

Strategy Zone X2 - Ezra: Thresholds and AI Data

Written and Datamined by Hamza Khan

A big thanks to u/Mich997, whose BB skill descriptions I frequently used within this page.

Throughout the Battle

- ❖ HP>30% or HP<20%, 5 UBBs used
 - “Uh-uh! I won't let you do that!” (Buff wipe)
 - (Between 20-30% HP is a safe zone)
- ❖ HP>50%
 - “Ow! Wait, did that hurt?” (14 hit AoE attack on weak elements) - Every 5 turns, max 1 per turn
- ❖ HP<50%
 - “Ow! Wait, did that hurt?” (14 hit AoE attack on weak elements) - Every 3 turns, max 1 per turn



Turn 1

- ❖ “Whee! Let's go! Let's go!” (Nulls UBB damage for 99 turns & removes all buffs)
- ❖ “Time to make it shine!” (Sets element to Light, 50% mitigation from Fire, Water, Earth, Thunder attacks for 3 turns, 100% mitigation from Light attacks for 3 turns, 25% mitigation from Dark attacks for 3 turns)
 - **Ends turn**

HP<90%

- ❖ “You ready? I can't wait!” (Nulls UBB damage for 3 turns & removes all buffs)
- ❖ “Time to make everything disappear!” (Sets element to Dark, 50% mitigation from Fire, Water, Earth, Thunder attacks for 3 turns, 100% mitigation from Dark attacks for 3 turns, 25% mitigation from Light attacks for 3 turns)
 - **Ends turn**, starting a 4-turn counter
 - If, after 4 turns, HP<80%:
 - “Whee! Let's go! Let's go!” (Nulls UBB damage for 99 turns & removes all buffs)
 - “Time to make it shine!” (Sets element to Light, 50% mitigation from Fire, Water, Earth, Thunder attacks for 3 turns, 100% mitigation from Light attacks for 3 turns, 25% mitigation from Dark attacks for 3 turns) - Max 1 per turn
 - If, after 4 turns, HP>80%:
 - “Catch this, everyone! Now smile!” (16 hit AoE, 40k HP fixed damage, 75% chance buff wipe)
 - **Ends turn**

- “Time to make it shine!” (Sets element to Light, 50% mitigation from Fire, Water, Earth, Thunder attacks for 3 turns, 100% mitigation from Light attacks for 3 turns, 25% mitigation from Dark attacks for 3 turns) - Max 1 per turn
- ❖ After the 90% threshold, the following will be continuously running:
 - “Here I come! I hope you're ready!” (+1 hit count for 3 turns, 3-6% HP Drain for 3 turns) - Every 6 turns, max 1 per turn
 - “Bam! I got you right where it hurts!” (12 hit 20% AoE, AoE Normal (-50% DMG)) - Every 7 turns, max 1 per turn

HP<75%

- ❖ “Come on, Uncle hits harder than that!” (Nulls UBB damage for 3 turns & removes all buffs)
- ❖ “Time to make it nice & chilly!” (Sets element to Water, 75% mitigation from Fire, Light, Dark attacks for 3 turns, 100% mitigation from Water attacks for 3 turns, 50% mitigation from Earth attacks for 3 turns)
 - **Ends Turn**, starting a 4-turn counter
 - If, after 4 turns, HP<60%:
 - “Whee! Let's go! Let's go!” (Nulls UBB damage for 99 turns & removes all buffs)
 - “Time to make it shine!” (Sets element to Light, 50% mitigation from Fire, Water, Earth, Thunder attacks for 3 turns, 100% mitigation from Light attacks for 3 turns, 25% mitigation from Dark attacks for 3 turns) - Max 1 per turn
 - If, after 4 turns, HP>60%:
 - “Everybody gets squished together!” (AoE attack, Buff wipe, 100% BB Drain, 50% OD Drain)
 - “Time to make it shine!” (Sets element to Light, 50% mitigation from Fire, Water, Earth, Thunder attacks for 3 turns, 100% mitigation from Light attacks for 3 turns, 25% mitigation from Dark attacks for 3 turns) - Max 1 per turn
- ❖ After the 75% threshold, the following will be continuously running:
 - “Whoops! Cat got your tongue?” (20 hits 3% AoE, 50% BB Drain for 3 turns, 20% Ares Down for 3 turns) - Every 6 turns, max 1 per turn
 - “Aha, more pudding for me! Thanks!” (70% ST, 60-75% BB Drain) - Every 4 turns, max 2 per turn

HP<50%

- ❖ “C'mon, take your best shot!” (50% base/buffed BC resist for 999 turns, 100% BB drain, 100% mitigation for 999 turns)
 - Starts a damage counter across the next 4 turns. If you exceed 1000 damage:
 - “Oh look, pudding!” (Removes self and party buffs)
 - Ends the 4-turn counter (mentioned further down)
 - “Whee! Let's go! Let's go!” (Nulls UBB damage for 99 turns & removes all buffs)
 - “Time to make it shine!” (Sets element to Light, 50% mitigation from Fire, Water, Earth, Thunder attacks for 3 turns, 100% mitigation from Light attacks for 3 turns, 25% mitigation from Dark attacks for 3 turns) - Max 1 per turn
- ❖ “Time to make it cool!” (Sets element to Earth, 75% mitigation from Thunder, Light, Dark attacks for 3 turns, 100% mitigation from Earth attacks for 3 turns, 50% mitigation from Water attacks for 3 turns)

