

Potato: The Unstoppable Pup



Meet Potato, the adorable yet formidable mages hero with a playful demeanor and a fierce spirit. Potato brings a unique blend of high attack speed, move speed, and damage to the battlefield. Despite his small size, Potato's agility and evasion make him a difficult target to hit, allowing him to find opportunities where others cannot.

Potato's abilities are designed to give control, support, and devastating attacks. From stunning enemies with his irresistible belly Rub Stance to shaking foes into submission, Potato is a versatile hero who can adapt to various combat scenarios. His innate immortality ensures that he always returns to the fight, ready to take on any challenge.

With his loyal friends Milli, Chaima, and Dusty at his side, Potato is never alone in battle. Together, they form an unstoppable team, capable of overwhelming the opposition with their combined strengths. Whether you're looking for a carry, initiator, or support, Potato is the hero who can do it all with a wag of his tail!

Attribute	Value
Role	Melee Hero
Attack Speed	High
Move Speed	High
Damage	High
Evasion	High
Armor	Medium
Mana	Medium
HP	Medium-Low
Early Game	Weak
Mid Game	Average-Strong
Early Game	Very Strong

Abilities

Innate Attribute: Immortality <p>Potato and his summonable friends are immortal and cannot be slain. Upon reaching 1 HP, Potato will attack to his left and enters a stasis for the same duration. This is known as "recovery" rather than "respawn".</p> <p>Potato may break out of stasis early, but his attributes and stats will be prorated to the percentage of the stasis duration completed. Recovery from a 10-second duration is 10% of the duration, so upon reaching 1 HP recovering Potato's stats at half the normal rate. Potato may only break out of stasis early once per recovery.</p> <p>If Potato reaches 1 HP after breaking out early and not fully recovered, he will enter recovery without the ability to break out early but will recover at full speed.</p>	Stretching!! <p>Potato stretches to warm up for a big battle, granting himself a 50% boost to attack speed and move speed.</p>	Drape <p>Channeling: Potato drapes on an ally's opponents or an ally's lap. Neither Potato nor target can move during this ability.</p> <p>Ally: 120 seconds channel. Both Potato and the ally gain +100 hp per second recovery +100 mp per second recovery. If the entirety of the 120 seconds have been successfully channelled, both Potato and the allied hero gain 1 level's worth of exp.</p> <p>Opponent: 5 seconds channel. Potato gains +10 to accuracy and +30% to damage when attacking the target.</p>
Belly Rub Stance <p>Potato pushes his belly forward and attacks his opponent. His opponent has a 10% chance of being stunned for 5 seconds while giving Potato a chance of being unaffected, and a 1% chance of making a critical attack on Potato's exposed belly.</p>	Fake Belly Rub Stance <p>Potato pushes a belly forward. Here is a chance the opponent will be tricked into making an attack, which deals 0 damage as potato quickly carries and does nothing.</p>	Shaking!!! <p>Channeling: 5 seconds. Potato shakes his body to disorient the target back and forth 5 times.</p> <p>Completion: If the opponent has less than 400 HP or less than 40% of their max HP they instantly die. Otherwise, they take 100 + 30% of their max HP in direct damage.</p> <p>Interruption: If interrupted, the opponent takes prorated damage based on the completed channeling time.</p>
Sleep - Sideways!!! <p>Channeling: 60 seconds. Potato lies on his side and takes a very relaxing nap. During his nap, potato's movement speed is reduced, but gains 50 hp per second and 50 mp per second recovery and +20 armor. Potato may end his nap at any moment.</p>	Sleep - Circle!!! <p>Channeling: 60 seconds. Potato goes into a circle and takes a very safe nap. During the nap, potato's movement speed is reduced, but gains 50% evasion and 90% damage reduction from all sources. Potato may end his nap at any moment.</p>	Sleep - Cuddle!!! <p>Channeling: 60 seconds. Potato cuddles up to one ally hero and takes a very long nap. During the nap, both heroes are completely stunned, but both Potato and the allied hero gain 100 hp per second and 50 mp per second recovery. Either Potato or the allied hero may end this nap at any moment, waking up both heroes.</p>
