

Pokémon Masters EX: Datamine Analysis

Last Update: 03/09/2022 | Written by r/PokemonMasters Guide Writers:

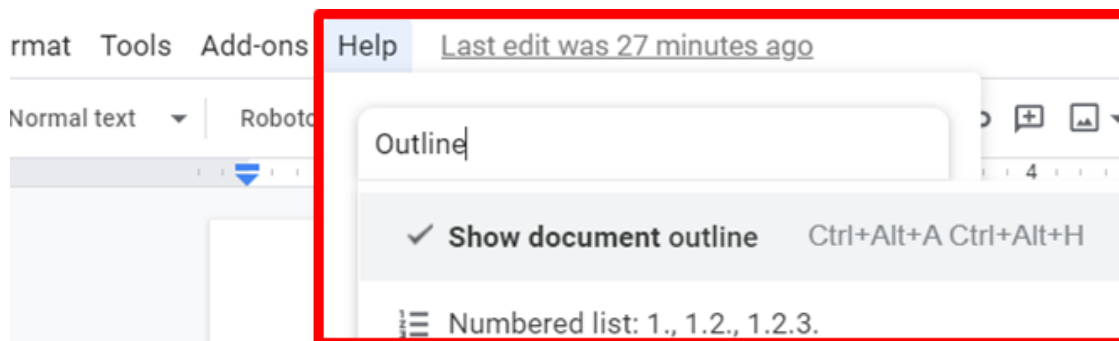
Runner#7562 | Ropalme1914#4339 | StDk#8533 | Doctor David#8699 | Armlo#2644
joek#1069 | pocemon#3969 | Theghkst#1395 | adequivocatering#1582 | Darkshark#0128

- Damage calculations have been moved to [Resources & Tier Lists Document](#), they will both be updated at the same time when new units are announced.
- The complete version of the document with the past updates can be found here: [Datamine Analysis \(Archive\)](#).
- If you see any mistake or would like to leave suggestions and feedback please contact the staff via **Skyla Mail Service [sms!]** or send a DM to Runner#7562 on Discord.
- In Team Comps units that can be picked but might be available for a limited event such as Blue & Arcanine, Buggy & Scyther, Swimsuit Misty & Psyduck or that require to choose from a pool with limited amount of copies as Battle Point units, Sygna Suit Red, Leaf and Blue will have their names in **bold and underlined** when being considered as F2P options.

IMPORTANT:

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Please ensure your Outline is turned on before reading. It serves as the Table of Contents for this document and can be used to navigate to the section you are looking for. If your Outline is not toggled on by default:



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Datamine 2.24.0

Ash & Pikachu



Ranking	Role	Type
 Master Fair Scout (08/28)		

A. Stats

	HP	Attack	Defense	Sp. Attack	Sp. Defense	Speed
Lv 140 (Base)	719	288	155	487	155	271

B. Moves

Move	Acc	Gauge	Move Points	Base Power	Effect
Thunder	70%	3 (2)	-	161 - 192	Never misses when the weather is rainy. Has a chance (30%) of leaving the target paralyzed.
Not Gonna Lose!	-	-	1/1	-	Restores the user's HP by approximately 20% of its maximum HP. Charges the user's move gauge by 6. Applies the Gradual Healing effect to the user. Applies the Supereffective ↑ Next effect to the user. Applies the Damage Guard Next effect to the user.
B Thunderbolt	-	-	1/1	400 - 480	Activation Condition: When the user uses any moves three times. Deactivation Condition: Cannot be deactivated. Never misses. Uses a maximum of 6 slots of the user's move gauge. The more amount used, the greater the power of this attack.
Going All Out!	-	-	1/1	-	Raises the user's Sp. Atk by 4 stat ranks. Raises the user's critical-hit rate by 3 stat ranks. In addition, raises the user's Sp. Atk and Speed by 2 stat ranks when the user's remaining HP is at half or more.
Sync Move: Best Buds 10,000,000 Volt Thunderbolt	-	-	-	250 - 300	Except in certain circumstances, successful hits with this attack become critical hits.

C. Passives

Base:

Kanto Spirit

Powers up the special attack moves of all allied sync pairs by 20%. Reduces special attack move damage taken by all allied sync pairs by 25%. The more allied sync pairs with the Kanto theme you have on your team, the higher these percentages are. (Each additional sync pair powers up moves by 15% and reduces damage by 3%. The maximum power-up is 50%, and the maximum damage reduction is 31%.)

Ash's Passion

Powers up the user's Thunder. Decreases the amount of move gauge slots the user needs to use Thunder by 1. The user's Thunder never misses.

Ash's Tenacity

When the user enters battle with full HP, applies the Enduring effect to it. When the user's Enduring effect activates for the first time and the user has 1 HP remaining, applies the Enduring effect to the user again.

Initial Pinch Special Boost 2

Increases the user's Special Moves ↑ Next effect by 2 ranks the first time it is in a pinch each battle.

Lucky Skill: Critical Strike 2.

D. Strengths and Weaknesses

- ✓ Very high DPS.
- ✓ Excellent self sufficiency.
- ✓ Very powerful Sync Move.
- ✓ B Thunderbolt achieves extremely high damage, similar to Tech EX Sync Nuke.
- ✓ Extremely good partner to help with team gauge due to the 2 bar gauge move with Thunder.
- ✓ Kanto Spirit is a very powerful Master Passive that boosts both Thunder and his already powerful Buddy Move.
- ✓ Extremely good survivability due to high bulk, access to Damage Guard, double Endurance, self-healing and Master Passive's damage reduction.

E. Sync Grids & Important Tiles

Grids:

- [Static Shock 8 / Brain Sync 8 / Rejuvenate 6 / Sync Move +100 \(3/5\)](#)
- [Thunder PR5 / Not Gonna Lose! MH1 / Not Gonna Lose! Propulsion 9 / Pinch Push 3 / Quick Cure \(3/5\)](#)

- **— Not Gonna Lose! Master Healer 1:** Not generally wanted as Ash has several better tiles and access to different ways of keeping himself alive via damage guard and endurance for instance.
- **✗ Not Gonna Lose! Shake Off 9:** Not generally wanted, only useful in specific scenarios where opponents are known to apply status conditions.
- **✗ Turbo Charge 2:** Ash only uses 2 gauge per thunder and has good speed on top of +2 on entry making MGR mostly unnecessary.
- **✗ Shock Recovery 1:** Not generally wanted as Ash has several better tiles and access to different ways of keeping himself alive via damage guard and endurance for instance.
- **✗ On the Run 3:** Not generally wanted as Ash has several better tiles and access to different ways of keeping himself alive via damage guard and endurance for instance.

