

Sync Grid Builds / Lucky Skills / Tier List

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Hey guys, [Spark](#) here! This document includes suggested Sync Grid builds at various Sync levels (focusing on 3/5 and beyond because at 1/5 and 2/5 you can pretty much pick all relevant tiles), along with Lucky Skills recommendations.

As of June 2024, I'm leaving it in the hands of my beloved and trust-worthy contributors. For any queries, please reach out to them on Discord:

- Ropalme: ropalme1914
- Rion: smeen4451
- Darkshark: daaaaaaaaaaaaaaaaaaaaaaark

Credit to Sages for helping us with Sprites and Visuals!

Please stop asking "what is the best grid for X?", we share multiple examples for a reason! Re-arrange them depending on your needs and use the preset grids feature to switch between builds when you need.

New Sync Grid Builds Update and Changes:

After updating the grids after the recent crash of Pomatools, we're currently also in the midst of looking back at our grid lists and doing our best to update them to match our current standards. Our goal is to provide a baseline guideline for players to refer grids to and to support any specific questions, but accounting this new update for every sync pair will take time. This, of course, is a task that will take some time before the list becomes fully clean, but we are perfectly open to suggestions and recommendations: please contact the above Discord contacts if you think the grids of a particular sync pair are outdated and need fixing, or if you'd like to help us on 1/5 or 2/5 grid suggestions.

You may notice some Sync Grid links have bolded text behind them; the bolded text indicates tiles that are "optional" and interchangeable, with the non-bolded tiles being the tiles that do not change/remains static/ are core between builds.

Latest Changelog / Announcement: 30th November 2025

Sync Grids:

Lodge Sync Pairs:

Grids added for Lodge Penny & Eevee,

General Pool Sync Pairs:

Grids updated for Falkner and Swellow.

Limited Sync Pairs:

Grids added for Arc Suit Blue & Pidgoot; Miriam & Toxapex; Academy Jasmine & Forretress; Academy Kabu & Camerupt; Variety Chase & Eevee. Grids updated for Adaman & Leafeon; Irida & Glaceon.

Tier List Update: November 2025 Tier List released.

Please take note of the following:

Specific cookies will be included in the main list as of the December 2025 Tier List.

Main Character and Pikachu is an exception in that its 10/5 Superawakening will be included as a baseline in the lists due to its ease of access.

P.S: Superawakening Buffs are NOT featured in the current Tier List and are slated for a different list pending release in December 2025. Read more about Superawakening policy below.

→ [Direct link to the Tier List section](#)

Story Sync Pairs

Player & Pikachu

- [Potion Minimal \(3/5\)](#) - 15 Remaining Energy
 - [+ Full Heal / Less Para](#)
 - [+ Full Para / Less Heal](#)
- [Thunderbolt Striker \(3/5\)](#)
 - [+ Full Power Reserves](#)

Lucky Skill (Healer): Mind Games 2, Ground Guard

Lucky Skill (Striker): Critical Strike 2

Flannery & Torkoal

- [Ember / MPR \(2/5\)](#)
- [Ember / Sync Nuke \(3/5\)](#)
- [Ember / Sun Off-Tank \(3/5\)](#)

Lucky Skill (Tank): Vigilance, Healthy Healing, Mind Games 2

Lucky Skill (Striker): Critical Strike 2, Weathered Warrior 3

Flint & Infernape

- [Fire Punch Minimal \(2/5\)](#) - 31 Remaining Energy
 - [+ MPR / Endurance](#)
 - [+ CS / Entry \(3/5\)](#)
- [Fire Blast Minimal \(2/5\)](#) - 27 Remaining Energy
 - [+ MPR / Endurance](#)
 - [+ CS / Entry \(3/5\)](#)
 - [+ Power Reserves \(3/5\)](#)

Lucky Skill: Critical Strike 2, Weathered Warrior 3

Pryce & Dewgong

- [Hail \(3/5\)](#)
- [Freeze \(3/5\)](#)
 - [+ MPR / Without HE](#)
- [Hail / Freeze \(3/5\)](#)

Lucky Skill: Critical Strike 2, Weathered Warrior 3

Clair & Kingdra

- [Dragon Meteor Minimal \(2/5\)](#) - 32 Remaining Energy
 - [+ Rain \(3/5\)](#)
 - [+ Paralysis Synergy \(3/5\)](#)
 - [+ Rain / Paralysis Synergy \(3/5\)](#)

Lucky Skill: Dauntless

Iris & Haxorus

- [Outrage Minimal \(3/5\)](#) - 10 Remaining Energy
 - [+ Full MPR](#)
 - [+ Without MPR](#)

Lucky Skill: Lessen Confusion 9

Erika & Vileplume

- [Energy Ball Minimal \(2/5\)](#) - 12 Remaining Energy
 - [+ Sun Tank \(3/5\)](#)
 - [+ Full Tank \(3/5\)](#)

Lucky Skill: Vigilance, Healthy Healing, Mind Games 2

Rosa & Serperior

- [Support Minimal \(2/5\)](#) - 22 Remaining Energy
 - [+ Energy Ball \(3/5\)](#)
 - [+ Giga Drain \(3/5\)](#)
- [Sun Tank \(3/5\)](#)
 - [+ Sync Nuke \(3/5\)](#)

Lucky Skill: Vigilance, Healthy Healing, Sentry Entry 2, Mind Games 2, Move Gauge Refresh 2

Hau & Raichu (Alolan Form)

- [Discharge / Sync Nuke Minimal \(2/5\)](#) - 24 Remaining Energy
 - [+ Full Boost \(3/5\)](#)
- [Thunder Shock / Sync Nuke \(3/5\)](#)

Lucky Skill: Critical Strike 2

Acerola & Palossand

- [Sand Support Minimal \(2/5\)](#) - 10 Remaining Energy
 - [+ MGR](#)
 - [+ MGR \(3/5\)](#)

Lucky Skill: Defense Crush 2, Wise Entry 2, Head Start 1

Viola & Masquerain

- [Off-Tank \(2/5\)](#)
- [Full Tank \(3/5\)](#)

Lucky Skill: Vigilance, Sentry Entry 2, Mind Games 2

Calem & Meowstic

- [Sustain Minimal \(2/5\)](#) - 23 Remaining Energy
 - [+ Gauge Battery](#)
 - [+ Sync Nuke / Utility \(3/5\)](#)
 - [+ Psybeam Pseudo-Striker \(3/5\)](#)

Lucky Skill (Utility): Troublemaker 1, Mind Games 2
Lucky Skill (Striker): Critical Strike 2

Korrina & Lucario

- [Power Reserves \(3/5\)](#)
- [Stat's Quo \(3/5\)](#)

Lucky Skill: Critical Strike 2

Skyla & Swanna

- [Potion Minimal \(2/5\)](#) - 22 Remaining Energy
 - [+ Staggering \(3/5\)](#)
 - [+ Fanfare \(3/5\)](#)
 - [+ MGR \(3/5\)](#)

Lucky Skill: Vigilance, Healthy Healing, Wise Entry 2

Misty & Starmie

- [Support Minimal \(2/5\)](#) - 17 Remaining Energy
 - [+ Full Utility \(3/5\)](#)
 - [+ Evasion Tank \(3/5\)](#)
 - [+ Hydro Pump Pseudo-Striker \(3/5\)](#)
 - [+ Hydro Pump / Sync Nuke \(3/5\)](#)

Lucky Skill (Support): Vigilance, Sentry Entry 2

Lucky Skill (Striker): Critical Strike 2, Weathered Warrior 3

Barry & Empoleon

- [Sync Nuke Minimal \(3/5\)](#) - 14 Remaining Energy
 - [+ Bubble / Ramp Up](#)
 - [+ Bubble Beam / Ramp Up](#)
 - [+ Bubble Beam / Cakewalk](#)

Lucky Skill: Critical Strike 2, Weathered Warrior 3

Koga & Crobat

- [Sync Nuke Minimal \(2/5\)](#) - 12 Remaining Energy
 - [+ Mind Games \(3/5\)](#)
 - [+ Toxic Power \(3/5\)](#)

Lucky Skill: Critical Strike 2, Mind Games 2, Grand Entry 2

Brock & Onix

- [Utility Minimal \(2/5\)](#) - 17 Remaining Energy
 - [+ Sync Nuke \(3/5\)](#)
 - [+ Master Healer \(3/5\)](#)
 - [+ Group Therapy \(3/5\)](#)
- [Rock Tomb / Sync Nuke \(3/5\)](#)

Lucky Skill (Utility): Vigilance, Wise Entry 2, Defense Crush 2

Lucky Skill (Striker): Critical Strike 2

Valerie & Sylveon

- [Sustain Striker / Sync Boost \(3/5\)](#) - 22 Remaining Energy
 - [+ Sharp Entry / Ramp Up](#)
 - [+ Full Sustain](#)

Lucky Skill: Critical Strike 2, Vigilance

SS Brock & Tyranitar

- [Sand / Rock Slide \(3/5\)](#)
- [Sync Nuke / Rock Tomb \(3/5\)](#)
 - [+ Super Preparation](#)

Lucky Skill: Critical Strike 2, Weathered Warrior 3

Hapu & Mudsdaile

- [High Horsepower \(3/5\)](#)
 - [+ Sync Nuke](#)

Lucky Skill: Critical Strike 2

Molayne & Dugtrio

- [Iron Head / Sync Nuke \(3/5\)](#)

Lucky Skill: Critical Strike 2

Nanu & Persian

- [Sync Nuke / Utility \(3/5\)](#)

Lucky Skill: Critical Strike 2

Norman & Slaking

- [Double-Edge \(3/5\)](#)
 - [+ Paralysis Synergy](#)
- [Body Slam / Sync Nuke \(3/5\)](#)

Lucky Skill: Critical Strike 2

Cheren & Stoutland

- [Support \(3/5\)](#)
 - [+ Sand Tank](#)

Lucky Skill: Vigilance, Defense Crush 2, Move Gauge Refresh 2

Player & Torchic

- [Support Minimal \(2/5\)](#) - 12 Remaining Energy
 - [+ Full Tank \(3/5\)](#)
 - [+ Hostile Environment \(3/5\)](#)

Lucky Skill: Vigilance, Mind Games 2, Defense Crush 2

Special Event Sync Pairs

Bugsy & Scyther

- [Support Minimal \(3/5\)](#) - 14 Remaining Energy
 - [+ First Aid / MPR](#)
 - [+ Synchro Healing / First Aid](#)
 - [+ Synchro Healing / Safety Tether](#)

Lucky Skill: Vigilance, Healthy Healing

Misty & Psyduck

- [Support Minimal \(3/5\)](#) - 14 Remaining Energy
 - [+ MGR](#)
 - [+ Synchro Healing](#)
 - [+ Rain Sync Boost](#)

Lucky Skill: Vigilance

Blue & Arcanine

- [Sun Hyper Beam / Sync Boost \(3/5\)](#)
 - [+ Double Down](#)
- [Sun Hyper Beam \(3/5\)](#)

Lucky Skill: Critical Strike 2, Weathered Warrior 3

Classic Giovanni & Persian

- [Offensive Support \(3/5\)](#)
 - [+ MPR / First Aid](#)

Lucky Skill: Vigilance, Head Start 1, Adrenaline 1

Naomi & Sandslash

- [Earth Power / Sync Boost \(3/5\)](#)
 - [+ Superduper Effective / Double Down](#)

Lucky Skill: Critical Strike 2, Weathered Warrior 3

Helena & Haunter

- [Shadow Ball / Sync Nuke \(3/5\)](#)
- [Full Shadow Ball \(3/5\)](#)

Lucky Skill: Critical Strike 2

Kali & Azumarill

- [Support Minimal \(2/5\)](#) - 22 Remaining Energy
 - [+ Stat Leech \(3/5\)](#)
 - [+ Panic Button \(3/5\)](#)
 - [+ Type Guards \(3/5\)](#)

Lucky Skill: Vigilance, Mind Games 2

Victor & Spectrier

- [Shadow Ball / Utility \(3/5\)](#)
 - [+ Max Phantasm / Sync Boost](#)
 - [+ Max Quake / Sync Boost](#)
 - [+ Max Quake / Utility](#)

Lucky Skill: Critical Strike 2, Adrenaline 1

Eve & Eevee

- [Swift / Sync Nuke \(3/5\)](#)
 - [+ Sharp Entry](#)
- [Full Tank \(3/5\)](#)
 - [+ Gobsmack](#)

Lucky Skill (Striker): Critical Strike 2

Lucky Skill (Tank): Vigilance, Healthy Healing

Katherine & Slurpuff

- [Sync Nuke \(3/5\)](#)
 - [+ On-Type Boost](#)

Lucky Skill: Critical Strike 2

Petey & Pikachu

- [Sync Nuke \(3/5\)](#)
- [Pseudo-Tank \(3/5\)](#)

Lucky Skill (Striker): Critical Strike 2

Lucky Skill (Utility): Mind Games 2

Lucky Skill (Tank): Vigilance, Stoic 2

Player & Alcremie

- [Tank Support \(3/5\)](#)
 - [+ Full Sustain](#)

Lucky Skill: Vigilance, Mind Games 2, Defense Crush 2, Adrenaline 1

Riley & Lucario

- [Close Combat / Sync Nuke \(3/5\)](#)
 - [+ Stalwart](#)
- [Iron Tail / Max Steelspike \(3/5\)](#)
 - [+ Sharp Entry](#)
 - [+ Sync Nuke](#)

Lucky Skill: Critical Strike 2, Head Start 1, Adrenaline 1, Super Powered 3

Professor Oak & Nidorino

- [Critical Squad + Flag Bearer + TM MPR \(3/5\)](#)
 - [+ Persisting Barrier \(5/5\) \[+10E\]](#)
- [Trip Up + Satisfied Snicker \(3/5\) \[+1E\]](#)

Lucky Skill: Vigilance

Anniversary Lillie (2024) & Solgaleo

- [Sync Nuke \(3/5\)](#)
 - [+ Trip Wire](#)
- [Self-Buffering / Utility \(3/5\) \[+4E\]](#)

