

# Togekiss



Base Stats:85/50/95/120/115/80

Abilities: Hustle / Serene Grace / Super Luck  
(H)

Author: Kabanero91

## Overview

Thanks to its solid typing, impressive bulk, amazing ability and good movepool, Togekiss is a very versatile and useful Pokémon. Serene Grace gives Togekiss the ability to be an effective stallbreaker, doubling the flinch chance on Air Slash up to 60%. It also has access to Nasty Plot, boosting its already impressive Special Attack to very high levels. However, Togekiss is weak to Stealth Rock, which lowers its defensive capabilities, and less than impressive Speed, while facing competition for the Fairy-slot in the team from Clefable. It also struggles against weather offense, one of the most prominent archetypes in the metagame.

## Sets

### Stallbreaker

Togekiss @ Leftovers

Ability: Serene Grace

Nature: Timid

EVs: 252HP / 80 DEF / 176 SPD

- Nasty Plot
- Roost
- Air Slash
- Heal Bell/Thunder Wave

176 Speed Evs allow Togekiss to outspeed Jolly Bisharp and Breloom. 252 HP and 80 DEF are used to maximize Togekiss's physical bulk, allowing it to take physical hits more effectively; most notably surviving Stone Edge from Tyranitar even after Stealth Rock. Nasty Plot is used to boost Special attack, giving Togekiss even more stallbreaking power, and Roost is used to keep Togekiss healthy throughout the

match. Air Slash is Togekiss's main offensive move, having a scary 60% flinch chance thanks to Serene Grace. Thunder Wave can be used to further help Togekiss with stallbreaking and to cripple Pokemon that like to switch in on Togekiss, such as Tyranitar. Heal Bell is useful in dealing with Pokemon carrying Toxic or Thunder Wave such as Blissey and helps your team get rid of status conditions.

### **Usage Tips**

Switch Togekiss in when expecting obvious Fighting or Grass type moves, such as Mach Punch from Breloom, Dynamic Punch from Machop or Tangrowth; however, beware of Sleep Powder from Tangrowth and Breloom's Spore and Rock Tomb. Togekiss can also safely be switched in on Pokemon such as Slowbro or Blissey, due to having enough bulk to not care too much about a potential Ice Beam, especially if it carries Heal Bell. From there on, use Thunder Wave to cripple your opponent or use Aura Sphere if expecting a Tyranitar switch in. Thunder wave is usually the safest option since most ground types do not like to switch in on Togekiss due to not having anything to threaten it with, the obvious exception being Excadrill. Flamethrower is usually not recommended, since it only really helps against Scizor, and every Togekiss should have a partner that can deal with Steel-types anyway. Unless it is obvious the enemy is using stall or a slow bulky team, it is not recommended to attempt setting up with Togekiss for a potential sweep until its counters are removed or sufficiently weakened, since it can be easily revenge killed due to having less than impressive Speed stat.

### **Other Options**

Lum Berry can be used in order to safely switch on Spore or Sleep Powder or basically gain a free turn for Nasty Plot when expecting a Toxic or Thunder Wave, though Togekiss usually prefers Leftovers recovery. Wish is an option to further aid your teammates, but Roost is a much safer option since Togekiss's weakness to Stealth Rock and average HP stat prevent it from being a good Wish user. A fully offensive EV spread with 3 offensive moves and Nasty Plot is an option, but is not recommended due to Togekiss being easily revenge killed by faster Pokemon such as Weavile; it can also be quickly worn down by Toxic or heavily crippled by Thunder Wave and loses to Blissey, through which can Togekiss usually break. Baton Pass can be used to pass Nasty Plot to your teammates, but Togekiss really can't spare the moveslot for it and Baton Pass is unreliable in PRO due to not working every time. Aura Sphere can be used instead to revenge kill Bisharp and put a dent in Tyranitar, who otherwise fears nothing Togekiss carries. Flamethrower can be used to deal with Ferrothorn more easily and to OHKO Scizor, though it is not recommended to stay out against Scizor and Air Slash can dispatch Ferrothorn with relative ease.

### **Team Options**

Spinners/Defoggers: Togekiss needs Stealth Rock removed from the field in order to function at its best, since it is likely going to be switched in and out multiple times in the early stages of the game.

Magnezone: Magnezone can deal with Scizor and in turn appreciates the resistance to Fighting-types Togekiss provides.

Bulky Water types: Pokemon such as Milotic can deal with Ice-type users such as Mamoswine and are a good answer to Tyranitar.

Breloom: Breloom is an exceptional partner for Togekiss, being the best answer to sand teams against which Togekiss usually cant do anything; it also performs well against rain teams.

Galvantula: Galvantula has access to Sticky Web, lowering the opponent's Speed and making Togekiss's life much easier. Sticky Web is mandatory should you decide to run full offense Togekiss.

### **Checks and Counters**

Weather offense: With sand and rain activating Sand Rush and Swift Swim respectively, Togekiss is even more prone to being revenge killed by Pokemon such as Excadrill, Kingdra or Omastar, all of them outspeeding it even if Sticky Web is on the field.

Tyranitar: Tyranitar fears nothing Togekiss has, can deal heavy damage back with Stone Edge if not outright OHKO it and brings sand on the field.

Steel types: Pokemon such as Scizor or Metagross deal heavy damage to Togekiss, only needing to fear a potential Flamethrower. Metagross can even OHKO with Meteor Mash while surviving Flamethrower.

Electric types: Pokemon such as Jolteon or Pokemon carrying Electric coverage such as Starmie can easily deal with Togekiss, outspeeding it and not caring much about anything Togekiss throws at them

Ice types: Weavile or Mamoswine easily OHKO Togekiss with their STAB attacks.

**Hunt Location:** Love Island(M/D), Moon(M/D)