee hero! With his tiny size, affectionate personality, and instability playful demeanor he's sure to be the cutest creature on any battlefield! But don't let his looks fool you, because that endearing teddybear-like looks is an indomitable and fierce spirit.

Those pups saunter unfortunately enough to face off against Potato will quickly find out that he brings a unique blend of high agility and raw power to the table. Potato's small size allows him to move quickly with ease. With his small size and his extremely dexterous, Potato makes for an almost impossible target to hit, allowing him near tree reigns to avoid having with him.

Potato abilities are a delightful mix of crowd control take-downs, mobility enhancing maneuvers, and cataclysmic onslaughts. From incapacitating enemies to dealing massive damage, Potato has it all. Whether you're facing death-shape foes into an early grave, Potato is a versatile and dangerous hero who can adapt to various combat scenarios with ease. And while Potato's immortality may not be quite as durable as Potato, his hero's divine immunity ensures that he always returns to the fight ready to exact his righteous revenge upon all who dared cross him.

If that wasn't devastating enough, Potato's sheer loyalty ensures he is never truly alone. Potato's loving and loyal companions Muu, Chai, and Toto always have his back to ensure that he can stand tall and fearless as a states for the same duration it would take for a human to recover from a single hit. This is what is known as "immortality" rather than "respawn".

Potato may break out of stasis early but his ultimate ability, "Drape", is still available. Potato's ultimate ability is a percentage of the status duration completed. Resuming is slower than entering upon resuming 10% resuming is faster than exiting upon exiting 90% of the duration completed. If Potato only breaks out of stasis early, he will enter recovery without the ability to break out early but will recover at full speed.

If Potato reaches 100% after breaking out early and not fully recovering, he will enter recovery without the ability to break out early but will recover at full speed.

| Attribute | Value |
|---------------------|----------------|
| Category | Melee Hero |
| Reach / Range | Melee - Low |
| Attack Speed | High |
| Move Speed | High |
| Damage | Extremely High |
| Evasion | Very High |
| Armor | Medium |
| Mana | High |
| HP | Low |
| Early Game | Weak |
| Mid Game | Average-Strong |
| Late Game | Very Strong |
| Ganking Ability | High |
| Reliance on Items | Above Average |
| Reliance on Farming | Below Average |