Lucky Skill: Critical Strike 2, Defense Crush 2, Head Start 1, Adrenaline 1, Vigilance

Blossom (Furisode Girl) & Kirlia

- [Dominating Sync + Mind Games + Precision \(3/5\)](#)
 - [+ Charm: Fast Track + Status: Stat Buff \(3/5\)](#)
 - [+ Precision + Charm: Fast-Track + Status: Stat Buff \(3/5\) \[+6E\]](#)
- [Hypnosis MGR + Mind Games + Status: Stat Buff \(3/5\) \[+2E\]](#)

Lucky Skill: Troublemaker 1, Critical Strike 2, Vigilance, Move Gauge Refresh 2

Clavell (Alt) & Sprigatito

- [Guaranteed Triple + Evasive Strike + Restoring Strike + Hit and Heal \(3/5\) \[+2E\]](#)
- [Punishing Strike + Restoring Strike + Hit and Heal + Sync Tiles \(3/5\)](#)

Lucky Skills: Critical Strike 2, Vigilance, Stoic 2

Iono & Kilowattrel

- [Static Shock + Hostile Environment + Propelling Strike + **Furious Brain** \(3/5\)](#)
 - [+ **Discharge/Thunder MGR** \(3/5\)](#)
 - [+ **Trainer Move MPR + Discharge MGR** \(35\) \[+2/E\]](#)
- [Static Shock + 4 Sync Tiles \(3/5\)\[+2E\]](#)

Lucky Skill: Critical Strike 2, Super Powered 3, Vigilance

Marnie & Liepard

- [Smarty Pants + Overwhelm + Gobsmack + **Ripple Effect + Trainer Move MPR** \(3/5\)](#)
 - [+ **Charging Infliction** \(3/5\)](#)

Lucky Skill: Critical Strike 2, Super Powered 3, Vigilance, Healthy Healing

Steven & Skarmory

- [Team Swift Reaction + Potion MPR + X Defense MPR + **Trainer Move MPR** \(3/5\)](#)
 - [+ **Master Healer** \(3/5\)](#)
 - [+ **Trainer Move MPR + Master Healer** \(3/5\) \[+2E\]](#)
 - [+ **Trainer Move MPR + Precision Pals** \(3/5\) \[+6E\]](#)
 - [+ **Trainer Move MPR + Recuperation** \(3/5\) \[+6E\]](#)

Lucky Skill: Vigilance, Wise Entry 2, Healthy Healing, Guard Passives, Revenge Boost 4

Teddy (Hiker) & Rellor

- [Barricade Buddies + Master Healer + **Satisfied Snicker** \(3/5\)](#)
 - [+ **Team Sharp Entry** \(3/5\)](#)

Lucky Skill: Vigilance

Juliana and Sprigatito

- [Trainer Move MPR + Shielded/Barricade Buddies + Satisfied Snicker + **Potion MPR** \(3/5\)](#)
 - [+ **Energy Ball: On a Roll** \(3/5\)](#)
 - [+ **First Sync Move: Restore Status Move MP** \(3/5\) \[+2E\]](#)

Lucky Skill: Vigilance. Sentry Entry 2, Wise Entry 2

Florian and Fuecoco

- [Sync Nuke + **First Sync Move: Restore Status Move MP** \(3/5\)](#)
 - [+ **Trip Up** \(3/5\)](#)
 - [+ **First Sync Move: Restore Status MP + Healing Sun** \(3/5\) \[+6E\]](#)
 - [+ **First Sync Move: Restore Status MP + Healing Sun + Trip Up** \(5/5\) \[+10E\]](#)

Lucky Skill: Weathered Warrior 3, Critical Strike 2

Nemona & Quaxly

- [Sync Nuke w/ Four Tiles \(3/5\)](#)
 - [+ First Sync Move: Restore Status Move MP \(3/5\)](#)
- [Hit and Heal + Refreshing Rain + MGR \(3/5\)](#)
 - [+ First Sync Move: Restore Status Move MP \(3/5\) \[+6E\]](#)

Lucky Skill: Weathered Warrior 3, Critical Strike 2

Legendary Event Sync Pairs

Professor Oak & Mew

- [Full Tank \(3/5\)](#)
- [Full Sync Nuke \(3/5\)](#)
- [Sun / Fire Blast \(3/5\)](#)
- [Hail / Blizzard \(3/5\)](#)
- [Rain / Thunder \(3/5\)](#)

Lucky Skill (Tank): Vigilance, Healthy Healing

Lucky Skill (Striker): Critical Strike 2, Weathered Warrior 3

Professor Sycamore & Xerneas

- [Tank Support \(3/5\)](#)
 - [+ Impervious](#)
 - [+ Recuperation](#)
 - [+ Hybrid Moonblast](#)
 - [+ Full Moonblast](#)
- [Without Full Grid Expansion \(3/5\)](#) - Some extra tiles above are locked behind an event, wait for a re-run
 - [+ Impervious](#)

Lucky Skill: Vigilance, Sentry Entry 2, Power Flux 3

Cyrus & Palkia

- [Rain / Hydro Pump \(3/5\)](#)
 - [+ Crit Focus](#)
- [Spacial Rend / Sync Boost \(3/5\)](#)
 - [+ Crit Focus](#)
- [Without Full Grid Expansion \(3/5\)](#) - Some extra tiles above are locked behind an event, wait for a re-run
 - [+ Crit Focus](#)

Lucky Skill: Critical Strike 2, Weathered Warrior 3

Zinnia & Rayquaza

- [Draco Meteor \(3/5\)](#)

- [+ Sync Boost](#)
- [Outrage \(3/5\)](#)
 - [+ Sync Boost](#)
- [Dragon Ascent \(3/5\)](#)
 - [+ Eagle Eye](#)

Lucky Skill: Dauntless, Weathered Warrior 3 (*for Outrage or Dragon Ascent builds only*)

Ghetsis & Kyurem

- [Sync Nuke \(3/5\)](#)
- [Glaciate / Cold Snap \(3/5\)](#)
- [Glaciate / Paralysis Synergy \(3/5\)](#)
- [Without Full Grid Expansion \(3/5\)](#) - Some extra tiles above are locked behind an event, wait for a re-run

Lucky Skill: Critical Strike 2

Silver & Ho-Oh

- [Overheat / Sync Nuke \(3/5\)](#)
- [Sacred Fire / Sync Nuke \(3/5\)](#)
- [Solar Beam / Sync Nuke \(3/5\)](#)
- [Without Full Grid Expansion \(3/5\)](#) - Some extra tiles above are locked behind an event, wait for a re-run

Lucky Skill: Dauntless, Weathered Warrior 3 (*for non-Overheat builds only*)

Player & Solgaleo

- [Sunsteel Strike / Sync Nuke \(3/5\)](#)
 - [+ Superduper Effective](#)
 - [+ Power Reserves](#)
- [Focus Blast \(3/5\)](#)
 - [+ Superduper Effective](#)
 - [+ Power Reserves / Sync Nuke](#)
- [Sunsteel Strike Without Full Grid Expansion \(3/5\)](#) - Some extra tiles above are locked behind an event
- [Focus Blast Without Full Grid Expansion \(3/5\)](#) - Some extra tiles above are locked behind an event

Lucky Skill: Critical Strike 2

Giovanni & Mewtwo

- [Psychic / Sync Nuke \(3/5\)](#)
 - [+ Without Sync](#)
- [Shadow Ball \(3/5\)](#)

Lucky Skill: Critical Strike 2, Grand Entry 2

Hop & Zamazenta

- [Tank Support \(3/5\)](#)
 - [+ Wise Entry](#)
 - [+ Healthy Healing](#)
 - [+ Pseudo-Striker On-Type](#)
- [Without Full Grid Expansion \(3/5\)](#) - Some extra tiles above are locked behind an event
 - [+ Adrenaline](#)

Lucky Skill: Vigilance, Wise Entry 2, Defense Crush 2

BP Sync Pairs

Player & Cobalion

- [Support Minimal \(3/5\)](#) - 18 Remaining Energy
 - [+ Full Tank](#)
 - [+ Stalwart / Unbending](#)

Lucky Skill: Vigilance, Wise Entry 2, Defense Crush 2

Player & Regirock

- [Support Minimal \(3/5\)](#) - 14 Remaining Energy
 - [+ Full Tank](#)
 - [+ Quick Cure](#)

Lucky Skill: Vigilance, Wise Entry 2, Defense Crush 2

Evelyn & Entei

- [Support Minimal \(3/5\)](#) - 26 Remaining Energy
 - [+ Team Pinpoint Entry / MPR](#)
 - [+ Solar Shield / Endurance / MPR](#)

Lucky Skill: Vigilance, Move Gauge Refresh 2

Morty & Mismagius

- [Potion Minimal \(3/5\)](#) - 13 Remaining Energy
 - [+ Full Tank](#)
 - [+ Aggravation](#)
 - [+ Synchro Healing](#)

Lucky Skill: Vigilance, Healthy Healing (if not picked on grid)

Zinnia & Salamence

- [Dragon Rush / Sync Nuke Minimal \(3/5\)](#) - 22 Remaining Energy
 - [+ Critastrophe](#)
 - [+ Power Posture](#)
 - [+ Double Down](#)

Lucky Skill: Critical Strike 2

Erika & Tangela

- [Status Tank Minimal \(3/5\)](#) - 17 Remaining Energy
 - [+ Full Tank](#)
 - [+ Sun Tank](#)
 - [+ Sync Boost](#)

Lucky Skill: Vigilance, Healthy Healing, Sentry Entry 2

Karen & Umbreon

- [Double-Edge Minimal \(3/5\)](#) - 23 Remaining Energy
 - [+ Sync Boost](#)
 - [+ Superduper Effective](#)

Lucky Skill: Critical Strike 2

Lt. Surge & Raichu

- [Support Minimal \(3/5\)](#) - 21 Remaining Energy
 - [+ First Aid / MPR](#)
 - [+ First Aid / Synchro Healing](#)
 - [+ Endurance / Synchro Healing](#)
 - [+ Endurance / Sync Cure](#)

Lucky Skill: Vigilance, Wise Entry 2, Defense Crush 2

Player & Mesprit

- [Support Minimal \(3/5\)](#) - 23 Remaining Energy
 - [+ Team Fast Track](#)

Lucky Skill: Vigilance, Mind Games 2, Adrenaline 1

Nita & Landorus

- [Support Minimal \(3/5\)](#) - 26 Remaining Energy
 - [+ Staggering](#)
 - [+ MPR / Wise Entry](#)

Lucky Skill: Vigilance, Defense Crush 2

Candice & Frosslass

- [Blizzard Minimal \(3/5\)](#) - 18 Remaining Energy
 - [+ Superduper Effective](#)
 - [+ Double Down](#)

Lucky Skill: Weathered Warrior 3

Janine & Crobat

- [Full Support \(3/5\)](#)
 - [+ Catalyst](#)

Lucky Skill: Vigilance, Mind Games 2, Defense Crush 2

Sophocles & Golem

- [Wild Charge \(3/5\)](#)
 - [+ Superduper Effective / Sync Boost](#)

Lucky Skill: Critical Strike 2

Clemont & Magnetron

- [Support Minimal \(3/5\)](#) - 21 Remaining Energy
 - [+ MPR](#)
 - [+ Synchro Healing](#)
 - [+ Electric Terrain Tank](#)

Lucky Skill: Healthy Healing, Move Gauge Refresh 2

Player & Registeel

- [Support Minimal \(3/5\)](#) - 21 Remaining Energy
 - [+ Flag Bearer / Mini Potion All](#)
 - [+ Flag Bearer / Impervious](#)
 - [+ Full Heal](#)

Lucky Skill: Vigilance, Defense Crush 2, Healthy Healing

Dana & Regice

- [Support Minimal \(3/5\)](#) - 16 Remaining Energy
 - [+ Barricade Buddies](#)
 - [+ Synchro Healing](#)
 - [+ Cold Snap](#)
 - [+ Hail Tank](#)

Lucky Skill: Healthy Healing, Sentry Entry 2, Mind Games 2

Barry & Roserade

- [Support Minimal \(3/5\)](#) - 17 Remaining Energy
 - [+ Catalyst](#)
 - [+ Team Pinpoint Entry](#)
 - [+ Shocking Slowdown](#)

Lucky Skill: Vigilance, Healthy Healing, Mind Games 2

Olivia & Carbink

- [Support Minimal \(3/5\)](#) - 18 Remaining Energy
 - [+ Flabbergast / Sterner Stuff](#)
 - [+ Unbending / Stalwart](#)

Lucky Skill: Vigilance, Healthy Healing, Defense Crush 2, Mind Games 2

Valerie & Mawile

- [Play Rough / Sync Nuke \(3/5\)](#)
 - [+ Double Down](#)
 - [+ On A Roll](#)
- [Iron Head \(3/5\)](#)

Lucky Skill: Critical Strike 2

Falkner & Pidgeot

- [Sync Nuke / Utility \(3/5\)](#)
 - [+ Double Down](#)
 - [+ Full Utility](#)

Lucky Skill: Critical Strike 2, Mind Games 2, Vigilance

Will & Slowbro

- [Easy Pickings + Stop Hitting Yourself \(3/5\)](#)
- [Brainteaser + Fuzzy Strike \(3/5\)](#)
 - [Double Down \(3/5\)](#)

Lucky Skill: Critical Strike 2, Fast Track 2, Vigilance

Cheryl & Wailord

- [Synchro Healing + Team Sharp Entry \(3/5\)](#)
- [Trip Up + Full Buffs \(3/5\)](#)

Lucky Skill: Vigilance, Fast Track 2

Rose & Perrserker

- [Sync Nuke \(3/5\)](#)
 - [Double Down + Super Preparation \(3/5\)](#)
- [Insult to Injury + Mighty Affliction \(3/5\)](#)