● 3/5+ Grid:

- **✓ Rejuvenate 6:** Great to regain team gauge after Ash's Sync. Especially because it allows him to instantly use his B Thunderbolt at max power.
- **✓ Brain Sync 8:** Huge multiplier for Sync move, with no setup whatsoever.
- **✓ Static Shock 8:** Huge multiplier for the Sync move, most of the Electric units have a good chance to paralyze opponents, making it easily doable.
- **✓ Sync Move +25 x2:** Great to further increase his Sync damage.
- **— Thunder Power Reserves 5:** Mostly niche and there are overall better tiles.
- **— Pinch Push 3:** Can allow him to skip a full turn if going in pinch, niche but useful.
- **— Trainer Sync Redemption 1:** Can be picked in longer fights in order to regain a MP on Not Gonna Lose!, but it's usually unnecessary.
- **— Not Gonna Lose! Propulsion 9:** High maintenance tile, requires advanced and specific use for preserving quad queue or skipping a turn in Sync acceleration-centric teams.
- **— Not Gonna Lose! Master Healer 1:** Not generally wanted as Ash has several better tiles and access to different ways of keeping himself alive via damage guard and endurance for instance

F. Damage Comparisons

Grid	Ash and Pikachu: 3/5 0/20 5★	Ash and Pikachu: 5/5 6★
Strike ST Move	- Critical Strike 2: +20% - Kanto Spirit: +20% - Static Shock 8: +80% - Brain Sync 8: +80% - Electric Terrain: x1.5	- Critical Strike 2: +20% - Kanto Spirit: +20% - Static Shock 8: +80% - Brain Sync 8: +80% - Electric Terrain: x1.5
Damage Comparisons	Move Multiplier: $1 + 0.2 + 0.2 = \mathbf{x1.4}$ Sync Multiplier: $1 + 0.8 + 0.8 + 0.2 = \mathbf{x2.8}$	Move Multiplier: $1 + 0.2 + 0.2 = \mathbf{x1.4}$ Sync Multiplier: $1 + 0.8 + 0.8 + 0.2 = \mathbf{x2.8}$



Sp. Attack (+6 Sp. Atk):
 $(487 + 60 + 10) \times 1.8 = 1002$

Thunder: 180
B Thunderbolt: $440 \times (1 + 4 \times 0.25) = 880$
Best Buds 10,000,000 Volt Thunderbolt: 375

Thunder: 852,201
B Thunderbolt: $440 \times (1 + 4 \times 0.25) = 4,166,316$
Best Buds 10,000,000 Volt Thunderbolt: 3,550,837

Sp. Attack (+6 Sp. Atk):
 $(527 + 60 + 10) \times 1.8 = 1074$

Thunder: 196
B Thunderbolt: $480 \times (1 + 4 \times 0.25) = 960$
Best Buds 10,000,000 Volt Thunderbolt: 400

Thunder: 993,181
B Thunderbolt: $480 \times (1 + 4 \times 0.25) = 4,871,664$
Best Buds 10,000,000 Volt Thunderbolt: 4,059,720

G. Team Comps

F2P Only:

<i>First Slot</i>	<i>Second Slot</i>	<i>Third Slot (Tank)</i>
Ash	Sophocles (A. Golem), Pikachu (Player), <u>Sygnia Suit Red</u>	Lt. Surge (Raichu), <u>Giovanni (Classic)</u>
Ash	Giovanni	Janine (Crobat), <u>Mesprit</u>

- Ash is an incredibly powerful Electric-type damage dealer, and thus pairing him with other Electric-type damage dealers or Kanto damage dealers to increase his Kanto Spirit Master Passive greatly benefits both him and his partner. Sophocles is one such F2P Electric-type damage dealer, and SS Red is a fantastic F2P Kanto damage dealer. Kanto supports like Lt. Surge & Raichu (who can also paralyze to boost Ash's Sync Move) or Giovanni (Classic) to boost the Kanto Master Passive help further.
- In the same vein, Giovanni & Mewtwo help fulfill this Kanto Master Passive boosting role and has a side chance of debuffing Sp.Def for both Ash and himself. BP Janine is the best option for boosting Giovanni Sp. Attack, because she also raises the Speed and Evasiveness. Mesprit can also raise the Speed, but instead of Evasiveness it brings team regen and screens (and defenses buffs on these screens if it's 3/5).

Spotlight:

<i>First Slot</i>	<i>Second Slot</i>	<i>Third Slot (Tank)</i>
Ash	Volkner	Sonia, Aaron, Hilbert

- With access to spotlights, Ash finally gets to partner with Volkner, who can set Electric Terrain and boost his damage by 50%. Volkner is also capable of paralyzing enemy opponents in order to activate Ash's Static Shock 8 and boost his Sync move. The spotlight support pool has several good supports who can boost Volkner's stats (since Ash is completely self-sufficient) so he can deal a little more damage.

Anything Goes:

<i>First Slot</i>	<i>Second Slot</i>	<i>Third Slot (Tank)</i>
Ash	Syigna Suit Red (Thunderbolt), Volkner (New Year 2022), N	Syigna Suit Cynthia (Aura), Syigna Suit Blue
Ash	Blue (Classic)	Syigna Suit Red (Thunderbolt)
Ash	N (Anniversary 21), Archie	Elesa (Classic)

- Ash becomes ludicrously powerful when paired with the new SS Red (Thunderbolt), with SS Red providing Electric Terrain, further boosting their Master Passives together and theme skills, and Red debuffing the enemies Defense and Sp.Def. In substitute of the new SS Red, other Electric-type damage dealers can be used like NY Volkner and N. Many supports can be slotted into these team comps, but preferably use a Kanto one like SS Blue to help boost the Master Passives further.
- By taking advantage of the stacking damage reduction from Master Passives, Ash can help teams with no traditional tanks – because Ash is completely self-sufficient and hardly consumes any gauge (just like Red), they can fit in other Kanto damage dealers into their team comps, like Blue (Classic).
- Similarly, Ash can pair up with other Master Passives users like Anni N to help reduce enemies' Sp.Defense, Archie's Thunder, and topped off by Classic Elesa's Electric Terrain and debuffs.

