# Potato: The Unstoppable Pup



Meet Potato, the adorable yet formidable melee 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 dart around opponents with ease.

Potato's abilities are a delightful mix of crowd 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 Milu, 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!

Value
Melee Hero
High
High
High
High
Medium
Medium
Medium-Low
Weak
Average-Strong
Very Strong

#### Abilities

move speed.



#### Innate Attribute: Immortality

Potato and his summonable friends are immortal and cannot be slain. Upon reaching 1 HP, Potato teleports back to his base and enters a stasis for the same duration it would take for a hero of his level to respawn. This is known as

Potato may break out of stasis early, but his attributes and stats will be prorated to the percentage of the stasis duration completed. Resuming stasis is slower than entering upon reaching 1 HP, recovering Potato's stats at half the normal rate. Potato may only break out of stasis early once per recovery.

"recovery" rather than "respawn."

If Potato reaches 1 HP 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.



#### Stretching!!!

Potato stretches to warm up for a big battle, granting himself a 50% boost to attack speed and



#### Drape

Channeling: Potato drapes on an either opponent's or an ally's lap. Neither Potato nor target can move during this ability.

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 has been successfully channeled, both Potato and the allied hero gain 1 level's worth of exp.

Opponent: 5 seconds channel. Potato gains +10 to accuracy and +30% to damage when attacking the target.



#### **Belly Rub Stance**

Potato flips over and reveals his belly. The opponent has a 60% chance of being stunned for 5

seconds while giving Potato a chance of being unaffected, and belly rub, a a 1% chance of making a critical attack on Potato's exposed belly.



#### Fake Belly Rub Stance

Potato fakes a belly rub stance. chance the There is a opponent will be tricked into making an attack, which deals 0

damage as Potato quickly parries and chance this move counterattacks. There is a does nothing.



#### Shaking!!!

Channeling: 5 seconds. Potato aggressively shakes the target back and forth 5 times.

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.

Interruption: If interrupted, the opponent takes prorated damage based on the completed channeling time.



Channeling: 60 seconds. Potato lies on his side and takes a very relaxing nap. During the nap, potato is completely stunned, but gains 50 hp per second and 50 mp per second recovery and +20 armor. Potato may end his nap at any moment.

#### Sleep - Circle!!!

Channeling: 60 seconds. Potato goes into a circle and takes a very safe nap. During the nap, potato is completely stunned, but gains 50% evasion and 90% damage reduction from all sources. Potato may end his nap at any moment.

#### Sleep - Cuddle!!!

Channeling: 60 seconds. Potato cuddles up to one ally hero and takes a very loving nap. During the nap, Potato and the allied hero are both 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.

#### Fetch

Passive Reaction: When an opponent's projectile attack or ability misses, Potato can fetch and launch it back at the opponent for 2x the original damage. Potato runs at 5x his normal move speed to fetch the projectile and returns to his original location at the same speed. This can be animation-canceled for quick map traversal.

## Mouthing - Weak

#### Channeling: 5 seconds.

Opponent: Movespeed slowed by 50%, cannot attack. Can break out by becoming immune to status effects or moving 500 units away from Potato.

Ally: Heals 50 HP/second and recovers 30 MP/ second, but movespeed reduced by 20%.

#### Mouthing - Strong

#### Channeling: 5 seconds.

Opponent: Movespeed slowed by 30%, takes 120 damage/ second. Can break out by becoming immune to status effects or moving 500 units away. If the opponent falls under the "Shaking!!!" threshold, Potato can cast "Shaking!!!" for 0 cost with a 3second channel.

Ally: Boosts damage and attack speed by 10% per second channeled, up to 50%. The boost lasts 20 seconds. Movespeed reduced by 30% during the channel.

## Yelling!!!

Potato barks loudly at the opponent, reducing their attack speed by 20%, damage by 15%,

and accuracy by 30% for 20

## Pounce

Potato leaps at an opponent up to 500 units away. If the opponent moves more than 300 units before Potato lands, they dodge the attack. Potato deals 300 damage to units within 300 units of the landing point, stuns enemies within 100 units for 2 seconds, and slows all units by 40% for 5 seconds.

## Licking!!!

Channeling: 3 seconds.

Opponent: Reduces armor by 5 per second, lasting 15 seconds after the channel.

Ally: Boosts armor by 3 per second, lasting 25 seconds after the channel.

## Grunting!!!

Toggleable Passive: Costs 3 mana/second. Increases attack speed by 150%. Automatically toggles on during attacks and off after 1 second of inactivity.

seconds.

## **Sharp Teeth**

Passive: Grants a 30% chance to deal a critical attack for 300% damage on every attack.

## Shake and Throw

Toggleable Passive: Ends "Shaking!!!" by tossing the enemy (or their corpse) at a location, dealing damage and status effects equivalent to "Pounce" landing. If the opponent is alive, they take an additional 150 physical damage.

## Tini / Massive

Potato controls his size with three abilities: Tini, Massive, and

Tini: Potato becomes tiny, gaining 95% evasion for targeted attacks, disappearing from the minimap, and granting allies within 1000 distance a 20% accuracy and 30% move speed boost. Damage and move speed are halved.

Normalize.

Massive: Potato becomes a giant, gaining 1.5x damage, 5x attack reach, 2x move speed, and 2x HP, but loses all evasion.

Normalize: Potato returns to normal size.

## Call Friend Abilities

Potato can summon friends to help fight alongside him. Each friend has a separate cooldown and fights for up to 120 seconds. Friends can be desummoned early or sent back to base for recovery if brought to 1 HP

Call Friend - Milu: Milu has stats and abilities similar to Potato.

or lower.

Call Friend - Chaima: Chaima is a large strength hero with high damage, durability, armor, move speed, and low mana, excelling as a Tank or melee DPS.

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.

## Roles for Potato in a MOBA Game

## 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.