Lucky Skill: Critical Strike 2, Healthy Healing, Fast-Track 2

Lusamine & Lilligant

- [Confusion Synergy + Solar Flare \(3/5\)](#)
 - [Full Sync Nuke \(3/5\)](#)
 - [Double Down \(3/5\)](#)
- [Grand Entry + Teeter Dance Fast Track 9 \(3/5\)](#)

Lucky Skill: Critical Strike 2

Morgan & Virizion

- [Team Full-Bracing Infliction + Potion MPR + Vigilance \(3/5\)](#)
- [Team Full-Bracing Infliction + Strike: Attack Down 2 + Restoring Strike \(3/5\)](#)

Lucky Skill: Fast Track 2, Stoic 2, Status Immunity

Player & Raikou

- [Hostile Environment + Aggravation + Attack Buffs \(3/5\)](#)
- [Sync Burst + Toughen/Tighten Up + Triage Tank \(3/5\)](#)

Lucky Skill: Status Immunity, Defense Crush 2

Phoebe and Sableye

- [Aggravation + Static Shock + Phantom Force MPR \(3/5\) \[+2E\]](#)
 - [+ Hit Paralyzed Opp: Defense Down \(5/5\) \[+10E\]](#)

Lucky Skill: Critical Strike 2, Vigilance, Head Start 1

Flint and Rapidash

- [First Aid + Trainer Move MPR + Hostile Environment + Bounce MPR \(3/5\)](#)
 - [+ X Evasion All MPR \(3/5\) \[+4E\]](#)
 - [+ Flame Charge: Satisfied Snicker \(4/5\) \[+8E\]](#)

Lucky Skill: Vigilance, Guard Passives

Bea and Hitmontop

- [Brain Sync + Furious Brain + On a Roll \(3/5\)](#)
 - [+ Double Down \(3/5\)](#)
 - [+ Fast Track + Superduper \(3/5\) \[+6E\]](#)

Lucky Skill: Critical Strike 2, Super Powered 3, Vigilance

Brycen and Walrein

- [Hostile Environment + Aggravation + Punishing Strike + Hit and Heal \(3/5\)](#)
- [Sync Nuke + Super Preparation \(3/5\)](#)
- [Hostile Environment + Aggravation + Slo-pponent Sync \(3/5\)](#)

Lucky Skill: Critical Strike 2, Super Powered 3, Vigilance, Fast-Track 2

Thorton and Regigigas

- [Toughen Up + Aggravation + Potion MPR \(3/5\)](#)
 - [+ Synchro Healing \(3/5\)](#)

Lucky Skill: Wise Entry 2, Guard Passives

Main Character and Buzzwole

- [Team Sync Regen + Propelling Move + Defense Crush 9 \(3/5\)](#)
 - [+ Vigilance \(3/5\) \[+6E\]](#)
- [Team Sync Regen + Defense Crush + Potion MPR \(3/5\)](#)

Lucky Skill: Wise Entry 2, Guard Passives

Lodge Sync Pairs

Blue & Exeggutor

- [Full Support \(3/5\)](#)

- [+ Synchro Healing](#)

Lucky Skill: Vigilance, Wise Entry 2, Defense Crush 2

Silver & Feraligatr

- [Liquidation Minimal \(3/5\)](#) - 16 Remaining Energy
 - [+ Sync Nuke](#)
 - [+ Without Sync](#)

Lucky Skill: Critical Strike 2, Weathered Warrior 3

May & Wailmer

- [Surf / Sync Nuke Minimal \(2/5\)](#) - 26 Remaining Energy
 - [+ Full Boost \(3/5\)](#)
- [Brine \(3/5\)](#)

Lucky Skill: Critical Strike 2, Weathered Warrior 3

Cynthia & Gastrodon

- [Support / Earthquake \(3/5\)](#)
 - [+ Safety Tether](#)
- [Support / Rock Tomb \(3/5\)](#)
 - [+ Sync Cure](#)

Lucky Skill: Vigilance, Defense Crush 2

Rosa & Dewott

- [Razor Shell / Sync Nuke \(3/5\)](#)
- [Aqua Jet / Utility \(3/5\)](#)

Lucky Skill: Critical Strike 2, Weathered Warrior 3

N & Sigilyph

- [Psychic / Sync Nuke \(3/5\)](#)
 - [+ Full Psychic \(3/5\)](#)
 - [+ Full Sync Nuke \(3/5\)](#)

Lucky Skill: Critical Strike 2, Troublemaker 1

Professor Sycamore & Bulbasaur

- [Leaf Storm Minimal \(3/5\)](#) - 27 Remaining Energy
 - [+ Sync Nuke](#)
 - [+ Without Sync](#)
- [Sludge Bomb \(3/5\)](#)

Lucky Skill: Critical Strike 2

Lillie & Comfey

- [Sync Nuke \(3/5\)](#)
- [Dazzling Gleam / Utility \(3/5\)](#)
- [Petal Blizzard Pseudo-Striker \(3/5\)](#)

Lucky Skill: Critical Strike 2, Mind Games 2, Defense Crush 2

Marnie & Toxicroak

- [Sludge Wave / Sync Boost Minimal \(2/5\)](#) - 12 Remaining Energy
 - [+ Sync Nuke \(3/5\)](#)

Lucky Skill: Critical Strike 2

Raihan & Gigalith

- [Support Minimal \(2/5\)](#) - 13 Remaining Energy
 - [+ Tank / Utility \(3/5\)](#)
 - [+ Sand / Synchro Healing \(3/5\)](#)

Lucky Skill: Vigilance, Wise Entry 2

Elesa & Joltik

- [Tank Support Minimal \(3/5\)](#) - 29 Remaining Energy
 - [+ Endurance / Healthy Healing](#)
 - [+ Adrenaline / Natural Remedy](#)

Lucky Skill: Vigilance, Sentry Entry 2, Mind Games 2, Defense Crush 2

Serena & Fletchling

- [Sync Nuke / Utility \(3/5\)](#)
 - [+ Fast Track](#)

Lucky Skill: Critical Strike 2, Defense Crush 2

Dawn & Wormadam

- [Tank Support \(3/5\)](#)
 - [+ Satisfied Snicker / Vigilance](#)
 - [+ Satisfied Snicker / Shielded](#)

Lucky Skill: Mind Games 2, Stoic 2, Move Gauge Refresh 2, Vigilance (if not picked on grid)

Morty & Gastly

- [Tank Support \(3/5\)](#)
 - [+ Healthy Healing / MPR](#)
 - [+ Healthy Healing / Synchro Healing](#)

Lucky Skill: Vigilance, Mind Games 2

Gloria & Thwackey

- [Wood Hammer \(3/5\)](#)
 - [+ On-Type Sync Boost](#)

Lucky Skill: Critical Strike 2

Steven & Cradily

- [Sync Nuke / Utility \(3/5\)](#)
 - [+ Super Preparation](#)
 - [+ Ancient Power](#)

Lucky Skill: Critical Strike 2, Mind Games 2

Acerola & Banette

- [Tank Support \(3/5\)](#)
 - [+ Catalyst](#)
 - [+ Recuperation](#)

Lucky Skill: Vigilance, Adrenaline 1

Adaman & Vaporeon

- [Tank Support \(3/5\)](#)
 - [+ Sync Wall](#)
 - [+ Recuperation](#)

Lucky Skill: Vigilance, Adrenaline 1

Irida & Flareon

- [Flare Blitz / Sync Nuke \(3/5\)](#)
 - [+ Superduper Effective](#)
- [Fire Fang Utility / Sync Nuke \(3/5\)](#)
 - [+ Double Down](#)
 - [+ Without Sync](#)

Lucky Skill: Critical Strike 2, Weathered Warrior 3

Calem & Fennekin

- [Heat Wave / Sync Nuke \(3/5\)](#)
 - [+ Baffle Buff](#)

Lucky Skill: Critical Strike 2, Weathered Warrior 3

Leaf & Clefable

- [Tank Support \(3/5\)](#)
 - [+ Disarming Voice Utility](#)
 - [+ Metronome Tank](#)

Lucky Skill: Vigilance, Status Immunity, Interference Immunity, Move Gauge Refresh 2

Giovanni & Nidorino

- [Tank Support \(3/5\)](#)
 - [+ Hostile Environment](#)
 - [+ Team Sharp Entry](#)
 - [+ Full Sustain](#)

Lucky Skill: Vigilance, Adrenaline 1, Defense Crush 2

Gladion & Golbat

- [Tank Support \(3/5\)](#)
 - [+ Hostile Environment](#)
 - [+ Catalyst](#)

Lucky Skill: Vigilance, Defense Crush 2, Move Gauge Refresh 2

Jasmine & Magnemite

- [Tank Support \(3/5\)](#)
 - [+ Steel Zone](#)
 - [+ All Ramped Up](#)
 - [+ Shocking Slowdown](#)

Lucky Skill: Healthy Healing, Vigilance, Status Immunity, Interference Immunity (*if not picked on grid*)

Volkner & Raichu

- [Discharge / Sync Nuke \(3/5\)](#)
 - [+ On-Type Boost](#)
- [Surf On-Type \(3/5\)](#)

Lucky Skill: Critical Strike 2

Wally & Delcatty

- [Tank Support \(3/5\)](#)
 - [+ Mini Potion All](#)
 - [+ Catalytic Acceleration](#)

Lucky Skill: Vigilance, Defense Crush 2

Skyla & Unfezant

- [Brave Bird / Sync Nuke \(3/5\)](#)
 - [+ Double Down / Super Syncer](#)
- [Brave Bird / Aerial Ace \(3/5\)](#)

Lucky Skill: Critical Strike 2

Volo & Gible

- [Sand Bulldoze \(3/5\)](#)
 - [+ Sync Boost](#)
 - [+ Sync Nuke](#)

Lucky Skill: Weathered Warrior 3

Rika & Whiscash

- [Earth Power / Sync Boost \(3/5\)](#)
 - [+ Full Sync Nuke](#)

Lucky Skill: Critical Strike 2

Cheren & Purrloin

- [Sync Boost + Aggravation \(3/5\)](#)
 - [+ Hit and Heal](#)

Lucky Skill: Critical Strike 2

Kabu & Torkoal

- [Pep Rally + Hostile Environment \(3/5\)](#)
- [Pep Rally + Moral Support \(3/5\)](#)

Lucky Skill: Vigilance

Iono & Wattrel

- [Barricade Buddies + Team Underhanded Heal 9 \(3/5\)](#)
 - [+ Shielded \[+4E\]](#)
- [Team Underhanded Heal 9 + Team Sync Regen \(3/5\)](#)
 - [+ TM MPR \(4/5\) \[+8E\]](#)

Lucky Skill: Vigilance

Lance & Kingdra

- [Potion + Precision Pals \(3/5\)](#)
- [Potion + Hostile Environment \(3/5\)](#)
- [Paralysis Synergy \(3/5\)](#)

Lucky Skill: Vigilance, Adrenaline 1, Critical Strike 2

Lear & Krookodile

- [Power Trip / Sync Nuke \(3/5\)](#)
 - [+ Fierce Entry \[+2E\]](#)

Lucky Skill: Critical Strike 2, Head Start 1

Shauna & Delcatty

- [Haymaker + Sing Utility \(3/5\)](#)
- [Haymaker + Aggravation/Flabbergast \(3/5\)](#)

- [+ Fast-Track \(3/5\)](#)

Lucky Skill: Critical Strike 2, Stoic 2

Arven & Nacli

- [Team Sync Regen + Overwhelm + Recover MPR \(3/5\)](#)
- [Team Sync Regen + Stalwart/Unbending + Acumen \(3/5\)](#)

Lucky Skill: Vigilance

Lana & Lanturn

- [Critical Squad + Fleet Feet + Mini Potion Tiles \(3/5\)](#)
 - [+ Hlt Burn Opp: Stat Down 9 \(5/5\)\[+10E\]](#)
- [Easy Pickings + Aggravation + Mini Potion Tiles \(3/5\)](#)
- [Critical Squad + Fleet Feet + Hit Inter Opp: Stat Down 9 + MGR \(3/5\) +\[4E\]](#)
 - [+ Stop Hitting Yourself \(3/5\) \[+4E\]](#)

Lucky Skill: Vigilance, Witty Hit 2, Fast-Track 2, Adrenaline 1

Diantha & Tyrantrum

- [Cakewalk/Trip Up + MGR3/9 \(3/5\)](#)
 - [+ Super Syncer \(3/5\)](#)
 - [+ Hem In + Wide Open \(3/5\)](#)

Lucky Skill: Critical Strike 2, Vigilance, Fast-Track 2, Super Powered 3

Brendan & Swellow

- [Trainer Move MPR + Critical Eye + Hit and Heal + Aggravation \(3/5\)](#)
 - [+ Use Status P Move: Special Attack Up \(4/5\) \[+8E\]](#)
- [Dominating Sync + Aggravation + Sync Tiles \(3/5\)](#)

Lucky Skill: Critical Strike 2, Witty Hit 2, Vigilance

Lacey & Alcremie

- [Defensive Buffs + Reflect + Satisfied Snicker \(3/5\)](#)
- [Trip Up + Satisfied Snicker + Brain Sync + Disarming Voice MGR \(3/5\)](#)
 - [+ Speed Moves 5 \(3/5\) \[+2E\]](#)

Lucky Skill: Vigilance, Stoic 2, Critical Strike 2

Larry & Oinkologne

- [Barricade Buddies + Restoring Strike + Team Hit and Heal + Discombobulate \(3/5\)](#)
- [Evasion Tank + Barricade Buddies + Team Hit and Heal \(3/5\) \[+2E\]](#)
 - [+ TM MPR \(3/5\) \[+6E\]](#)

Lucky Skill: Vigilance, Sentry Entry 2, Stoic 2

Iris & Druddigon

- [Barricade Buddies + Shielded + Hit and Heal \(3/5\)](#)
 - [+ Hit and Heal + Synchro Healing \(4/5\) \[+8E\]](#)
 - [+ Aggravation \(4/5\) \[+8E\]](#)
- [Hit Int Opp: HP Recovery + Hit Tra Opp: Attack Down + Aggravation \(3/5\)](#)
 - [+ Synchro Healing \(3/5\) \[+6E\]](#)