Syigna Suit Cynthia (Aura) & Lucario



Ranking	Role	Type
 Master Fair Scout (08/30)		

A. Stats

	HP	Attack	Defense	Sp. Attack	Sp. Defense	Speed
Lv 140 (Base)	689	237	307	326	307	286
Lv 140 (Mega)	689	237	368	326	368	286

B. Moves

Move	Acc	Gauge	Move Points	Base Power	Effect
Vacuum Wave	100%	1	-	20 - 24	No additional effect.
Potion	-	-	2/2	-	Restores an ally's HP by approximately 40% of its maximum HP.
B Aura Sphere	-	-	2/2	70 - 84	Activation Condition: When the user is hit by an attack move twice. Deactivation Condition: When this move is used. Never misses. Applies the Move Gauge Acceleration effect to the allied field of play. Increases the Physical Moves ↑ Next effect of all allied sync pairs by 2 ranks. Increases the Special Moves ↑ Next effect of all allied sync pairs by 2 ranks.
It Won't End Here!	-	-	1/1	-	Raises the Defense and Sp. Def of all allied sync pairs by 4 stat ranks. These stats are raised by 6 stat ranks instead when the zone is a Fighting Zone.

Sync Move: Learn by Battle Aura Sphere	-	-	-	160 - 192	Become Mega Lucario until the end of battle.
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C. Passives

Base:

Sinnoh Flag Bearer

Powers up the moves of all allied sync pairs by 10%. Reduces attack move damage taken by all allied sync pairs by 20%. The more allied sync pairs with the Sinnoh theme you have on your team, the higher these percentages are. (Each additional sync pair powers up moves by 10% and reduces damage by 3%. The maximum power-up is 30%, and the maximum damage reduction is 26%.)

Cynthia's Aura

Turns the field of play's zone into a Fighting Zone the first time the user enters a battle each battle. Turns the field of play's zone into a Fighting Zone after using the user's sync move. (A Fighting Zone powers up Fighting-type attacks.)

Team Fist Bump 3

Has a chance (40%) of restoring the HP of all allied sync pairs when the user's attack move is successful.

Initial Guard

Applies the Damage Guard Next effect to the user when it enters a battle.

Lucky Skill: Head Start 1, Adrenaline 1, Vigilance.

D. Strengths and Weaknesses

- ✓ Best tank in the game with access to +6 defenses in 1 turn, Master Passive for damage reduction, potion, 40% chance of healing when attacking, Damage Guard at the start of the battle and after the first Sync.
- ✓ Applies the Fighting Zone at the start of the battle and after every Sync.
- ✓ Can disrupt the opponents via confusion (Vacuum Wave Gobsmack 4) and paralysis (Vacuum Wave Numbing Blow 4).
- ✓ Good gauge management via Move Gauge Acceleration (B Aura Sphere), 1 bar move and Sync Free-for-All.
- ✓ Access to crit buffs via Vacuum Wave Focus Group 9 and Physical Moves ↑ and Special Moves ↑ via B Aura Sphere for offensive pressure.

- — Lacks Attack and Sp. Atk buffs to further support allies.
- — Due to Fighting Zone being set at the start of the battle, nuking within the duration of Zone would require Sync acceleration from a teammate.
- — The only gauge support is the MGA locked on the Buddy Move, no Speed buffs.

E. Sync Grid & Important Tiles

Grids:

- [Sync Free-for-All / Vacuum Wave Focus Group 9 / Brawling Acceleration 2 / Head Start 1 / Vacuum Wave: MGR3 \(3/5\)](#)
- [Sync Free-for-All / Vacuum Wave Focus Group 9 / Potion MH1 / 2 Potion MPR2 \(3/5\)](#)
- [Sync Free-for-All / Vacuum Wave Focus Group 9 / Head Start 1 / Fighting Zone Triage Tank 4 / Brawling Acceleration 2 \(3/5\)](#)
- [Sync Free-for-All / 2 Potion MPR2 / Brawling Acceleration 2 \(3/5\)](#)

- **— Vacuum Wave Gobsmack 4:** Niche node that should only be picked up if confusion is absolutely necessary.
- **— Fighting Zone Triage Tank 4:** Keeps partners alive in drawn-out battles like LG to reduce Potion uses, otherwise generally inefficient as Lucario's great potion support should be enough.
- **— Team Staring Contest:** Likely not worth the energy cost, useful against specific stages with high clinch chance.
- **✗ Tough Cookie:** Moves BP are too low.
- **✗ It Won't End Here! MPR2:** Already maximizes Defense and Sp. Def buffs without MPR.

● 3/5+ Grid:

- **✓ Head Start 1:** Can be useful in conjunction with -2 Sync Move Acceleration from other sources to skip a turn, with double Head Start 1 also allows units to Sync in Zone.
- **✓ Vacuum Wave Focus Group 9:** Allows you to max out your team's crit without being dependent on MPR.
- **✓ Sync Free-for-All:** Can help briefly alleviate gauge issues after Sync. Also on the path to Focus Group 9.
- **✓ Potion MPR2:** Having extra potions goes a long way towards keeping Lucario and its teammates alive.
- **— Impervious:** Relatively niche node that should only be considered on stages that heavily reduce stats.
- **— Vacuum Wave Numbing Blow 4:** Niche node that should only be picked up if paralysis is absolutely necessary.
- **— Potion Master Healer 1:** Better options can be picked up.

F. Team Comps

F2P Only:

<i>First Slot (Tank)</i>	<i>Second Slot</i>	<i>Third Slot</i>
Sygna Suit Cynthia (Aura)	Solgaleo	Korrina, Bruno
Sygna Suit Cynthia (Aura)	<u>Sygna Suit Red</u>	Cyrus
Sygna Suit Cynthia (Aura)	Zinnia, <u>Sygna Suit Red, Blue (Arcanine)</u>	Silver

- SS Cynthia (Aura)'s fantastic tanking stats, Fighting Zone, and gauge support through MGA let her pair up with practically any duo damage dealer, so long as they are capable of buffing themselves to a certain extent.