- **Ends Turn**, starting a 4-turn counter
- If, after 4 turns, the damage counter (mentioned above) hasn't been exceeded:
 - "Oh look, pudding!" (Removes self and party buffs)
 - "Catch this, everyone! Now smile!" (16 hit AoE, 40k HP fixed damage, 75% chance buff wipe)
 - "Time to make it shine!" (Sets element to Light, 50% mitigation from Fire, Water, Earth, Thunder attacks for 3 turns, 100% mitigation from Light attacks for 3 turns, 25% mitigation from Dark attacks for 3 turns) - Max 1 per turn
- ❖ After the 50% threshold, the following will be continuously running:
 - "Alright! Here-I-come!" (50% self ATK/DEF for 5 turns) - Every 9 turns, max 1 per turn

HP<45%

- ❖ "I won't make it easy for you!" (Nulls UBB damage for 3 turns & removes all buffs)
- ❖ "Time for explosions! Explosions!" (Sets element to Thunder, 75% mitigation from Water, Light, Dark attacks for 3 turns, 100% mitigation from Thunder attacks for 3 turns, 50% mitigation from Fire attacks for 3 turns)
 - **Ends Turn**, starting a 3-turn counter
 - If, after 3 turns, HP<40:
 - "Wheel! Let's go! Let's go!" (Nulls UBB damage for 99 turns & removes all buffs)
 - "Time to make it shine!" (Sets element to Light, 50% mitigation from Fire, Water, Earth, Thunder attacks for 3 turns, 100% mitigation from Light attacks for 3 turns, 25% mitigation from Dark attacks for 3 turns) - Max 1 per turn
 - If, after 3 turns, HP>40%:
 - "You asked for it! Here I come!" (13 hits, 70k HP fixed damage, Buff wipe, 20-25% BB Drain)
 - **Ends Turn**
 - "Time to make it shine!" (Sets element to Light, 50% mitigation from Fire, Water, Earth, Thunder attacks for 3 turns, 100% mitigation from Light attacks for 3 turns, 25% mitigation from Dark attacks for 3 turns) - Max 1 per turn
- ❖ After the 45% threshold, the following will be continuously running:
 - "She shoots, she scores! Bullseye!" (8 hits 110% ST, 70% chance -25% ATK/DEF Down for 2 turns) - Every 3 turns, max 2 per turn 17% chance
 - "Ow! Hang on, time out!" (30% mitigation for 3 turns) - Every 8 turns, max 1 per turn

HP<33%

- ❖ "I'm having lots of fun! Are you?" (Nulls UBB damage for 3 turns & removes all buffs)
- ❖ "Time to make it cool!" (Sets element to Earth, 75% mitigation from Thunder, Light, Dark attacks for 3 turns, 100% mitigation from Earth attacks for 3 turns, 50% mitigation from Water attacks for 3 turns)
 - **Ends Turn**, starting a 3-turn counter
 - If, after 3 turns, HP<20%:
 - "Wheel! Let's go! Let's go!" (Nulls UBB damage for 99 turns & removes all buffs)
 - "Time to make it shine!" (Sets element to Light, 50% mitigation from Fire, Water, Earth, Thunder attacks for 3 turns, 100% mitigation from Light attacks for 3 turns, 25% mitigation from Dark attacks for 3 turns) - Max 1 per turn

- If, after 3 turns, HP>20%:
 - “You asked for it! Here I come!” (13 hits, 70k HP fixed damage, Buff wipe, 20-25% BB Drain)
 - **Ends Turn**
 - “Time to make it shine!” (Sets element to Light, 50% mitigation from Fire, Water, Earth, Thunder attacks for 3 turns, 100% mitigation from Light attacks for 3 turns, 25% mitigation from Dark attacks for 3 turns) - Max 1 per turn
- ❖ After the 33% threshold, the following will be continuously running:
 - “Ow! That's got to hurt!” (65% ST, Locks Spheres for 1 turn) - Max 3 per turn 18% chance
 - “Ow! That's going to leave a mark!” (13 hits 90-115% HP AoE, Locks LS for 2 turns) - Every 4 turns. max 1 per turn

HP<15%

- ❖ “I won't make it easy for you!” (Nulls UBB damage for 3 turns & removes all buffs)
- ❖ “Time for explosions! Explosions!” (Sets element to Thunder, 75% mitigation from Water, Light, Dark attacks for 3 turns, 100% mitigation from Thunder attacks for 3 turns, 50% mitigation from Fire attacks for 3 turns)
 - **Ends Turn**, starting a 3-turn counter
 - If, after 3 turns, HP<10%:
 - “Whee! Let's go! Let's go!” (Nulls UBB damage for 99 turns & removes all buffs)
 - “Time to make it shine!” (Sets element to Light, 50% mitigation from Fire, Water, Earth, Thunder attacks for 3 turns, 100% mitigation from Light attacks for 3 turns, 25% mitigation from Dark attacks for 3 turns) - Max 1 per turn
 - If, after 3 turns, HP>10%:
 - “You asked for it! Here I come!” (13 hits, 70k HP fixed damage, Buff wipe, 20-25% BB Drain)
 - “Time to make it shine!” (Sets element to Light, 50% mitigation from Fire, Water, Earth, Thunder attacks for 3 turns, 100% mitigation from Light attacks for 3 turns, 25% mitigation from Dark attacks for 3 turns) - Max 1 per turn
 - ◆ **Ends Turn**



HP<10%

- ❖ “Everybody gets squished together!” (AoE attack, Buff wipe, 100% BB Drain, 50% OD Drain)