Lucky Skill: Vigilance, Stoic 2

Leon & Seismitoad

- [Shielded + Barricade Buddies + Vigilance + Unbending \(3/5\)](#)
 - [+ Acid: On a Roll \(4/5\) \[+8E\]](#)
 - [+ First Aid \(5/5\) \[+10E\]](#)
- [Shielded + Barricade Buddies + On a Roll + Team Underhanded Heal \(3/5\)](#)

Lucky Skill: Sentry Entry 2, Wise Entry 2, Guard Passives, Stoic 2

Lusamine & Milotic

- [Haze: No Stat Up 9 + Aggravation + Unbuffed Foe Freebie + Haze MPR \(3/5\)](#)
- [Fuzzy Strike + Aggravation \(3/5\)](#)

Lucky Skill: Head Start 1, Adrenaline 1, Vigilance, Critical Strike 2

Carmine and Swadloon

- [Trainer Move MPR + Critical Command + Pep Rally + Team Sync Regen \(3/5\)](#)

Lucky Skill: Vigilance, Guard Passives, Sentry Entry 2, Wise Entry 2

Piers and Skuntank

- [Hit Poison Opp: HP Recovery: Satisfied Snarl + Synchro Healing \(3/5\)](#)
 - [+ Night Slash MGR \(3/5\) \[+2E\]](#)
- [Hit Poison Opp: HP Recovery: Satisfied Snarl + Flabbergast + Fleet Feet \(3/5\)](#)
 - [+ Catalytic Infliction \(5/5\) \[+10E\]](#)

Lucky Skill: Stoic 2, Vigilance, Guard Passives, Sentry Entry 2

Penny and Eevee

- [Hit: Evasiveness + Blind Spot + Furious Brawn \(3/5\)](#)
 - [+ Hit and Heal + Trip Up \(3/5\) \[+2E\]](#)
 - [+ Fierce Entry \(3/5\) \[+4E\]](#)

- [Hit: Evasiveness + Hit and Heal + Quick Combo \(3/5\)](#)
-

Damage Challenge Event Sync Pairs

Wally & Altaria

- [Debuff Focus \(3/5\)](#)
- [Sync Nuke + Offensive Debuffs \(3/5\)](#)

Lucky Skill: Critical Strike 2, Head Start 1, Vigilance

Gladion & Weavile

- [Unfortunate Strike + Mini Potion MPR \(3/5\)](#)
- [TM MPR + Mini Potion MPR \(3/5\)](#)
- [Chase Down + Slo-ponent Sync \(3/5\) +2E](#)

Lucky Skill: Critical Strike 2

Marnie & Scrafty

- [MPR + Defense Crush \(3/5\)](#)
- [Umbral Power + Slow-ponent Sync \(3/5\)](#)
- [MPR + Mind Games \(3/5\)](#)

Lucky Skill: Vigilance, Critical Strike 2

Hugh & Unfezant

- [Pecking Order + Mind Games \(3/5\)](#)
 - [+ Hit and Heal](#)
- [Hit and Heal + Status Stat Up \(3/5\)](#)

Lucky Skill: Critical Strike 2, Head Start 1, Vigilance

Nemona & Lycanroc

- [Overwhelm + Staggering \(3/5\)](#)
- [Sync Boost \(3/5\)](#)

Lucky Skill: Critical Strike 2, Vigilance

Blue & Alakazam

- [Sync Nuke \(3/5\)](#)
- [Hit and Heal + Shocked Hit Freebie \(3/5\) \[+2E\]](#)

Lucky Skill: Critical Strike 2, Head Start 1, Super Powered 3

Silver & Crobat

- [Hurricane / Sync Nuke \(3/5\)](#)
- [Air Cutter / Sync Nuke \(3/5\)](#)

Lucky Skill: Critical Strike 2, Head Start 1

Barry & Floatzel

- [Aqua Jet / Sync Nuke \(3/5\)](#)
 - [+ Fierce Entry / Sync Quickening](#)
 - [+ Fierce Entry / Defence Crush](#)

Lucky Skill: Critical Strike 2, Weathered Warrior 3, Head Start 1

Tierno & Talonflame

- [Solar Flare + Sunny Day MPR \(3/5\)](#)
- [Solar Flare + Hostile Environment \(3/5\)](#)

Lucky Skill: Critical Strike 2, Weathered Warrior 3, Fast-Track 2

Cheren and Liepard

- [Sync Nuke + Mind Games 9 + Ramp Up \(3/5\)](#)
 - [+ Super Infliction 9 \(3/5\) \[+4E\]](#)
- [Sync Nuke + Ridicule + Fast-Track + Mind Games 9 \(3/5\)](#)

Lucky Skill: Critical Strike 2, Vigilance

Hop & Pincurchin

- [Aggravation + Unfortuitous + Shock Recovery \(3/5\)](#)
 - [+ Master Healer \(3/5\)](#)
- [Sync Induction + Attack Buff + Aggravation \(3/5\)](#)
 - [+ Unfortuitous \(4/5\) \[+8E\]](#)

Lucky Skill: Critical Strike 2, Vigilance, Fast-Track 2

Shauna & Sylveon

- [Smarty-Pants + Twofer + Barricade \(3/5\)](#)
 - [+ Satisfied Snicker \(3/5\) \[+6E\]](#)
- [Satisfied Snicker + Team Viral Hustle + Barricade \(3/5\)](#)

Lucky Skill: Head Start 1, Vigilance, Stoic 2, Critical Strike 2

Hau & Crabominable

- [Brawn Sync + Furious Brawn + Defense Crush 9 \(3/5\)](#)
 - [+ Defense Crush 9 + Second Sync Tile \(3/5\) \[+4E\]](#)
 - [+ Super Command 9 \(3/5\) \[+4E\]](#)
- [Safety Tether + Hostile Environment + Brawn Sync \(3/5\)](#)
 - [+ Ice Hammer MGR \(3/5\)](#)

Lucky Skill: Critical Strike 2, Vigilance, Head Start 1, Healthy Healing

Bianca & Chandelure

- [Trip Up + Attack Debuff + Special Attack Debuff + Scorching Touch \(3/5\)](#)
 - [+TM MPR \(3/5\) \[+6E\]](#)
- [Attack Debuff + Special Attack Debuff + Scorching Sync \(3/5\) \[+2E\]](#)

Lucky Skill: Critical Strike 2, Vigilance, Head Start 1

N & Archeops

- [Sync Nuke + Insult to Injury \(3/5\)](#)
 - [+ Status Move: Defense Drop \(Leer Spam\) \(3/5\)](#)
 - [+ Super Infliction \(3/5\) \[+2E\]](#)
 - [+ Flabbergast/Aggravation \(3/5\) \[+2E\]](#)

Lucky Skill: Critical Strike 2, Super Powered 3, Head Start 1

Bede and Mawile

- [Smarty Pants + Ramp Up \(3/5\)](#)
 - [+ Charging Infliction \(3/5\)](#)
- [Draining Kiss: Master Healer + Ramp Up + Sharp Entry \(3/5\)](#)
 - [+ Charging Infliction \(3/5\) \[+4E\]](#)
 - [+ Mini Potion All MPR \(3/5\) \[+4E\]](#)

Lucky Skill: Critical Strike 2, Witty Hit 2, Vigilance

Gym Scout Sync Pairs

Brock & Kabutops

- [Trainer Move + Mini Potion All MPR + Master Healer + Overwhelm \(3/5\)](#)
 - [+ Kanto Solidarity MPR \(3/5\)](#)
 - [+ Kanto Solidarity MPR + Master Healer \(3/5\) \[+10E\]](#)
 - [+ Rock Zone Team DR \(5/5\) \[+10E\]](#)
 - [+ Lithic Healing + Initial Synchro Healing \(5/5\) \[+10E\]](#)

Lucky Skill: Wise Entry 2, Sentry Entry 2, Adrenaline 1, Fast-Track 2, Guard Passives

Winona & Altaria

- [Trainer Move + Potion MPR + Gobsmack/Satisfied Snicker + Vigilance \(3/5\) \[+2E\]](#)
 - [+ Master Healer \(3/5\) \[+2E\]](#)
- [Trainer Move + Potion MPR + Hoenn Solidarity MPR + Circle DR \(3/5\)](#)
 - [+ Vigilance + Initial Synchro Healing \(3/5\)](#)

- [+ Vigilance + Initial Synchro Healing + Gobsmack \(4/5\) \[+8E\]](#)

Lucky Skill: Sentry Entry 2, Healthy Healing, Adrenaline 1, Vigilance, Fast-Track 2, Guard Passives

Grusha & Beartic

- [Trainer Move + Potion MPR + Hostile Environment + Aggravation + Vigilance \(3/5\)](#)
 - [+ Ice Fang MGR + Team Ice Zone DR \(4/5\) \[+8E\]](#)
 - [+ Paldea Solidarity MPR \(4/5\) \[+8E\]](#)
 - [+ Initial Synchro Healing \(5/5\) \[+10E\]](#)
 - [+ Master Healer \(5/5\) \[+10E\]](#)

Lucky Skill: Sentry Entry 2, Wise Entry 2, Healthy Healing, Fast-Track 2, Vigilance, Guard Passives

Korrina & Hawlucha

- [Hit: Evasiveness Up + TM MPR + Vigilance + Mini Potion All MPR \(3/5\)](#)
 - [+ Low Sweep MGR \(3/5\) \[+4E\]](#)
 - [+ Master Healer \(3/5\) \[+4E\]](#)

Lucky Skill: Sentry Entry 2, Wise Entry 2, Healthy Healing, Fast-Track 2, Vigilance, Guard Passives

Whitney & Wigglytuff

- [Trainer Move MPR + Aggravation + Vigilance + Potion MPR \(3/5\)](#)
 - [+ Headbutt MGR \(3/5\) \[+4E\]](#)

Lucky Skill: Fast-Track 2, Vigilance, Guard Passives, Move Gauge Refresh 2

Kabu & Ninetales

- [Scorching Touch + Satisfied Snicker + Mini Potion All MPR + First Aid \(3/5\)](#)
 - [+ Master Healer \(3/5\) \[+4E\]](#)

Lucky Skill: Fast-Track 2, Vigilance, Guard Passives, Move Gauge Refresh 2

Roxie & Garbodor

- [Trainer Move MPR + Vigilance + First Aid + Hostile Environment + Staggering \(3/5\)](#)
 - [+ Unova Circle: Team Free Move Next \(3/5\)](#)
 - [Mini Potion MPR \(3/5\) \[+2E\]](#)
 -

Lucky Skill: Fast-Track 2, Vigilance, Guard Passives, Move Gauge Refresh 2

Fantina & Dusknor

- [Trainer Move MPR + Team First Super Sync + First Sync Move: Team HP Recovery \(3/5\)](#)
- [Trainer Move MPR + Aggravation + Mini Potion All MPR + Master Healer \(3/5\) \[+2E\]](#)

Lucky Skill: Vigilance, Head Start 1, Adrenaline 1

Lana & Cloyster

- [Trainer Move MPR + Team Rainy Sync Moves Up + Mind Games \(3/5\)](#)
- [Vigilance + Aggravation + Mind Games + Refreshing Rain + Triage Tank \(3/5\)](#)
 - [+ Potion MPR \(3/5\)](#)

Lucky Skill: Fast-Track 2, Sentry Entry 2, Wise Entry 2, Guard Passives, Adrenaline 1

Academy Sync Pairs

Rosa (Academy) & Deerling

- [Giga D. / SpA Studies / Bullet S.. Sustain and Utility](#)
 - 1280 R / 840 G / 1100 B / 1260 Y
- [Seed B. / Bullet S. / Atk Studies. Physical DPS + Utility](#)
 - 1280 R / 740 G / 1400 B / 1220 Y
- [Bullet S. / Sunny D. / X Speed. Pure Utility](#)
 - 1280 R / 1080 G / 1520 B / 1440 Y
- [Giga D. / X Speed / Sunny D.. Sync Focused Build](#)
 - 1660 R / 580 G / 640 B / 1600 Y

Lucky Skill: Critical Strike 2, Vigilance, Head Start 1, Adrenaline 1

Florian & Lechonk

- [Potion/ Hyper V. / X Atk All, Solo Utility](#)
 - 1740 R / 980 G / 1060 B / 1720 Y
- [Potion/Hyper V./Support Studies, Utility](#)
 - 1740 R / 880 G / 1040 B / 1620 Y
- [Potion/Hyper V./Mud Shot, Debuffer](#)
 - 1740 R / 980 G / 1060 B / 1720 Y

Lucky Skill: Head Start 1, Adrenaline 1

Brendan (Academy) & Marshtomp

- [Offense Studies / Liquidation / Earthquake. Sync Nuker / DPS](#)
 - 1060 R / 560 G / 1100 B / 900 Y

Lucky Skill: Weathered Warrior 3, Critical Strike 2

Hugh (Academy) & Pignite

- [Dire Hit All + / Brick Break / Flare Blitz, Support / DPS](#)
 - 920 R / 820 G / 1280 B / 860 Y
- [Dire Hit All + / Brick Break / Mini Potion All, Full Support](#)
 - 1100 R / 980 G / 1440 B / 1120 Y

Lucky Skill: Weathered Warrior 3, Critical Strike 2

3/4* Gacha Sync Pairs

Rachel & Umbreon

- [Tank Support \(3/5\)](#)

Lucky Skill: Vigilance

Sawyer & Honchkrow

- [Support Minimal \(2/5\)](#) - 24 Remaining Energy
 - [+ Aggravation / MPR \(3/5\)](#)
 - [+ Aggravation / Sync Burst \(3/5\)](#)

Lucky Skill: Vigilance, Team Sharp Entry 1

Candice & Abomasnow

- [Hail / Sync Nuke Minimal \(3/5\)](#) - 13 Remaining Energy
 - [+ Ramming Speed](#)
 - [+ Follow-Through](#)
 - [+ Super Preparation](#)