Fighting-type units like Solgaleo, Korrina, and Bruno take first priority here because they are directly boosted by the Fighting Zone, but for F2P options, just using powerful strikers like SS Red, Cyrus & Palkia, Silver, etc, is more than sufficient.

- Zinnia, SS Red, Silver and Solgaleo, also get to abuse Cynthia's Physical and Special move up and get equally good damage with their mixed moveset.

Spotlight:

<i>First Slot (Tank)</i>	<i>Second Slot</i>	<i>Third Slot</i>
Sygna Suit Cynthia (Aura)	Korrina, Solgaleo, Bruno	Bea
Sygna Suit Cynthia (Aura)	<u>Naomi</u>	Courtney
Sygna Suit Cynthia (Aura)	Sygna Suit Erika	<u>Sygna Suit Red</u> , Silver
Sygna Suit Cynthia (Aura)	Silver (Feraligatr), Rosa (Dewott)	May
Sygna Suit Cynthia (Aura)	Volkner	Sophocles (A. Golem)

- For spotlights, not much changes for the Fighting-type pool outside of additions like Bea. However, there's greater access to weather setters like SS Erika and May, alongside Zone/Terrain setters like Courtney & Volkner. SS Cynthia (Aura) is a perfectly fine fit in supporting these team comps as long as the damage dealers inside are relatively self-sufficient given her ability to increase mixed damage comps.

Anything Goes:

<i>First Slot (Tank)</i>	<i>Second Slot</i>	<i>Third Slot</i>
Sygna Suit Cynthia (Aura)	Diantha (Special Costume)	Gloria (Dojo), Bea, Guzma (Special Costume)
Sygna Suit Cynthia (Aura)	Sygna Suit Serena, Cyrus	Lucas
Sygna Suit Cynthia (Aura)	Emmet (Special Costume)	Ingo (Special Costume)
Sygna Suit Cynthia (Aura)	Cyrus	May, Archie
Sygna Suit Cynthia (Aura)	Volkner (New Year 22), Ash	Sygna Suit Red (Thunderbolt), Elesa (Classic)
Sygna Suit Cynthia (Aura)	Sygna Suit Korrina	Lillie (Anniversary 21)
Sygna Suit Cynthia (Aura)	Sygna Suit Cyrus	N (Summer 22), Karen (Houndoom)

- Speaking of self-sufficient damage dealers, SC Diantha benefits the most from max Defense and Sp. Def buffs, capping her innate Towering Force Sync multiplier as well as Brute Wits in her grid instantly. For DPS under Fighting Zone, she has Tough Cookie as an additional boost towards Secret Sword.

- Terrain setters, and even zone abusers who override Fighting Zone, appreciate Cynthia’s gauge support and damage bonus stacks, and on top of that she anchors as a tank who bolsters her teammates’ bulk.
- Lucas’ teams are greatly buffed by the 20% Master Passive and move up damage increase. Lucas' damage increases quite significantly as are other units that can go with him such as SS Serena, Cyrus and Lance.
- In a similar way SS Cyrus, NY Volkner and Cyrus in water team can greatly appreciate the extra Master Passive as damage bonus while also receiving Special and Physical move up for themselves and allies.

Syгна Suit Red (Thunderbolt) & Pikachu



Ranking	Role	Type
 Master Fair Scout (09/01)		

G. Stats

	HP	Attack	Defense	Sp. Attack	Sp. Defense	Speed
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Lv 140 (Base)	694	336	190	336	190	402
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H. Moves

Move	Acc	Gauge	Move Points	Base Power	Effect
Thunder Shock	100%	1	-	20 - 24	Has a chance (10%) of leaving the target paralyzed.
Electric Terrain	-	2	2/2	-	Turns the field of play's terrain into Electric Terrain.
B Volt Tackle	100%	2	-	150 - 180	Activation Condition: When the field of play's terrain turns into Electric Terrain. Deactivation Condition: When the field of play's terrain is no longer Electric Terrain. Ignores passive skills that would reduce the damage of this attack. Ignores passive skills that would protect the target against a critical hit. Ignores the target's Enduring effect. The power of this move is not lowered even if there are multiple targets. Lowers the target's Defense and Sp. Def by 1 stat rank when the target is paralyzed.
Spark of Victory!	-	-	1/1	-	Raises the user's Attack by 6 stat ranks. Applies the Gradual Healing effect to all allied sync pairs.
Sync Move: Lightning-Fast Volt Tackle	-	-	-	200 - 240	This attack's power increases when the terrain is Electric Terrain.
Max Move: G-Max Volt Crash	-	-	1/1	400 - 480	Leaves all opposing sync pairs paralyzed.
Max Move: Max Guard	-	-	1/1	-	Applies the Damage Guard Next effect to an ally.
Max Move: G-Max Volt Crash	-	-	1/1	400 - 480	Leaves all opposing sync pairs paralyzed.

I. Passives

Base:

Kanto Flag Bearer

Powers up the moves of all allied sync pairs by 10%.
Reduces attack move damage taken by all allied sync pairs by 20%. The more allied sync pairs with the Kanto theme you have on your team, the higher these percentages are. (Each additional sync pair powers up moves by 10% and reduces damage by 3%. The maximum power-up is 30%, and the maximum damage reduction is 26%.)

Red's Fighting Spirit

Extends the duration of Electric Terrain when the terrain turns into Electric Terrain while the user is on the field.
Quickly charges the move gauge when the terrain is Electric Terrain. Restores the user's HP whenever its Pokémon takes an action when the terrain is Electric Terrain.

Clutch Critical

Except in certain circumstances, successful hits with the user's following attacks become critical hits: Pokémon's moves, sync move, or max moves.

MAX Countdown 3

Reduces the user's sync move countdown by 3 after using its max move.

Lucky Skill: Critical Strike 2.