Fetch <p>Passive Reaction: When an opponent attacks Potato and Potato misses, Potato can fetch and launch it back at the opponent for 2x its original damage. Potato runs at 50% of his normal move speed to reach his projectile and returns to his original location at the same speed. This can be animation-canceled for quick map traversal.</p>	Mouthing - Weak <p>Channeling: 5 seconds. Opponent: Movspeed slowed by 50%, cannot attack. Can break out by becoming immune to status effects or moving 500 units away from Potato.</p> <p>Ally: Heals 50 HP/second and recovers 20 MP/second, but movspeed reduced by 20%.</p>	Mouthing - Strong <p>Channeling: 5 seconds. Opponent: Movspeed slowed by 30%. Takes 120 damage/second. Can break out by becoming immune to status effects or moving 500 units away. If the opponent reaches the "Shaking!!" threshold, Potato can cast "Shaking!!" for 0 seconds with a 3-second channel.</p> <p>Ally: Boosts armor by 10% per second, up to 50%. The boost lasts 20 seconds. Movspeed reduced by 30% during the channel.</p>
Yelling!!! <p>Potato barks loudly at the opponent, reducing their attack speed by 20%, damage by 15%, and accuracy by 30% for 20 seconds.</p>	Pounce <p>Potato leaps at an opponent up to 300 units away. If the opponent moves more than 300 units before Potato lands, they dodge the attack. Potato lands to units within 300 units of the landing point, chuns enemies within 100 units for 2 seconds, and slows all units by 40% for 5 seconds.</p>	Licking!!! <p>Channeling: 3 seconds. Opponent: Reduces armor by 5% after the channel.</p> <p>Ally: Boosts armor by 3 per second, lasting 25 seconds after the channel.</p>
Grunting!!! <p>Toggleable Passive: Costs 3 mana/second. Increases attack speed by 150%. Automatically toggles on during attacks and off after 1 second of inactivity.</p>	Sharp Teeth <p>Passive: Grants a 50% chance to deal a critical attack for 300% damage on every attack.</p>	Shake and Throw <p>Toggleable Passive: Ends "Shaking!!" by tossing the enemy (or their corpse) at a location, dealing damage and status effects equal to "Pounce" landing. If the opponent is alive, they take an additional 150 physical damage.</p>
Tini / Massive <p>Potato controls his size with three main sizes: Tini, Massive, and Normal.</p> <p>Tini: Potato becomes tiny, gaining 95% evasion for targeted attacks, disappearing from the minimap, and granting allies within 1000 distance a 20% move speed and 10% move speed boost. Damage and move speed are halved.</p> <p>Normalize: Potato returns to normal size.</p>	Call Friend Abilities <p>Potato can summon his friends to help fight alongside him. Each friend has a separate cooldown and fights for up to 120 seconds. Friends can be dessummoned early or sent back to base for recovery if brought to 1 HP or lower.</p> <p>Call Friend - Milli: Milli has stats and abilities similar to Potato.</p> <p>Call Friend - Chaima: Chaima is a large strength hero with high damage, durability, armor, move speed, and low mana, excelling as a Tank or肉盾.</p> <p>Call Friend - Dusty: Dusty is a medium-sized dex hero with high damage, move speed, attack speed, low armor, mana, and HP fulfilling a glass cannon bruiser role.</p>	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 Teeth" enhance his DPS potential.

Initiator

Potato's "Pounce" and "Shaking!!" abilities allow him to initiate fights effectively, disrupting enemy formations and setting up kills for his team.

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.

Scout/Utility

With "Fetch" and "Tini," 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.

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.
- Initiating Phase:** Use Potato's "Pounce" to initiate fights. His ability to stun enemies makes it an excellent opening move, followed by "Shaking!!" to deal substantial damage to the enemy formation.
- Team Support:** Potato's abilities like "Mouthing - Weak" and "Mouthing - Strong" are crucial in team fights. Use these to heal and buff your allies or slow down and weaken opponents, shifting the tide of battle in your favor.
- Disabling:** Potato's "Drape" ability is particularly potent in team fights. It can disrupt enemy strategies. Use his "Drape" ability on critical enemy heroes during team fights to immobilize them and reduce their effectiveness.
- 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 consequences of death.
- 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 adapting 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 combination of his abilities to maximize both his survival and impact.