Lucky Skill: Weathered Warrior 3

Brycen & Cryogonal

- [Haze Utility Minimal \(3/5\)](#) - 28 Remaining Energy
 - [+ Sync Nuke](#)

Lucky Skill (Tank): Vigilance, Healthy Healing, Sentry Entry 2

Lucky Skill (Nuke): Critical Strike 2, Weathered Warrior 3

Sophocles & Tokedemaru

- [Zing Zap / Sync Nuke Minimal \(3/5\)](#) - 11 Remaining Energy
 - [+ Superduper Effective](#)
 - [+ Aggravation](#)
 - [+ Trip Up](#)

Lucky Skill: Critical Strike 2

Thorton & Bronzong

- [Tank Utility \(3/5\)](#)
- [Sync Nuke \(3/5\)](#)
 - [+ Defense Crush](#)

Lucky Skill: Vigilance, Healthy Healing, Move Gauge Refresh 2, Defense Crush 2

Cheryl & Blissey

- [Support Minimal \(3/5\)](#) - 24 Remaining Energy
 - [+ Vigilance / Fast Track](#)
 - [+ Full Heal / Utility](#)

Lucky Skill: Sentry Entry 2, Mind Games 2, Healthy Healing, Vigilance (*if not picked on grid*)

Gardenia & Roserade

- [Sun Leaf Storm Minimal \(2/5\)](#) - 24 Remaining Energy
 - [+ Superduper Effective \(3/5\)](#)
 - [+ Sync Nuke \(3/5\)](#)
- [Leaf Storm / Sync Boost / Without Sun \(3/5\)](#)

Lucky Skill: Weathered Warrior 3, Dauntless (*only if not using Sunny Disposition*)

Siebold & Clawitzer

- [Rain / Sync Nuke \(3/5\)](#)
 - [+ Super Preparation](#)

Lucky Skill: Critical Strike 2, Weathered Warrior 3

Bruno & Machamp

- [Cross Chop \(3/5\)](#)
 - [+ Double Down](#)

Lucky Skill: Critical Strike 2

Grant & Aurorus

- [Sync Nuke Minimal \(3/5\)](#) - 22 Remaining Energy
 - [+ Rock Slide / Weather Surge](#)
 - [+ Rock Tomb / Trip Up](#)
 - [+ Sand Sustain](#)
 - [+ Hail Sustain](#)
 - [+ Follow Through / First Aid](#)

Lucky Skill: Critical Strike 2, Weathered Warrior 3

Wikstrom & Aegislash

- [Iron Head Minimal \(3/5\)](#) - 17 Remaining Energy
 - [+ Super Effective / Sync Boost](#)
 - [+ Harry / MGR](#)
 - [+ Inspire Ire](#)

Lucky Skill: Critical Strike 2

Ramos & Victreebel

- [Sleeper Utility \(3/5\)](#)
 - [+ Sync Nuke](#)

Lucky Skill: Move Gauge Refresh 2, Defense Crush 2, Head Start 1

Wulfric & Avalugg

- [Ice Fang Utility \(3/5\)](#)
 - [+ Sentry Entry / Shielding Strikes](#)

Lucky Skill: Vigilance, Wise Entry 2, Defense Crush 2, Head Start 1

Roxanne & Probopass

- [Support Minimal \(2/5\)](#) - 23 Remaining Energy
 - [+ Full Tank \(3/5\)](#)
 - [+ Endurance \(3/5\)](#)
 - [+ Adrenaline \(3/5\)](#)
 - [+ Wide Guard \(3/5\)](#)

Lucky Skill: Vigilance, Wise Entry 2, Mind Games 2

Marley & Arcanine

- [Support Minimal \(3/5\)](#) - 28 Remaining Energy
 - [+ Flame Wheel / Flag Bearer](#)
 - [+ Flamethrower / Hype Up](#)
 - [+ Defensive Utility](#)
 - [+ Sun Tank](#)

Lucky Skill: Vigilance, Defense Crush 2, Mind Games 2

Kahili & Toucannon

- [Sync Nuke \(3/5\)](#)
 - [+ Super Preparation](#)
 - [+ Defense Crush](#)
 - [+ Eagle Eye](#)
 - [+ Inspire Ire](#)

Lucky Skill: Critical Strike 2

Bugsy & Beedrill

- [Sync Nuke + Bob and Weave \(3/5\)](#)
 - [+ Critical Might \(3/5\) \[+4E\]](#)
- [Sync Nuke + Hostile Environment \(3/5\)](#)

Lucky Skill: Critical Strike 2, Sharp Entry 1, Fierce Entry 2, Mad Strength 2

Will & Xatu

- [Stored Power / Sync Nuke \(3/5\)](#)
- [Utility / Sync Nuke \(3/5\)](#)

Lucky Skill: Critical Strike 2

Whitney & Miltank

- [Sync Nuke / Utility Minimal \(3/5\)](#) - 18 Remaining Energy
 - [+ Defense Crush / Hostile Environment](#)
 - [+ Defense Crush / Aggravation](#)
 - [+ Critical Eye / Aggravation](#)

Lucky Skill: Critical Strike 2, Defense Crush 2

Mina & Granbull

- [Play Rough / Sync Nuke \(3/5\)](#)
 - [+ Critical Eye / Superduper Effective](#)
 - [+ OAR / Accuracy](#)

Lucky Skill: Critical Strike 2

Winona & Pelipper

- [Utility / Sync Nuke \(3/5\)](#)
 - [+ Foul Fighting](#)
- [Hurricane / Without Sync \(3/5\)](#)

Lucky Skill: Weathered Warrior 3

Brawly & Hariyama

- [Sync Nuke / Utility \(3/5\)](#)
 - [+ Eagle Eye / Full Heal](#)
- [Rock Smash / Utility \(3/5\)](#)

Lucky Skill: Critical Strike 2

Crasher Wake & Floatzel

- [Rain Striker / Utility \(3/5\)](#)
 - [+ Full Boost](#)

Lucky Skill: Critical Strike 2, Weathered Warrior 3

Drake & Salamence

- [Defensive Support \(3/5\)](#)
 - [+ Sync Regen / Hostile Environment](#)

Lucky Skill: Vigilance

Liza & Lunatone

- [Full Support \(3/5\)](#)
 - [+ Psychic Pseudo-Striker](#)

Lucky Skill: Vigilance, Mind Games 2

Noland & Pinsir

- [Sync Nuke Minimal \(3/5\)](#) - 16 Remaining Energy
 - [+ Fury Cutter](#)
 - [+ X-Scissor](#)
- [Fury Cutter / Utility \(3/5\)](#)

Lucky Skill: Critical Strike 2

Tate & Solrock

- [Zen Headbutt Minimal \(3/5\)](#) - 22 Remaining Energy
 - [+ Superduper Effective](#)
 - [+ Sync Boost](#)
 - [+ Sync Nuke](#)

Lucky Skill: Critical Strike 2

Lucy & Seviper

- [Sludge Bomb \(3/5\)](#)
 - [+ Off-Tank](#)
 - [+ Sync Nuke](#)

Lucky Skill (Striker): Critical Strike 2

Lucky Skill (Tank): Vigilance

Roxie & Scolipede

- [Poison Jab \(3/5\)](#)
 - [+ Sync Nuke](#)

Lucky Skill: Critical Strike 2

Clay & Seismitoad

- [Bulldoze / Sync Nuke \(3/5\)](#)

Lucky Skill: Critical Strike 2

Lt. Surge & Electrode

- [Thunderbolt / Utility \(3/5\)](#)
 - [+ Sync Nuke](#)

Lucky Skill: Critical Strike 2, Mind Games 2

Janine & Ariados

- [Cross Poison / Utility \(3/5\)](#)
 - [+ Discombobulate](#)
 - [+ Sync Nuke](#)

Lucky Skill: Critical Strike 2, Defense Crush 2

Agatha & Gengar

- [Shadow Ball \(3/5\)](#)
 - [+ Sleep / Utility](#)
 - [+ Paralysis / Utility](#)

Lucky Skill: Critical Strike 2, Troublemaker 1

Blaine & Rapidash

- [Sun Utility \(3/5\)](#)
 - [+ Solar Sync](#)
 - [+ Sync Nuke](#)

Lucky Skill: Weather Warrior 3, Defense Crush 2, Head Start 1, Adrenaline 1

Marshal & Conkeldurr

- [Sync Nuke / Utility \(3/5\)](#)
 - [+ Full Boost](#)
- [Drain Punch / Utility \(3/5\)](#)
 - [+ Sync Boost](#)

Lucky Skill: Critical Strike 2, Defense Crush 2, Vigilance

Marlon & Carracosta

- [Tank Support \(3/5\)](#)
 - [+ Rain / MGR](#)

Lucky Skill: Defense Crush 2, Status Immunity, Interference Immunity, Vigilance

Shauntal & Chandelure

- [Shadow Ball \(3/5\)](#)
 - [+ Sync Boost](#)
 - [+ Sync Boost / Critical Eye](#)

Lucky Skill: Critical Strike 2, Gritty 3

Roark & Rampardos

- [Head Smash \(3/5\)](#)
 - [+ Sharp Entry / First Aid](#)
 - [+ Sync Nuke](#)

Lucky Skill: Critical Strike 2

Maylene & Medicham

- [Support Minimal \(2/5\)](#) - 15 Remaining Energy
 - [+ Full Physical \(3/5\)](#)
 - [+ Precision Pals \(3/5\)](#)

Lucky Skill: Vigilance, Defense Crush 2

Lorelei & Lapras

- [Hail Sync Nuke \(3/5\)](#)
 - [+ Without Hail](#)
- [Hail Tank \(3/5\)](#)
 - [+ Without Hail](#)
- [Blizzard / Freeze \(3/5\)](#)
 - [+ Sharp Entry](#)

Lucky Skill: Critical Strike 2, Weathered Warrior 3

Tina & Flareon

- [Support Minimal \(3/5\)](#) - 15 Remaining Energy
 - [+ Scorching Touch / Trip Up](#)
 - [+ Team Sync Regen](#)
 - [+ Sun Tank](#)

Lucky Skill: Vigilance, Healthy Healing, Status Immunity, Interference Immunity, Move Gauge Refresh 2

General Pool 5* Gacha Sync Pairs

Karen & Houndoom

- [Sync Nuke + DPS \(3/5\)](#)
 - [+ Bite: Aggravation \(3/5\)](#)
 - [+ Overpower \(3/5\) \[+2E\]](#)
 - [+ Aggravation + Toxic Chance \(4/5\) \[+8E\]](#)

Lucky Skill: Critical Strike 2, Super Powered 3, Speedy Entry 2

Blue & Pidgeot

- [Hurricane / Sync Nuke \(3/5\)](#)
 - [+ Head Start / Pinpoint Entry \(3/5\)](#)
 - [+ Harry \(4/5\) \[+4E\]](#)

Lucky Skill: Critical Strike 2

SS Elesia & Rotom

- [Support Minimal \(2/5\)](#) - 17 Remaining Energy
 - [+ Ridicule / HE \(3/5\)](#)

Lucky Skill: Head Start 1, Adrenaline 1, Vigilance, Healthy Healing

Grimsley & Liepard

- [Sustain / Utility Minimal \(2/5\)](#) - 15 Remaining Energy
 - [+ Full Sustain \(3/5\)](#)
 - [+ Sync Nuke \(3/5\)](#)
- [Sync Nuke / Utility \(3/5\)](#)

Lucky Skill: Unbending, Critical Strike 2

Sabrina & Alakazam

- [Support Minimal \(2/5\)](#) - 24 Remaining Energy
 - [Psybeam / Utility \(3/5\)](#)
 - [Psychic / Utility \(3/5\)](#)
 - [Sync / Utility \(3/5\)](#)

Lucky Skill (Support): Vigilance, Sentry Entry 2

Lucky Skill (Striker): Critical Strike 2

Guzma & Golisopod

- [Pin Missile / Sync Nuke \(3/5\)](#)
 - [+ Burst In](#)
- [Pin Missile / First Impression \(3/5\)](#)

Lucky Skill: Critical Strike 2

Plumeria & Salazzle

- [Sludge Wave / Sync Nuke \(3/5\)](#)
- [Smog Utility / Sync Nuke \(3/5\)](#)

Lucky Skill: Critical Strike 2, Mind Games 2

Clemont & Heliolisk

- [Sustain Minimal \(3/5\)](#) - 15 Remaining Energy

- [+ Rain](#)
- [+ Sand](#)
- [+ Mud Slap](#)
- [+ Electroweb Utility](#)
- [Sync Nuke Minimal \(3/5\)](#) - 19 Remaining Energy
 - [+ Rain](#)
 - [+ Sand](#)
 - [+ Electroweb Utility](#)
 - [+ Mud Slap / Master Healer](#)

Lucky Skill: Vigilance, Sentry Entry 2, Wise Entry 2, Mind Games 2, Critical Strike 2, Weathered Warrior 3

Caitlin & Reuniclus

- [Psychic / Sync Nuke \(3/5\)](#)
- [Sustain Tank \(3/5\)](#)
 - [+ Sync Nuke](#)

Lucky Skill (Striker): Critical Strike 2

Lucky Skill (Tank): Vigilance

Wallace & Milotic

- [Standard \(3/5\)](#)
 - [+ Full Tank \(3/5\), +2 E](#)
- [Offensive \(3/5\)](#)
- [Mirror Coat Offense \(3/5\)](#)

Lucky Skill (Tank): Vigilance, Sentry Entry 2

Lucky Skill (Striker): Critical Strike 2, Weathered Warrior 3, Sharp Entry 1

Wally & Gallade

- [Sync Nuke \(3/5\)](#)
 - [+ Fierce Entry \(3/5\)](#)
 - [+ Endurance \(3/5\) \[+4E\]](#)
 - [+ Critical Strike 1 \(3/5\) \[+4E\]](#)

Lucky Skill: Critical Strike 2

Jasmine & Steelix

- [Recuperation + Rejuvenation \(3/5\)](#)
- [Recuperation + Berserk Bunch \(3/5\)](#)
- [Sand Sustain \(3/5\)](#)
- [Offensive Iron Tail \(3/5\)](#)