J. Strengths and Weaknesses

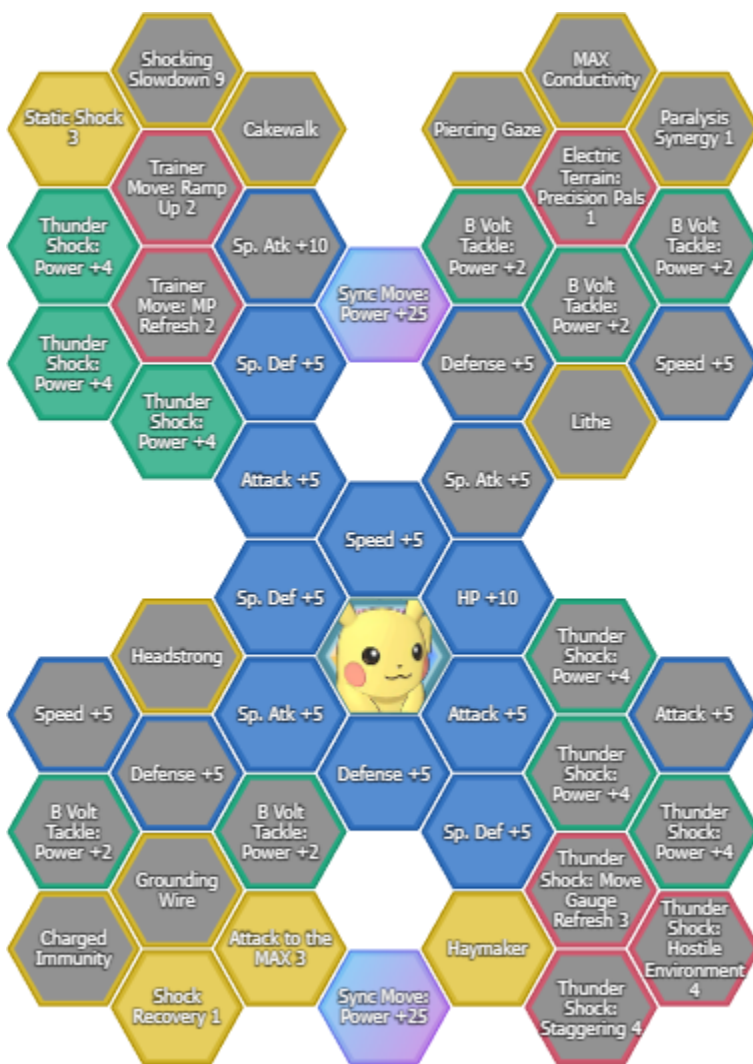
- ✓ Very good DPS in AoE damage without penalties.
- ✓ Great self sufficiency.
- ✓ Access to Sync Acceleration via MAX Countdown 3.
- ✓ Very powerful Sync Move and access to G-Max for extra burst damage.
- ✓ Great utility by charging team gauge faster, debuffing opponent's defensive stats, paralyzing all opponents, setting Electric Terrain and applying Gradual Healing to all allies.
- ✓ B Volt Tackle ignores opponents passives that would reduce dealt damage.
- ✓ Great survivability due to good base defensive stats, access to self-healing via Gradual healing, Red's Fighting Spirit and Master Passive's damage reduction.
- ✓ Debuffs both Defense Stats for the opponent when using his Buddy Move on paralyzed opponents.

K. Sync Grid & Important Tiles

Grids:

- [Haymaker / Attack to the MAX 3 / Static Shock 3 / Shock Recovery 1 / Sync + 50 \(3/5\)](#)

- [Haymaker / Attack to the MAX 3 / Cakewalk / Shocking Slowdown 9 / Sync + 50 \(3/5\)](#)
- [Haymaker / Attack to the MAX 3 / MAX Conductivity / Paralysis Synergy 1 / Sync + 50 \(3/5\)](#)



- **1/5 Grid:**

- **✖ Headstrong / Lithe:** Too specific and generally unwanted.
- **✖ Spark of Victory! MPR 2:** Already maximizes Attack buffs without MPR.

- **2/5 Grid:**

-  **Paralysis Synergy 1:** It's on the best path to MAX Conductivity.
-  **Static Shock 3:** Nets around the same as Cakewalk with 2 speed drops while allowing you to reach Shock Recovery 1.
-  **Electric Terrain Precision Pals 1:** May support strikers with inaccurate moves who benefit from master passives.
-  **Grounding Wire:** Too specific and generally unwanted.
-  **Charged Immunity:** Too specific and generally unwanted.
-  **Spark of Victory! Ramp Up 2:** Incredibly rare to be taken, only for using G-Max Volt Crash with a support buffer against stages vulnerable to special moves.

- **✗ Thunder Shock MGR3:** Red generates more than enough gauge already on his own.
- **✗ Thunder Shock Hostile Environment 4:** Can be useful in LA, but G-Max Volt Crash already paralyzes all opponents.

● **3/5 Grid:**

- **✓ Haymaker:** Huge multiplier for the Sync move, with no setup whatsoever.
- **✓ Cakewalk:** It can be built while attacking if Shocking Slowdown is picked, but it's not as synergistic with other units.
- **✓ Shocking Slowdown 9:** Useful to debuff opponent's Speed for Cakewalk.
- **✓ Attack to the MAX 3:** Great multiplier for the MAX move, with no setup whatsoever.
- **✓ Sync Move +25 x2:** Further increases his Sync move damage.
- **— Shock Recovery 1:** Not usually necessary as he already has self healing in terrain, but can be picked if he's going to be used as main tank.
- **— MAX Conductivity:** Extended Electric Terrain should more than suffice for a standard battle, but it can still be used in longer ones so it's not required to ET for refresh.
- **— Thunder Shock Staggering 4:** Can be useful in LA, but not the primary focus of the unit.
- **✗ Piercing Gaze:** Unless opponent has evasion gimmicks, moves are 100% accurate already.