Abilities

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|---|---|---|
| INNATE ATTRIBUTE: IMMORTALITY Potato can revive and cannot die. Upon receiving a kill Potato revives back to health and enters a states for the same duration it would take for a human to recover from a single hit. This is what is known as "immortality" rather than "respawn". Potato may break out of stasis early but his ultimate ability, "Drape", is still available. Potato's ultimate ability is a percentage of the status duration completed. Resuming is slower than entering upon resuming 10% resuming is faster than exiting upon exiting 90% of the duration completed. If Potato only breaks out of stasis early, he will enter recovery without the ability to break out early but will recover at full speed. If Potato reaches 100% after breaking out early and not fully recovering, he will enter recovery without the ability to break out early but will recover at full speed. | STRETCHH!! Potato stretches to warm up for a big battle, granting himself a lot of speed. This move is also incredibly cute and most who witness it feel compelled to give potato some positive reinforcement. Each opponent within your field of distance has a chance of being enthralled by the move and must spend 3 seconds stunned as they nob potato's belly. | DRAPE Channeling Potato's spirit or an ally's. Neither Potato nor target can move during this channel. All 120 seconds channel, Both Potato and the ally gain 100 mp per second recovery +100 mp per second recovery. If the entirety of the duration has been spent channeling Potato and the allied hero gain 1 level's worth of exp. Opponent: 5 seconds channel. Potato gains +10 to accuracy and +20 to damage when attacking the target. |
| BELLY RUB STANCE Potato flips over and reveals his belly. The opponent is hit, channeling the stunners for 5 seconds while giving Potato a 10% chance of being unaffected and a 10% chance of making a critical attack on Potato's exposed belly. | FIRE BELLY RUB STANCE There is a chance Potato releases a belly rub stance that causes the target to catch fire. Each time this happens, it deals damage to Potato quickly panics and counters attacks. There is a chance the move does nothing. | SHACKLE!!! Channeling Potato aggressively shackles the target back and forth 5 times. Completion if interrupted, the opponent takes prorated damage based on the completed channeling time. |
| SLEEP - SIDEWALK!! Channeling 60 seconds, Potato lies on his side and takes a very long nap. During this time, Potato is completely stunned, but gains 50% more speed and movement. Potato may end his nap at any moment. | SLEEP - CIRCLE!!! Channeling 60 seconds, Potato goes into a circle and takes a very long nap. During this time, Potato is completely stunned, but gains 50% more speed and movement. Potato may end his nap at any moment. | SLEEP - CUDDLE!!! Channeling 60 seconds, Potato cuddles up to the ally hero and takes a very long nap. During this time, Potato and the allied hero are both completely stunned, but gains 50% more speed and movement. Potato may end his nap at any moment, waking up both heroes. |
| FETCH Passive Reaction: When an opponent's projectile attack or ability hits Potato, Potato will dash and launch it back at the opponent for 2x the original damage. Potato's move speed is increased by 10% and move speed to fetch the projectile and returns to the original location at the same speed. This can be animation-canceled for quick map traversal. | MOUTHING - WEAK Channeling 3 seconds. Opponent: Movspeed slowed by 50%, cannot attack. Can break out by becoming immune to status effects or moving 50 units away from Potato. Aliy Heals 50 HP/second and recovers 30 MP/second, but movspeed reduced by 20%. | MOUTHING - STRONG Channeling 3 seconds. Opponent: Movspeed slowed by 50%, takes 100 damage/second. Can break out by becoming immune to status effects or moving 50 units away if the opponent falls under the "Shaking" effect. Otherwise, they take 100 + 50% of their max HP in damage. Aliy Boosts damage and attack speed by 10% per second channeling up to 50%. The boost lasts 20 seconds. Movspeed reduced by 50% during the channel. |
| YELLING!! Potato barks loudly at the opponent, reducing their attack speed by 20%, damage by 15%, and accuracy by 50% for 5 seconds. | POUNCE Potato leaps at an opponent up to 500 units away if the target is within 300 units. Potato lands, dodge the attack, dealing damage to units within 300 units of the landing point. Potato lands, dodge the attack again, dealing damage to units within 300 units of the landing point. Potato lands, dodge the attack again, dealing damage to units within 300 units of the landing point. | LICKING!!! Passive: Grants a 50% chance to deal a critical attack for 500% damage on every attack. Opponent: Licks the enemy for their corporeal at a location. Dealing damage and status effects equivalent to "Pounce" landing. If the enemy is dead, they take an additional 50% physical damage. |
| GRUNTENGG!! Potato's innate powers allow him to manipulate his size at a quantity of 3. Each manipulation grants 3 abilities for after his size. Tintin, Maxwell, and Normal. | SHARP TEETH Passive: Grants a 50% chance to deal a critical attack for 500% damage on every attack. | SHAKING!! Opponent: Passive: "Shaking" by 50% for the enemy (or their corporeal) at a location. Dealing damage and status effects equivalent to "Pounce" landing. If the enemy is dead, they take an additional 50% physical damage. |
| TINI / MAXWELL Potato's innate powers allow him to manipulate his size at a quantity of 3. Each manipulation grants 3 abilities for after his size. Tintin, Maxwell, and Normal. | CALL FRIEND ABILITIES Potato can summon friends to help fight alongside him. Each friend has their own stats and fights for up to 120 seconds. Friends can be summoned from the base for recovery if brought to 10% or less. | CATCH FRIEND Call Friend - Muu: Muu has stats and abilities identical to Potato. Muu also looks nearly identical to Potato, but is slightly smaller in size and with a slightly lighter colored coat. Muu also shows a bit of a "tough guy" attitude. This similar appearance causes a lot of chaos on the battlefield. Call Friend - Chai: Chai is a massive-sized strength hero with very high damage, below average attack speed, very high move speed, and average agility. Chai has a very high move speed and agility, and a decent combat role. Dusty loves picking fights with larger dogs and their attacks are often represented with a bonus damage when attacking and bypasses many defenses, especially those from enemy heroes with higher HP or level than Dusty. |
| DISABLER Abilities like "Drape," "Belly Rub Stance," and "Yelling!!" provide strong crowd control, making Potato an effective disabler in team fights. | | |
| SUPPORT Potato's "Mouthing - Weak" and "Mouthing - Strong" abilities can heal and buff allies, offering support roles in various situations. "Licking!!" can also bolster allies' defenses. Although Potato has numerous abilities that offer support or utility to his team, his toolkit is far more suited for killing enemies. Potato should avoid transitioning into a support role unless he was unable to farm up in early game. | | |
| SCOUT/Utility With "Tint" and "Maxwell" Potato can traverse the map quickly and scout enemy positions. His ability to manipulate size and evade detection makes him valuable for gathering intelligence and making surprise attacks. | | |

SUGGESTED ROLES FOR POTATO

CARRY

With high damage, attack speed, and mobility, Potato excels as a carry, dealing massive damage in the late game. His abilities like "Stretching!!" and "Sharp Tooth" enhance his DPS potential.

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SUPPORT

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STRATEGIC PLAY WITH POTATO

Potato's unique blend of immortality and versatile abilities makes him a formidable hero in any MOBA game. Here are a few strategies to maximize his potential on the battlefield:

- Early Game Caution:** Despite his weaker early game, use Potato's evasion and mobility to harass enemies and avoid engagements. Focus on gathering resources and leveling up to unleash his full potential in mid to late game.

- Middle Game Utility:** Utilizing Potato's immortality to scan for enemy allies and key targets.

- Team Support:** Potato's "Mouthing - Weak" and "Mouthing - Strong" are crucial in team fights. Use these to heal and buff your allies or slow down and disrupt enemy abilities shifting the tide of battle in your favor.

- Disruption and Destruction:** Potato can excel at disrupting enemy strategies. Use his "Drape" ability on critical enemy heroes during team fights to immobilize them.

- Maximizing Immortality:** Exploit Potato's immortality by taking calculated risks. Engage in battles where you can force the enemy to focus on you, allowing your team to capitalize on the chaos. Remember, Potato's recovery is a key strategic tool that can be used to make daring plays without the permanent cost of losing health.

- End Game Strategies:** In the late game, ensure Potato is at the center of team fights. His ability to absorb damage and disrupt enemy lines can secure crucial objectives and lead your team to victory.

By adopting these strategies, players can use Potato not just as a damage dealer but as a dynamic hero capable of swinging the momentum of the game.

Remember, the key to mastering Potato is understanding the timing and coordination of his abilities to maximize both his survival and impact.