Lucky Skill: Wise Entry 2, Defense Crush 2, Healthy Healing, Move Gauge Refresh 2, Fast-Track 2

Dawn & Torterra

- [Tank / Sync Nuke Minimal \(2/5\)](#) - 22 Remaining Energy
 - [+ Pump Up \(3/5\)](#)
 - [+ Sustain \(3/5\)](#)

Lucky Skill: Wise Entry 2, Defense Crush 2, Critical Strike 2, Revenge Boost 4

Burgh & Leavanny

- [Bug Buzz / Sync Nuke \(3/5\)](#)
 - [+ Sun Boost](#)

Lucky Skill: Critical Strike 2, Weathered Warrior 3

SS Grimsley & Sharpedo

- [Sync Nuke + Speedy Entry + Liquidation: On a Roll \(35\) \[+2E\]](#)
- [Sync Nuke + Speedy Entry + 4 Sync Tiles \(3/5\) \[+4E\]](#)
- [Sync Nuke + Head Start 1 + Pressure Cooker + Durable \(3/5\) \[+2E\]](#)
- [First Aid + Aggravation 1 + Durable/Damage Guard \(3/5\) \[+2E\]](#)
 - [+ Speedy Entry 2 \(5/5\) \[+10E\]](#)

Lucky Skill: Critical Strike 2, Weathered Warrior 3, Head Start 1, Healthy Healing

Serena & Delphox

- [Sleeper Utility Minimal \(1/5\) - 16 Remaining Energy](#)
 - [+ Mind Games / Sync Nuke \(3/5\)](#)
 - [+ Overheat Pseudo-Striker \(3/5\)](#)

Lucky Skill (Utility): Troublemaker 1 (*Dynamic Entry not necessary*), Head Start 1

Lucky Skill (Striker): Critical Strike 2, Weathered Warrior 3

Hilda & Emboar

- [Flare Blitz / Sync Nuke \(3/5\)](#)
 - [+ Speedy Entry](#)
 - [+ Sustain](#)

Lucky Skill: Critical Strike 2, Weathered Warrior 3

Morty & Drifblim

- [Sync Nuke \(3/5\)](#)
 - [+ Phantom Force MPR + Ridicule \(3/5\)](#)
 - [+ Trainer Move MPR \(3/5\) \[+6E\]](#)

Lucky Skill: Critical Strike 2

Kukui & Lycanroc (Midday Form)

- [Accelerock / Utility \(3/5\)](#)
 - [+ Sand Pseudo-Tank](#)
- [Sand Sync Nuke / Utility \(3/5\)](#)
 - [+ Pseudo-Striker](#)

Lucky Skill (Utility): Fast Track 2, Head Start 1

Lucky Skill (Striker): Weathered Warrior 3, Critical Strike 2

Kris & Feraligatr

- [Mega Kick / Sync Nuke Minimal \(2/5\)](#) - 20 Remaining Energy
 - [+ Full Nuke \(3/5\)](#)
 - [+ Super Powered \(3/5\)](#)
- [Waterfall / Sync Nuke \(3/5\)](#)

Lucky Skill: Critical Strike 2, Weathered Warrior 3

Lyra & Meganium

- [Sun Tank Support \(3/5\)](#)
 - [+ Speeding Sun](#)
 - [+ Solar Flare](#)
 - [+ Without Solarize](#)

Lucky Skill: Vigilance, Sentry Entry 2

Ethan & Typhlosion

- [Sun Eruption \(3/5\)](#)
 - [+ Sync Nuke](#)
- [Eruption / Sync Nuke \(3/5\)](#)
 - [+ Pseudo-Tank](#)

Lucky Skill: Critical Strike 2, Weathered Warrior 3

Lusamine & Pheromosa

- [Ferocious Entry + Critical Eye + Power Reserves \(3/5\)](#)
- [Trainer Move MPR + Unyielding 2 \(3/5\)](#)

Lucky Skill: Critical Strike 2

Gladion & Silvally

- [Standard + Follow Through \(3/5\)](#)
 - [+ Hit and Heal + Vigilance \(3/5\)](#)
 - [+ Hit and Heal + Crush Claw: On a Roll \(3/5\) \[+2E\]](#)
 - [+ HP Advantage + Superduper Effective \(3/5\) \[+6E\]](#)

Lucky Skill: Super Powered 3

Lillie & Clefairy

- [Support Minimal \(2/5\)](#) - 17 Remaining Energy
 - [Catalytic Cure / MPR \(3/5\)](#)
 - [Catalytic Cure / Unfortuitous \(3/5\)](#)
 - [Toughen Up / Tighten Up \(3/5\)](#)

Lucky Skill: Vigilance, Healthy Healing, Sentry Entry 2

Volkner & Luxray

- [Standard Sync Nuke w/ Two Sync Tiles \(3/5\)](#)
 - [+ First Aid 4 \(3/5\) \[+2E\]](#)
 - [+ Electrorepulsion \(3/5\) \[+2E\]](#)

Lucky Skill: Critical Strike 2, Vigilance, Super Powered 3

Elesa & Zebstrika

- [Wild Charge / Sync Nuke \(3/5\)](#)
 - [+ Full Wild Charge](#)
 - [+ Full Sync](#)
 - [+ First Aid](#)
- [Spark / Sync Nuke \(3/5\)](#)

Lucky Skill: Critical Strike 2

Fantina & Mismagius

- [Shadow Ball \(3/5\)](#)
- [Sync Nuke \(3/5\)](#)
 - [+ On A Roll](#)
 - [+ Super Preparation](#)

Lucky Skill: Critical Strike 2

Glacia & Glalie

- [Tank Support \(3/5\)](#)
 - [+ Hostile Environment](#)
 - [+ Hail Tank](#)

Lucky Skill: Vigilance, Mind Games 2, Defense Crush 2

Lisia & Altaria

- [Double Down + Durable \(3/5\)](#)
 - [+ Damage Guard Next \(3/5\) \[+4E\]](#)
- [Defensive Aggravation + On a Roll \(3/5\)](#)
 - [+ Sharp Entry \(3/5\) \[+4E\]](#)
 - [+ Natural Remedy \(3/5\) \[+4E\]](#)
- [Sync Nuke + HP Trade-Off + Damage Guard Next \(4/5\) \[+8E\]](#)

Lucky Skill: Vigilance, Healthy Healing, Critical Strike 2, Grand Entry 2, Fast-Track 2

Olivia & Lycanroc (Midnight Form)

- [Stone Edge / Sync Nuke Minimal \(2/5\) - 23 Remaining Energy](#)
 - [+ Without Sand](#)
 - [+ Sand Boost \(3/5\)](#)

Lucky Skill: Weathered Warrior 3, Critical Strike 2

Nate & Braviary

- [Standard Sync Nuke \(3/5\)](#)
 - [+ Evasive Rush \(3/5\) \[+4E\]](#)

Lucky Skill: Critical Strike 2

Bianca & Musharna

- [Stored Power / Sustain Minimal \(2/5\)](#) - 14 Remaining Energy
 - [+ Utility Off-Tank \(3/5\)](#)
 - [+ Full Utility \(3/5\)](#)
 - [+ Full Striker \(3/5\)](#)

Lucky Skill (Tank): Vigilance

Lucky Skill (Utility): Head Start 1

Lucky Skill (Striker): Critical Strike 2

Brendan & Sceptile

- [Sun Leaf Storm Minimal \(2/5\)](#) - 15 Remaining Energy
 - [+ Full Boost \(3/5\)](#)
 - [+ Sync Nuke \(3/5\)](#)
- [Leaf Storm / Sync Nuke Minimal \(2/5\)](#) - 14 Remaining Energy
 - [+ Accuracy \(3/5\)](#)
 - [+ Sync Boost \(3/5\)](#)
 - [+ Brainy Rush \(3/5\)](#) - if you can't roll Dauntless

Lucky Skill: Dauntless, Critical Strike 2 (for Brainy Rush builds only)

Phoebe & Dusknair

- [Tank Support \(3/5\)](#)
- [Double-Edge Pseudo-Striker \(3/5\)](#)
 - [+ Sync Boost \(3/5\)](#)

Lucky Skill (Utility): Defense Crush 2, Wise Entry 2, Healthy Healing

Lucky Skill (Striker): Critical Strike 2

May & Swampert

- [Rain Muddy Water Minimal \(2/5\)](#) - 27 Remaining Energy
 - [+ Sync Nuke \(3/5\)](#)
 - [+ Sustain \(3/5\)](#)
- [Sand Earth Power \(3/5\)](#)

Lucky Skill: Weathered Warrior 3

Mallow & Tsareena

- [Pecking Order + Overwhelm + Trainer Move MPR \(3/5\)](#)
 - [+ Solar Flare \(3/5\) \[+6E\]](#)
 - [+ Stop Hitting Yourself \(3/5\) \[+6E\]](#)
- [Solar Flare + Charging Sun \(3/5\)](#)
 - [+ Pecking Order \(3/5\) \[+6E\]](#)

Lucky Skill: Critical Strike 2, Weathered Warrior 3

Piers & Obstagoon

- [Standard Tank + Unbending + Stalwart \(3/5\)](#)
 - [+ Unyielding \(3/5\)](#)

Lucky Skill: Adrenaline 1, Head Start 1, Healthy Healing, Vigilance

Hilbert & Samurott

- [Support Minimal \(3/5\)](#) - 22 Remaining Energy
 - [+ Full Tank](#)
 - [+ Waterfall Aggravation / Shielded Squad](#)
 - [+ Waterfall Aggravation / Vigilance](#)
 - [+ Aqua Tail Defense Crush](#)

Lucky Skill: Healthy Healing, Wise Entry 2, Defense Crush 2, Vigilance (*if not picked on grid*)

Leaf & Eevee

- [Support Minimal \(2/5\)](#) - 16 Remaining Energy
 - [+ Full Sustain \(3/5\)](#)
 - [+ Adrenaline \(3/5\)](#)
 - [+ Iron Tail \(3/5\)](#)

Lucky Skill: Vigilance, Healthy Healing

Selene & Decidueye

- [Sync Nuke w/ Critastrophe \(3/5\)](#)
 - [+ Restraining Sync Up \(4/5\) \[+8E\]](#)
 - [Critastrophe + Critical Healing \(5/5\) \[+10E\]](#)

Lucky Skill: Critical Strike 2

Elio & Primarina

- [Defense Crush + Trip Up + Mind Games \(3/5\)](#)
 - [+ Recharging Strike \(3/5\) \[+4E\]](#)
- [Team Critical Nightmare + Team Fast-Track \(3/5\)](#)
 - [+ Unbending/Haste \(3/5\) \[+6E\]](#)

Lucky Skill: Troublemaker 1, Vigilance

Nessa & Drednaw

- [Rain Razor Shell / Sync Nuke \(3/5\)](#)
 - [+ Cakewalk / Without Rain](#)
 - [+ Full Sync Nuke](#)
 - [+ Without Sync](#)
- [Rain Jaw Lock / Sync Nuke \(3/5\)](#)
 - [+ Cakewalk / Without Rain](#)

Lucky Skill: Critical Strike 2, Weathered Warrior 3

Bea & Sirfetch'd

- [Meteor Assault / Sync Nuke Minimal \(3/5\)](#) - 22 Remaining Energy
 - [+ Sharp Entry](#)
 - [+ MPR](#)

Lucky Skill: Critical Strike 2, Speedy Entry 2, Fierce Entry 2

Lana & Araquanid

- [Tank Support Minimal \(2/5\)](#) - 29 Remaining Energy
 - [+ Full Sustain \(3/5\)](#)
 - [+ Rain Sustain \(3/5\)](#)
 - [+ Wide Guard Sustain \(3/5\)](#)

Lucky Skill: Wise Entry 2, Defense Crush 2

Kiawe & Marowak (Alolan Form)

- [Potion Minimal \(2/5\)](#) - 22 Remaining Energy
 - [+ Critical Healing \(3/5\)](#)
 - [+ Unfortuitous / MGR \(3/5\)](#)

Lucky Skill: Trainer Cookie, Vigilance, Healthy Healing, Adrenaline 1

Hala & Crabominable

- [Ice Hammer / Sync Nuke Minimal \(2/5\)](#) - 32 Remaining Energy
 - [+ Full Boost \(3/5\)](#)
 - [+ Super Preparation \(3/5\)](#)
- [Hail Ice Hammer \(3/5\)](#)
 - [+ Sync Nuke](#)

Lucky Skill: Critical Strike 2, Weathered Warrior 3

The Masked Royal & Incineroar

- [Debuffer / Sync Nuke Minimal \(2/5\)](#) - 27 Remaining Energy
 - [+ Darkest Lariat \(3/5\)](#)
 - [+ Full Boost \(3/5\)](#)

Lucky Skill: Critical Strike 2

Falkner & Swellow

- [Aggravation + Synchro Healing \(3/5\) \[+2E\]](#)
- [Aggravation + Fly MPR \(3/5\)](#)
 - [+ Group Spectacle \(3/5\) \[+4E\]](#)

Lucky Skill: Vigilance, Adrenaline 1

Sidney & Absol

- [Sync Nuke \(3/5\)](#)
 - [+ Critical Charge \(3/5\) \[+2E\]](#)

- [+ Potion MPR + First Aid \(3/5\) \[+2E\]](#)
- [+ Potion MPR + Master Healer \(3/5\) \[+2E\]](#)

Lucky Skill: Critical Strike 2, Fierce Entry 2, Super Powered 3

SS Misty & Vaporeon

- [Tank Utility Minimal \(2/5\)](#) - 22 Remaining Energy
 - [+ Propulsion \(3/5\)](#)
 - [+ Team Smart Infliction \(3/5\)](#)
- [Full Sync Nuke \(3/5\)](#)