H. Damage Comparisons

Grid	SS Red (Thunderbolt) and Pikachu: 3/5 0/20 5★	SS Red (Thunderbolt) and Pikachu: 5/5 6★
Tech AoE Move	- Critical Strike 2: +20% - Kanto Flag Bearer: +10% - Haymaker: +100% - Static Shock 3: +30% - Attack to the MAX 3: +30% - Electric Terrain: x1.5	- Critical Strike 2: +20% - Kanto Flag Bearer: +10% - Haymaker: +100% - Static Shock 3: +30% - Attack to the MAX 3: +30% - Electric Terrain: x1.5
Damage Comparisons	Move Multiplier: $1 + 0.2 + 0.1 = \mathbf{x1.3}$ MAX Move Multiplier: $1 + 0.3 + 0.2 = \mathbf{x1.5}$ Sync Multiplier: $1 + 1 + 0.3 + 0.2 = \mathbf{x2.5}$ Attack (+6 Atk): $(336 + 60 + 10) \times 1.8 = \mathbf{730}$ Opponent -3 Def (Mitigation 5): $\text{Def} \times 0.83$	Move Multiplier: $1 + 0.2 + 0.1 = \mathbf{x1.3}$ MAX Move Multiplier: $1 + 0.3 + 0.2 = \mathbf{x1.5}$ Sync Multiplier: $1 + 1 + 0.3 + 0.2 = \mathbf{x2.5}$ Attack (+6 Atk): $(376 + 60 + 10) \times 1.8 = \mathbf{802}$ Opponent -3 Def (Mitigation 5): $\text{Def} \times 0.83$
	B Volt Tackle: 165 G-Max Volt Crash: 440 Lightning-Fast Volt Tackle: $220 + 50 = \mathbf{270}$ B Volt Tackle: 634,857 G-Max Volt Crash: 1,449,089 Lightning-Fast Volt Tackle: 4,004,943	B Volt Tackle: 180 G-Max Volt Crash: 480 Lightning-Fast Volt Tackle: $360 + 50 = \mathbf{410}$ B Volt Tackle: 762,898 G-Max Volt Crash: 2,347,380 Lightning-Fast Volt Tackle: 6,683,512

L. Team Comps

F2P Only:

<i>First Slot</i>	<i>Second Slot</i>	<i>Third Slot (Tank)</i>
Sygna Suit Red (Thunderbolt)	Sophocles (A. Golem)	Lt. Surge (Raichu), Janine (Crobat)
Sygna Suit Red (Thunderbolt)	Hau, <u>Blue (Arcanine)</u>	<u>Giovanni (Classic)</u>
Sygna Suit Red (Thunderbolt)	Giovanni	Janine (Crobat)

- BP Sophocles hits harder with Electric Terrain up and Defense debuffs. Lt. Surge tops off Sophocles' offensive buffs, including physical Defense to trigger Tough Sync and build up Tough Cookie, as well as boosting Kanto Flag Bearer. Janine also boosts Red's Master Passive and brings Team Sharp Entry 1, allowing Sophocles to only use Dire Hit + once, she also buffs Attack, Sp. Atk., Speed, and Evasiveness.
- In addition to Electric Terrain, Hau takes advantage of Red's AoE Sp. Def drops with Discharge and his 6* EX striker nuke. Classic Giovanni boosts Kanto Flag Bearer and buffs Hau's crit, along with giving him +4 Sp. Atk so he can focus on maxing Inertia pre-Sync. Blue & Arcanine can be substituted to gain Kanto Flag Bearer's maximum effect, allowing him to deal greater damage on top of Red's debuffs.
- Giovanni can abuse Red's Master Passive while partnered with Janine for the Sp. Atk buffs. Red debuffs Sp. Def, allowing Giovanni to set up his multipliers.

Spotlights:

<i>First Slot</i>	<i>Second Slot</i>	<i>Third Slot (Tank)</i>
Sygna Suit Red (Thunderbolt)	Sophocles (A.Golem), Elesa	Sonia, Hilbert, Blue (Exeggutor), Lt. Surge (Raichu)

- Sonia's Defense Crush 9 passive synergizes with Red's playstyle, and her kit heavily favors supporting physical damage dealers to strike alongside him as well. While Sonia is capable of much more due to her role compression and buffing efficiency, Lt. Surge and Blue have the advantage of also being Kanto pairs themselves to improve their partners' stats via master passive. Hilbert helps Elesa raise her offensive stats and boost Inertia.

Anything Goes:

<i>First Slot</i>	<i>Second Slot</i>	<i>Third Slot (Tank)</i>
Sygna Suit Red (Thunderbolt)	Ash, Volkner (New Year 22)	Sygna Suit Cynthia (Aura), Sygna Suit Brendan, Sygna Suit Elesa
Sygna Suit Red (Thunderbolt)	N	Sonia, Hilbert

Sygna Suit Red (Thunderbolt)	Sygna Suit May, Gloria (Dojo), Ash	Sygna Suit Steven (Speed Forme), Raihan (Anniversary 22)
Sygna Suit Red (Thunderbolt)	Elesa (Classic), Blue (Classic), Archie	Ash
Sygna Suit Red (Thunderbolt)	Sygna Suit May, N (Anniversary 21)	Sygna Suit Morty
Sygna Suit Red (Thunderbolt)	Gloria (Dojo), Archie	Sygna Suit Kris

- Ash and Red activate Kanto Master Passives and synergize most effectively with each other. For support, Cynthia boosts her own Master Passive and guarantees team survivability, while Sygna Suit Brendan offers faster Sp. Def debuffs. When placing Volkner with Cynthia you can also gain their 20% master passive alongside Red's own. Cynthia's Physical and Special up allow her to buff damage of Red, Ash, Volkner or N.
- Steven can capitalize on Ash and Red's blistering Sync countdown by providing his own and allowing for either Ash or Red to quickly Sync.
- Besides having an Electric striker to Electric Terrain, Red can be partnered with fellow defenses debuffers with Sync countdown acceleration and their designated weather support in order to fully abuse both Terrain and Weather boosted damage. Similarly he could be placed with Lucas and Cynthia or Archie and Kris for a great Master Passive increase for both sides as well as debuffs.

Rosa (Special Costume) & Shaymin Sky Forme



Ranking	Role	Type
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**Seasonal
Scout (09/15)**



M. Stats

	HP	Attack	Defense	Sp. Attack	Sp. Defense	Speed
Lv 140 (Base)	674	224	191	312	191	476

N. Moves

Move	Acc	Gauge	Move Points	Base Power	Effect
Sweet Scent	100%	2	-	-	Lowers the target's evasiveness by 2 stat ranks.
Potion	-	-	2/2	-	Restores an ally's HP by approximately 40% of its maximum HP.
Seed Flare	85%	4	-	185 - 222	Has a chance (40%) of lowering the target's Sp. Def by 2 stat ranks.
Gift of Gratitude!	-	2	1/1	-	Raises the user's Sp. Atk by 4 stat ranks. Raises the user's accuracy and critical-hit rate by 2 stat ranks. Raises the critical-hit rate of all allied sync pairs by 1 stat rank.
Sync Move: Grass Beam of Gratitude	-	-	-	200 - 240	The more the target's Sp. Def is lowered, the greater the power of this attack.