Lucky Skill (Tank): Vigilance

Lucky Skill (Striker): Critical Strike 2, Weathered Warrior 3

SS Erika & Leafeon

- [Solar Blade Minimal \(2/5\)](#) - 20 Remaining Energy
 - [+ Sync Nuke \(3/5\)](#)
 - [+ Without Sync \(3/5\)](#)

Lucky Skill: Weathered Warrior 3

Allister & Gengar

- [Restraining Sync Up + Virulent Toxin + Grappling Sync + MAX Super Preparation \(3/5\)](#)
 - [+ Second Sync Tile \(3/5\) \[+4E\]](#)
- [G-MAX Terror + Grappling Sync \(3/5\)](#)
 - [+ Superduper Effective \(3/5\) \[+4E\]](#)
- [Max Ooze Poison \(3/5\)](#)
- [Drain Punch Tiles \(3/5\)](#)

Lucky Skill: Critical Strike 2, Super Powered 3, Vigilance

Darach & Staraptor

- [Sync Nuke Minimal \(2/5\)](#) - 27 Remaining Energy
 - [+ Full Boost \(3/5\)](#)
 - [+ Brave Bird \(3/5\)](#)

Lucky Skill: Critical Strike 2

Kimono Grimsley & Bisharp

- [Sync Nuke Minimal \(3/5\)](#) - 23 Remaining Energy
 - [+ Metal Burst](#)
 - [+ Iron Head](#)

Lucky Skill: Critical Strike 2

Sonia & Yamper

- [Support Minimal \(3/5\)](#) - 24 Remaining Energy
 - [+ Staggering](#)
 - [+ Endurance](#)
 - [+ Full Heal](#)

- [+ Spark Utility](#)

Lucky Skill: Vigilance, Healthy Healing, Adrenaline 1

Aaron & Vespiqueen

- [Support Minimal \(3/5\)](#) - 24 Remaining Energy
 - [+ Catalyst / Quick Cure](#)
 - [+ Team Strengthening](#)
 - [+ Insect Acceleration / Precision Pals](#)

Lucky Skill: Vigilance, Defense Crush 2

Bertha & Hippowdon

- [Sand Utility \(2/5\)](#) - 26 Remaining Energy
 - [+ Sync Nuke \(3/5\)](#)
 - [+ Full Utility \(3/5\)](#)

Lucky Skill: Weathered Warrior 3, Head Start 1, Vigilance

Lucian & Girafarig

- [Sync Nuke / Utility \(2/5\)](#) - 22 Remaining Energy
 - [+ Full Boost \(3/5\)](#)
 - [+ Burst In \(3/5\)](#)

Lucky Skill: Critical Strike 2, Head Start 1

Looker & Croagunk

- [Full Sync Nuke \(3/5\)](#)
- [Poison Jab / Sync Nuke \(3/5\)](#)

Lucky Skill: Critical Strike 2

Courtney & Camerupt

- [Bulldoze / Sync Nuke \(3/5\)](#)
 - [+ Earthen Opening Sync](#)
 - [+ Sun Sustain](#)
 - [+ Sun / Without Sync](#)
 - [+ Tank / Without Sync](#)

Lucky Skill: Critical Strike 2

Gordie & Coalossal

- [Sync Nuke / Utility \(3/5\)](#)
 - [+ Max Flare](#)
 - [+ G-Max Volcalith](#)
- [Utility / G-Max Volcalith \(3/5\)](#)
- [Utility / Max Flare \(3/5\)](#)

Lucky Skill: Critical Strike 2, Weathered Warrior 3, Head Start 1

Melony & Lapras

- [Support Minimal \(3/5\)](#) - 17 Remaining Energy
 - [+ Team Sync Regen](#)
 - [+ Precision Pals](#)
 - [+ Recuperation](#)

Lucky Skill: Troublemaker 1

Hugh & Bouffalant

- [Haymaker + Sync Power Flux + Fierce Entry \(3/5\)](#)
 - [+ Standfast 5 x2 \(4/5\) \[+8E\]](#)
- [Recuperation + Aggravation + Haymaker + Fierce Entry \(3/5\)](#)
 - [+ Standfast 5 x 2 \(3/5\) \[+4E\]](#)

Lucky Skill: Critical Strike 2

Colress & Klinklang

- [Sync Nuke \(3/5\)](#)
- [Mirror Shot / Utility \(3/5\)](#)

Lucky Skill: Critical Strike 2, Mind Games 2, Vigilance

Shauna & Chesnaught

- [Tank Support Minimal \(3/5\)](#) - 22 Remaining Energy
 - [+ Master Healer](#)
 - [+ Physical Boost](#)

Lucky Skill: Adrenaline 1, Head Start 1, Vigilance, Defense Crush 2

Olympia & Sigilyph

- [Stored Power / Sync Nuke \(3/5\)](#)
 - [+ Double Down](#)
- [Stored Power \(3/5\)](#)

Lucky Skill: Critical Strike 2

Drasna & Dragalge

- [Draco Meteor \(3/5\)](#)
 - [+ Sharp Entry](#)
 - [+ Sync Nuke](#)
- [Sludge Bomb \(3/5\)](#)
 - [+ Sync Nuke](#)

Lucky Skill: Critical Strike 2

Lenora & Watchog

- [Tank Support \(3/5\)](#)

- [+ Group Therapy](#)
- [+ Sync Regen](#)

Lucky Skill: Vigilance, Adrenaline 1

Ryuki & Turtonator

- [Overheat / Shell Trap \(3/5\)](#)
 - [+ Sharp Entry](#)
- [Draco Meteor / Shell Trap \(3/5\)](#)
 - [+ Double Down](#)

Lucky Skill: Critical Strike 2

Tierno & Crawdaunt

- [Tank Support \(3/5\)](#)
 - [+ Attack Trap](#)
 - [+ Catalytic Inflation](#)

Lucky Skill: Wise Entry 2, Healthy Healing, Status Immunity, Interference Immunity

Chuck & Poliwrath

- [Sync Nuke +MGR 9 \(3/5\)](#)
 - [+ Super Preparation](#)
 - [+ Defense Crush 9](#)

Lucky Skill: Critical Strike 2

Malva & Talonflame

- [Full Sync Nuke \(3/5\)](#)
- [Unfortuitous + Slippery \(3/5\)](#)
 - [+ Staggering \(3/5\) \[+4E\]](#)

Lucky Skill: Critical Strike 2, Vigilance, Head Start 1

Trevor & Florges

- [Hit and Heal + Synchro Healing + Team Sharp Entry \(3/5\)](#)
- [Synthesis MPR + Brain Brawn \(3/5\) \[+2E\]](#)

Lucky Skill: Vigilance, Stoic 2, Fast Track 2

Ilima and Gumshoos

- [Paralysis Synergy + Static Shock + Hostile Environment + Vigilance \(3/5\)](#)
- [Might Afflicter + Hostile Environment + **Vigilance** \(3/5\)](#)
 - [+ Debut: Normal Zone \(3/5\)](#)

Lucky Skill: Critical Strike 2, Fast-Track 2, Head Start 1

Limited 5* Gacha Sync Pairs

Cynthia & Garchomp

- [Sand Earthquake / Sync Nuke \(3/5\)](#)
 - [+ Dust Kicker / Entry \(4/5\)](#)
 - [+ Dust Kicker / Sand Alert \(5/5\)](#)
 - [+ Defense Down / Entry \(5/5\)](#)
- [Sand Slash / Sync Nuke \(4/5\)](#)
 - [+ Dust Kicker](#)
 - [+ Defense Down \(5/5\)](#)

Lucky Skill: Critical Strike 2, Weathered Warrior 3

SS Red & Charizard

- [Sun Blast Burn / Sync Nuke \(3/5\)](#)
 - [+ Sync Thinker \(4/5\)](#)
 - [+ Propulsion / Soften Up \(5/5\)](#)
 - [+ Without Haymaker \(5/5\)](#)
 - [+ Without Sun \(5/5\)](#)
- [Sun Flare Blitz / Sync Nuke \(4/5\)](#)
 - [+ Propulsion / Soften Up \(5/5\)](#)
 - [+ Without Sun \(5/5\)](#)

Lucky Skill: Critical Strike 2, Weathered Warrior 3

SS Blue & Blastoise

- [Tank Support \(3/5\)](#)
 - [+ Rain Pseudo-Striker](#)
 - [+ Rain / Impervious](#)
 - [+ Impervious](#)
 - [+ Adrenaline](#)
 - [+ Adrenaline / First Aid \(4/5\)](#)
 - [+ Grand Entry / First Aid \(4/5\)](#)
 - [+ Fierce Entry / First Aid \(4/5\)](#)

Lucky Skill (Tank): Vigilance, Healthy Healing, Adrenaline 1 (*if not picked on grid*)

SS Leaf & Venusaur

- [Frenzy Plant / Utility \(3/5\)](#)
 - [+ Toxic Freebie \(4/5\)](#)
- [Sync Nuke / Utility \(5/5\)](#)
 - [+ Master Healer](#)
 - [+ Full Boost](#)

Lucky Skill (Tank): Vigilance, Sentry Entry 2, Wise Entry 2

Lucky Skill (Striker): Critical Strike 2, Grand Entry 2

Steven & Metagross

- [Iron Head / Sync Nuke Minimal \(2/5\)](#) - 14 Remaining Energy
 - [+ Full Boost \(3/5\)](#)
 - [+ Eagle Eye \(3/5\)](#)
 - [+ Tank / Defense Down \(4/5\)](#)
- [Bullet Punch / Sync Nuke \(5/5\)](#)

Lucky Skill: Critical Strike 2

Summer Steven & Sandslash (Alolan Form)

- [Icicle Crash Minimal \(2/5\)](#) - 15 Remaining Energy
 - [+ Flinch Synergy \(3/5\)](#)
 - [+ Freeze Synergy \(3/5\)](#)
- [Icicle Spear \(3/5\)](#)

Lucky Skill: Weathered Warrior 3

Summer Lyra & Jigglypuff

- [Play Rough Minimal \(2/5\)](#) - 21 Remaining Energy
 - [+ Sleep Synergy \(3/5\)](#)
- [Dazzling Gleam \(3/5\)](#)

Lucky Skill: Critical Strike 2

Lance & Dragonite

- [Hyper Beam / Sync Nuke \(3/5\)](#)
 - [+ Injured Ferocity / Critical Eye \(5/5\)](#)
 - [+ Injured Ferocity / Propulsion \(5/5\)](#)
 - [+ Injured Ferocity / Injured Recovery \(5/5\)](#)
- [Hyper Beam \(3/5\)](#)
 - [+ Injured Ferocity \(5/5\)](#)

Lucky Skill: Critical Strike 2, Trainer Cookie

SS Cynthia & Kommo-o

- [Clanging Scales / Sync Nuke \(3/5\)](#)
 - [+ Adrenaline](#)
 - [+ Hostile Environment \(4/5\)](#)
 - [+ Shocked Hit Freebie \(5/5\)](#)
 - [+ Soften Up \(5/5\)](#)
- [Clanging Scale / MPR \(3/5\)](#)

Lucky Skill: Critical Strike 2, Head Start 1

Fall Acerola & Mimikyu

- [Sync Nuke Minimal \(2/5\)](#) - 14 Remaining Energy

- [+ Full Boost \(3/5\)](#)
- [Shadow Sneak / Utility \(3/5\)](#)

Lucky Skill: Critical Strike 2

Fall Hilbert & Mightyena

- [Double-Edge / Sync Nuke \(2/5\)](#)
 - [+ Full Boost \(3/5\)](#)
- [Crunch / Sync Nuke Minimal \(2/5\)](#) - 14 Remaining Energy
 - [+ OAR \(3/5\)](#)

Lucky Skill: Critical Strike 2

Alder & Volcarona

- [Hyper Beam / Sync Nuke \(3/5\)](#)
 - [+ Full Boost \(4/5\)](#)
- [Full Hyper Beam \(4/5\)](#)
 - [+ Struggle Bug BOGO \(5/5\)](#)

Lucky Skill: Critical Strike 2, Adrenaline 1

Holiday Rosa & Delibird

- [Hail Support Minimal \(2/5\)](#) - 20 Remaining Energy
 - [+ Cold Front \(3/5\)](#)
 - [+ Without Hail \(3/5\)](#)

Lucky Skill: Vigilance, Wise Entry 2

Holiday Siebold & Octillery

- [Scald / Sync Nuke \(3/5\)](#)
- [Octazooka / Sync Nuke \(3/5\)](#)

Lucky Skill: Critical Strike 2, Weathered Warrior 3

Gloria & Zacian

- [Behemoth Blade \(3/5\)](#)
 - [+ Sync Nuke \(4/5\)](#)
 - [+ Sync Nuke / Rebuff \(5/5\)](#)
 - [+ Sync Nuke / Super Preparation \(5/5\)](#)
- [Play Rough \(3/5\)](#)
 - [+ Defense Crush \(4/5\)](#)

Lucky Skill: Critical Strike 2, Head Start 1

Holiday Skyla & Togekiss

- [Tri-Attack Minimal \(2/5\)](#) - 14 Remaining Energy
 - [+ Sync Nuke \(3/5\)](#)

Lucky Skill: Critical Strike 2

Holiday Erika & Comfey

- [Sustain Minimal \(2/5\)](#) - 23 Remaining Energy
 - [+ Tank Utility \(3/5\)](#)

Lucky Skill: Vigilance, Sentry Entry 2

N & Zekrom

- [Bolt Strike / Sync Nuke \(3/5\)](#)
 - [+ Focus Rush \(4/5\)](#)
 - [+ Berserker \(5/5\)](#)
 - [+ Full Boost \(5/5\)](#)
- [Outrage / Sync Nuke \(5/5\)](#)

Lucky Skill: Critical Strike 2

New Year Lance & Gyarados

- [Hyper Beam Minimal \(2/5\)](#) - 15 Remaining Energy
 - [+ Paralysis Synergy \(3/5\)](#)
 - [+ Rain / Sustain \(3/5\)](#)
 - [+ Rain / MGR \(3/5\)](#)