O. Passives

Base:

On a Roll 1

Raises the chance of lowering stat values with the additional effects of moves.

Shuddering Snarl 9

Lowers the target's Sp. Atk by 2 stat ranks when the user's Pokémon uses a move targeting that opponent.

Power Loving

The more the target's stats are lowered, the more it powers up the user's moves.

Lucky Skill: Critical Strike 2.

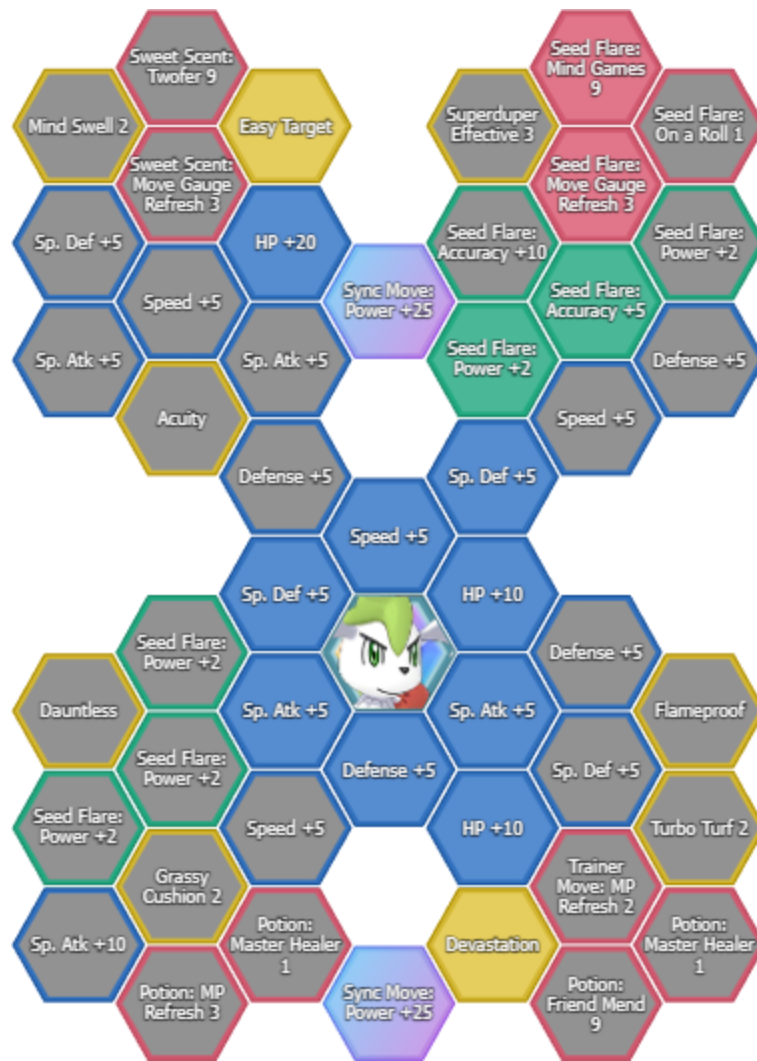
P. Strengths and Weaknesses

- ✓ Very strong Sync Nuke.
- ✓ Good DPS.
- ✓ Debuffs opponent's Sp. Atk and Sp. Def by 2, helping pairs with Devastation and Overpower, and buffs allies' critical hit-rate by 1.
- ✓ With Mind Games, you have a guaranteed Sp. Def drop at worst, and a triple debuff on that stat at best.
- ✓ Access to Potions.
- ✓ Great self sufficiency and gauge due to her high Speed and access to Sweet Scent Twofer 9.
- — Debuffing Evasiveness is not generally relevant and ends up used only for her own setup.
- — Since that she's a special damage dealer cannot abuse SS Lyra's Master Passive when partnered with her for Grassy Terrain.

Q. Sync Grid & Important Tiles

Grids:

- [Seed Flare MGR3 / Seed Flare Mind Games 9 / Devastation / Easy Target / Sync +50 \(3/5\)](#)
- [Seed Flare MGR3 / Sweet Scent MGR3 / Sweet Scent Twofer 9 / Potion MPR3 / Potion MH1 \(3/5\)](#)



- **1/5 Grid:**

- **✗ Dauntless / Acuity / Flameproof:** Too specific and generally unwanted.

- **2/5 Grid:**

- **— Sweet Scent MGR3:** It can be picked on the way to Twofer 9 if going for a gauge support build.
- **— Seed Flare MGR3:** Can be picked on the way to Mind Games 9.
- **— Seed Flare On a Roll 1:** It can be picked in order to guarantee the double debuff, but it's already 80% without it.
- **— Potion Master Healer 1:** Good if you're going for a healing focused build.
- **✗ Gift of Gratitude! MPR2:** Low chances and unnecessary as the TM already gives the user most of the necessary buffs.
- **✗ Turbo Turf 2:** Speed is already huge, also SS Lyra doesn't even use any gauge while in terrain.
- **✗ Grassy Cushion 2:** Ideally she won't be tanking, SS Lyra's flinches trivialize this tile.
- **✗ Mind Swell 2:** Not worth it, because other useful tiles would be dropped.

● **3/5+ Grid:**

- ✓ **Sync Move +25 x2:** Further increases her Sync move damage.
- ✓ **Seed Flare Mind Games 9:** Facilitates reaching maximum Sp. Def debuffs and mitigates the issue of not lowering Sp. Def if not picking On a Roll 1.
- ✓ **Potion MPR3:** Good if you're going for a more supportive build, it also allows access to further healing.
- ✓ **Devastation:** Easily maxes out the nuke, considering that the enemies get debuffed while using Sweet Scent or Seed Flare.
- ✓ **Easy Target:** Easy to use with Sweet Scent and goes well with Power Loving setup.
- — **Sweet Scent Twofer 9:** If going for a supportive build makes your next move free of gauge, allowing to use Seed Flare very easily in any team.
- — **Superduper Effective 3:** It can be picked if going for super effective damage, requires dropping the lower Sync Tile due to energy issues.
- ✗ **Potion Friend Mend 9:** Very niche, only useful for specific stages in Legendary Arena.

R. Damage Comparisons

Grid	Rosa (Special Costume) and Shaymin: 3/5 0/20 5★	Rosa (Special Costume) and Shaymin: 5/5 6★
Tech ST Move	- Critical Strike 2: +20% - Power Loving (-16 debuffs): +41% - Devastation: +100% - Easy Target: +67% - Grassy Terrain: x1.5	- Critical Strike 2: +20% - Power Loving (-16 debuffs): +41% - Devastation: +100% - Easy Target: +67% - Grassy Terrain: x1.5
Damage Comparisons	Move Multiplier: $1 + 0.2 + 0.41 = \mathbf{x1.61}$ Sync Multiplier: $1 + 1 + 0.2 + 0.67 = \mathbf{x2.87}$ Sp. Attack (+6 Sp. Atk): $(312 + 40 + 10) \times 1.8 = \mathbf{651}$ Opponent -6 Sp. Def (Mitigation 5): Sp. Def $\times 0.775$	Move Multiplier: $1 + 0.2 + 0.41 = \mathbf{x1.61}$ Sync Multiplier: $1 + 1 + 0.2 + 0.67 = \mathbf{x2.87}$ Sp. Attack (+6 Sp. Atk): $(352 + 40 + 10) \times 1.8 = \mathbf{723}$ Opponent -6 Sp. Def (Mitigation 5): Sp. Def $\times 0.775$
	Seed Flare: 205 Grass Beam of Gratitude: $220 + 50 = 270$ Seed Flare: 938,385 Grass Beam of Gratitude: 4,388,580	Seed Flare: 224 Grass Beam of Gratitude: $360 + 50 = 410$ Seed Flare: 1,138,671 Grass Beam of Gratitude: 7,398,216

S. Team Comps

F2P Only:

First Slot	Second Slot	Third Slot (Tank)
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Rosa (Special Costume)	<u>Sygna Suit Leaf,</u> Sycamore (Bulbasaur)	<u>Giovanni (Classic)</u>
Rosa (Special Costume)	Giovanni, Ghetsis	Sycamore

- As fellow Tech Sync pairs, SC Rosa and SS Leaf share Grass Main Character theme skills, which helps with their output. SC Rosa ensures that SS Leaf's attacks do not miss. They both debuff Sp. Def with each successful hit, and the two can dual-strike when supported by Giovanni's offensive buffs. Similarly Sycamore can be used alongside Rosa for double grass DPS.
- Striker Giovanni himself highly benefits from SC Rosa's Sp. Def drops Brainteaser and Smarty-Pants. In conjunction with Sp. Def, SC Rosa also debuffs AoE Sp. Atk and Evasiveness, setting up Ghetsis for Overpower Glaciate without having to spend grid energy on its Accuracy tile. He also benefits from the extra crit boost, allowing him to avoid the MPR tile on his TM.

Spotlights:

<i>First Slot</i>	<i>Second Slot</i>	<i>Third Slot (Tank)</i>
Rosa (Special Costume)	Karen (Houndoom)	Sygna Suit Elesa
Rosa (Special Costume)	Lisia, Darach	Sabrina, Kiawe

- Karen gained more Sync multipliers via Devastation and Sync Power Flux in her grid, which SC Rosa facilitates with her debuffs and high Speed stat. SS Elesa compresses Sp. Atk buffs and Sync acceleration for faster mega to emphasize her AoE Sync nuke over a status-reliant DPS mode.
- SC Rosa can consistently and quickly debuff Evasiveness, making Wide Open and Easy Target much easier multipliers to achieve among the general pool. Supports help the secondary DPS accumulate offensive boosts while topping off SC Rosa's own buffing kit.

Anything Goes:

<i>First Slot</i>	<i>Second Slot</i>	<i>Third Slot (Tank)</i>
Rosa (Special Costume)	Sygna Suit Lyra, N (Anniversary 21)	Sygna Suit Morty
Rosa (Special Costume)	Karen (Houndoom), Diantha, Alder	Sygna Suit Kris, Sygna Suit Cynthia (Aura)
Maxie	N (Anniversary 21)	Rosa (Special Costume)
Ingo (Special Costume)	Alder	Rosa (Special Costume)
Rosa (Special Costume)	May (Anniversary 22)	Sygna Suit Brendan, Sygna Suit Kris, Sygna Suit Steven (Speed Forme)

- SS Lyra sets Grassy Terrain for her and SC Rosa to dual-strike, and she tops off the latter's Sp. Atk. In return, SC Rosa's debuffs allow SS Lyra to exploit Power Play while also setting up her own Power Loving multiplier. SS Morty boosts Johto Pride, raising SS Lyra's Grassy Glides power.
- SC Rosa debuffs -2 Sp. Atk and Sp. Def with each use of Seed Flare, so she enables Overpower and Devastation users, composed mostly of special damage dealers who appreciate her Sp. Def debuffs. In particular, she can hasten all of Anni May's multipliers built upon Added Insult. Since May provides her own Psychic Terrain, a support can instead complement their combined DPS with Special Moves ↑ Next stacks or facilitate Sync countdown.
- Anni N is another great partner for SC Rosa, they both abuse Sp. Def drops while also getting boosted Master Passive. N can greatly appreciate Rosa's debuffs in order to reach his Sync multipliers. For sun options, Morty can be used as a support or Maxie bringing his own Sp. Def debuff via Solar Beam which gets further boosted by N's master passive, Maxie also brings physical damage reduction allowing Rosa to tank with the combined Sp. Atk drops, good base defenses, potions and double Master Passive damage reduction.
- Similar to N's case, Alder can make full use of Rosa's Sp. Def and Sp. Atk debuffs to maximize his Overpower and Devastation, using SC Ingo he's also able to get Bug Zone getting a fully buffed Sync. While this team doesn't have Master Passives to allow Rosa to tank better, given it's a quick setup, it should work well as long as the battle ends by Alder's first Sync.