Lucky Skill: Critical Strike 2, Weathered Warrior 3, Grand Entry 2

New Year Lillie & Ribombee

- [Support Minimal \(2/5\)](#) - 25 Remaining Energy
 - [+ Full Sustain \(3/5\)](#)

Lucky Skill: Vigilance, Move Gauge Refresh 2

Palentine Serena & Whimsicott

- [Moonblast / Sync Nuke Minimal \(2/5\)](#) - 18 Remaining Energy
 - [+ Paralysis Synergy / MPR \(3/5\)](#)
 - [+ Paralysis Synergy / Overpower \(3/5\)](#)

Lucky Skill: Critical Strike 2, Witty Hit 2

Palentine Dawn & Alcremie

- [Support Minimal \(2/5\)](#) - 18 Remaining Energy
 - [+ Healthy Healing / Toughen Up](#)
 - [+ Healthy Healing / Revenge Boost \(3/5\)](#)
 - [+ Impose / Toughen Up \(3/5\)](#)

Lucky Skill: Vigilance, Critical Strike 2

Lysandre & Yveltal

- [Healthy Buffer + Rejuvenate + Sharp Entry + MGR \(3/5\)](#)
 - [+ Critical Strike 3 \(4/5\) \[+2E\]](#)

- [Aggravation + Harry \(Dark Pulse\) \(3/5\)](#)
 - [+ Critical Strike 3 \(4/5\) \[+2E\]](#)
- [Brainpower + Critical Strike 3 + HP Advantage \(5/5\)](#)
 - [+ Healthy Buffer \(5/5\)](#)
 - [+ Downside Up \(5/5\)](#)
 - [+ Healthy Buffer + Downside Up \(5/5\) \[+8E\]](#)
 - [+ Aggravation + Healthy Buffer \(5/5\) \[+10E\]](#)

Lucky Skill: Critical Strike 2, Vigilance, Head Start 1, Adrenaline 1

Leon & Charizard

- [Scorching Sync + Burn Synergy + Burst In \(3/5\)](#)
 - [+ Maximum Super Powered \(4/5\)](#)
 - [+ Fire DF Free Move + Inferno MGR \(5/5\)](#)

Lucky Skill: Critical Strike 2, Weathered Warrior 3

Marnie & Morpeko

- [Power Trip / Sync Nuke \(3/5\)](#)
 - [+ Critical Eye \(4/5\)](#)
- [Power Trip / Utility \(4/5\)](#)
 - [+ Disheartening Shock / Dashing Team \(5/5\)](#)

Lucky Skill: Critical Strike 2

Alt Iris & Hydreigon

- [Sync Nuke \(3/5\)](#)
 - [+ Aggravation \(4/5\)](#)
 - [+ Honing Hit \(5/5\)](#)
 - [+ Soften Up \(5/5\)](#)

Lucky Skill: Defense Crush 2, Mind Games 2, Critical Strike 2, Head Start 1

Diantha & Gardevoir

- [Moonblast / Sync Nuke \(3/5\)](#)
 - [+ Satisfied Snicker \(4/5\)](#)
 - [+ Propulsion \(5/5\)](#)
- [Sync Acceleration / Gauge Sustain \(5/5\)](#)

Lucky Skill: Critical Strike 2

Spring May & Lopunny

- [Pseudo-Support \(Base Form MPRs\) \(3/5\)](#)
- [Offensive \(3/5\)](#)

Lucky Skill: Critical Strike 2, Sharp Entry 1, Vigilance, Sentry Entry 2, Wise Entry 2

Spring Burgh & Togepi

- [Support Minimal \(2/5\)](#) - 20 Remaining Energy

- [+ Full Heal \(3/5\)](#)
- [+ Team Fierce Entry \(3/5\)](#)
- [+ Team Grand Entry \(3/5\)](#)

Lucky Skill: Healthy Healing, Mind Games 2, Defense Crush 2, Vigilance (*if not picked on grid*)

Raihan & Duraludon

- [Steel Beam \(3/5\)](#)
 - [+ Sand / Sync Boost \(4/5\)](#)
 - [+ Sand / Sync Nuke \(5/5\)](#)

Lucky Skill: Critical Strike 2, Weathered Warrior 3, Sharp Entry 1

Maxie & Groudon

- [Precipice Blades Minimal \(2/5\) - 31 Remaining Energy](#)
 - [+ Propulsion / Super Sun \(3/5\)](#)
 - [+ Sync Boost / Super Sun \(3/5\)](#)
 - [+ Sync Boost / MGR \(3/5\)](#)
 - [+ Ground Bounder \(4/5\)](#)
 - [+ Recharging Strike + Solar Propulsion \(5/5\)](#)
 - [+ Recharging Strike + Super Sun \(5/5\)](#)
- [Solar Beam / Super Sun \(3/5\)](#)
 - [+ Ground Bounder + Solar Propulsion \(4/5\)](#)
 - [+ Recharging Strike \(5/5\)](#)

Lucky Skill: Weathered Warrior 3

Archie & Kyogre

- [Origin Pulse Minimal \(2/5\) - 33 Remaining Energy](#)
 - [+ Propulsion / Super Rain \(3/5\)](#)
 - [+ Sync Boost / Super Rain \(3/5\)](#)
 - [+ Sync Boost / MGR \(3/5\)](#)
 - [+ Deep Diver + Super Rain + Rainy Propulsion \(4/5\)](#)
 - [+ Rainy Hit: SMUN2 \(5/5\)](#)
- [Thunder / Propulsion / Super Rain \(3/5\)](#)
 - [+ Deep Diver \(4/5\)](#)
 - [+ Rainy Hit: SMUN2 \(5/5\)](#)

Lucky Skill: Weathered Warrior 3

Ingo & Excadrill

- [Sand Support Minimal \(2/5\) - 18 Remaining Energy](#)
 - [+ Full MPR \(3/5\)](#)
 - [+ Potion MPR \(3/5\)](#)
 - [+ Sandstorm MPR \(3/5\)](#)
 - [+ Team Hit & Heal \(4/5\)](#)
 - [+ Sand Slinger / Vigilance \(5/5\)](#)

Lucky Skill: Vigilance (*if not picked on grid*), Head Start 1

Emmet & Archeops

- [Stone Edge / Sync Boost \(3/5\)](#)
 - [+ Sand Sync](#)
 - [+ Physical Boost \(5/5\)](#)
- [Stone Edge / Head Start \(3/5\)](#)
 - [+ Defense Crush \(5/5\)](#)

Lucky Skill: Critical Strike 2, Weathered Warrior 3, Head Start 1

Summer Gloria & Inteleon

- [Snipe Shot / Sync Boost \(3/5\)](#)
- [Dark Pulse / Critical Sting \(3/5\)](#)

Lucky Skill: Critical Strike 2, Weathered Warrior 3, Grand Entry 2

Summer Marnie & Grimmsnarl

- [Spirit Break / Sync Nuke \(3/5\)](#)
- [Crunch Utility \(3/5\)](#)
 - [+ Sync Nuke](#)

Lucky Skill: Critical Strike 2

Lear & Hoopa

- [Hyperspace Hole / Sync Nuke Minimal \(3/5\)](#) - 17 Remaining Energy
 - [+ Full Boost](#)
 - [+ Rejuvenate](#)
 - [+ Fast Track / Soften Up](#)

Lucky Skill: Critical Strike 2, Adrenaline 1

SS Leon & Eternatus

- [Eternabeam / Sync Nuke \(3/5\)](#)
 - [+ TM Special Boost \(4/5\)](#)
 - [+ MAX Countdown \(5/5\)](#)
- [Dynamax Cannon / Eternabeam \(3/5\)](#)
 - [+ TM Special Boost \(4/5\)](#)
 - [+ MAX Countdown \(5/5\)](#)
 - [+ MAX Debuffs \(5/5\)](#)

Lucky Skill: Critical Strike 2, Head Start 1

Anniversary Lillie & Lunala

- [Moongeist Beam \(3/5\)](#)
- [Sync Boost \(3/5\)](#)
 - [+ Super Powered 9 \(5/5\)](#)
- [Propulsion + Quick Tempo \(3/5\)](#)
- [Moonblast DPS \(3/5\)](#)
 - [+ Super Powered 9 \(5/5\)](#)

Lucky Skill: Critical Strike 2, Vigilance, Super Powered 3

Anniversary N & Reshiram

- [Blue Flare Minimal \(3/5\)](#) - 26 Remaining Energy
 - [+ Sharp Entry](#)
 - [+ Full Nuke](#)
- [Noble Roar / Sync Nuke \(3/5\)](#)
 - [+ Sharp Entry](#)

Lucky Skill: Critical Strike 2, Weathered Warrior 3

Anniversary Steven & Rayquaza

- [Fleet Feet + Fierce Entry + Clear Sync Up 9 \(3/5\)](#)
 - [+ Sync Move +200 \(4/5\)](#)
 - [+ Sync CD -2 \(5/5\)](#)
 - [+ Weather Wipe \(5/5\) \[+10E\]](#)
- [Weather Wipe + Fleet Feet + Head Start \(3/5\)](#)
 - [+ Sync Move +200 \(4/5\)](#)
 - [+ Sync CD -2 \(5/5\)](#)

Lucky Skill: Critical Strike 2, Head Start 1, Adrenaline 1

Red & Snorlax

- [Tank Support Minimal \(2/5\)](#) - 24 Remaining Energy
 - [+ Rock Smash / Flag Bearer \(3/5\)](#)
 - [+ Body Slam / Flag Bearer \(3/5\)](#)
 - [+ Adrenaline / Flag Bearer \(3/5\)](#)
 - [+ Adrenaline / Rock Smash \(3/5\)](#)
 - [+ Max Defenses / Flag Bearer \(4/5\)](#)
 - [+ Adrenaline / Mighty Friend \(5/5\)](#)

Lucky Skill: Vigilance, Head Start 1, Adrenaline 1

Classic Blue & Aerodactyl

- [Sync Nuke \(3/5\)](#)
 - [+ Sharp Entry / Head Start](#)
 - [+ Piercing Gaze \(4/5\)](#)
 - [+ Debuffs \(5/5\)](#)
 - [+ Power Combo \(5/5\)](#)
- [Sand Hyper Beam \(3/5\)](#)
 - [+ Debuffs / Piercing Gaze \(5/5\)](#)

Lucky Skill: Critical Strike 2, Weathered Warrior 3, Head Start 1

Fall Morty & Banette

- [Sync Nuke \(3/5\)](#)
 - [+ Overwhelm / Power Posture](#)

Lucky Skill: Critical Strike 2

Fall Caitlin & Sableye

- [Tank Utility \(2/5\)](#)
 - [+ First Aid \(3/5\)](#)
 - [+ Unbending / Stalwart \(3/5\)](#)

Lucky Skill: Team Critical Command 9, Adrenaline 1, Healthy Healing (*if not picked on grid*)

Special Costume Diantha & Keldeo

- [Secret Sword / Sync Nuke \(3/5\)](#)
 - [+ Aura Sphere Staggering](#)

Lucky Skill: Critical Strike 2, Grand Entry 2

Special Costume Hilda & Diancie

- [Diamond Storm / Sync Nuke \(3/5\)](#)
 - [+ Double Down](#)
- [Stone Edge / Sync Nuke \(3/5\)](#)

Lucky Skill: Critical Strike 2, Fierce Entry 2

Special Costume Guzma & Buzzwole

- [Dynamic Punch / Sync Nuke \(3/5\)](#)
 - [+ Tenacity](#)

Lucky Skill: Critical Strike 2

Special Costume Jasmine & Celesteela

- [Support Minimal \(2/5\)](#) - 29 Remaining Energy
 - [+ Ramped Up / Absorb Mind Games \(3/5\)](#)
 - [+ Ramped Up / Flash Cannon OAR \(3/5\)](#)
 - [+ Ramped Up / Catalyst / Vigilance \(3/5\)](#)

Lucky Skill: Sentry Entry 2, Mind Games 2, Vigilance (*if not picked on grid*)

SS Lusamine & Necrozma

- [Psychic Terrain Boost \(2/5\)](#)
- [Sync Nuke Minimal \(3/5\)](#) - 12 Remaining Energy
 - [+ Weird Vibes](#)
 - [+ Double Down](#)
 - [+ Precognition](#)

Lucky Skill: Critical Strike 2

Classic Elesba & Emolga

- [Sync Nuke / Max Lightning / Utility \(3/5\)](#)
 - [+ Without Sync \(4/5\)](#)
 - [+ Eagle Eye \(4/5\)](#)
 - [+ Full Boost \(5/5\)](#)

- [+ Conductive Sync \(5/5\)](#)
- [Sync Nuke / Max Guard / Utility \(5/5\)](#)

Lucky Skill: Critical Strike 2, Head Start 1

Holiday Leon & Calyrex

- [Glacial Lance / Hail Minimal \(2/5\)](#) - 17 Remaining Energy
 - [+ Ramming Speed / Cold Snap \(3/5\)](#)
 - [+ Ramming Speed / Sync Nuke \(3/5\)](#)
 - [+ Cold Snap / Sync Nuke \(3/5\)](#)
- [Glacial Lance / Freeze Minimal \(2/5\)](#) - 28 Remaining Energy
 - [+ Ramming Speed / Sync Boost \(3/5\)](#)
 - [+ Ramming Speed / Without Sync \(3/5\)](#)

Lucky Skill: Critical Strike 2, Weathered Warrior 3

Holiday Nessa & Eiscue

- [Icicle Crash / Hail Minimal \(2/5\)](#) - 18 Remaining Energy
 - [+ Aggravation \(3/5\)](#)
 - [+ Sync Nuke \(3/5\)](#)

Lucky Skill: Weathered Warrior 3

SS Cynthia (Renegade) & Giratina

- [Smarty-Pants + Brain Sync + Haunted Healing \(3/5\)](#)(Remaining 12 Energy)
 - [+ Allied Sets Ghost Zone: +2 PMUN/SMUN + Ghost Wish MPR \(4/5\) \[+2E\]](#)
 - [+ Allied Sets Ghost Zone: +2 PMUN/SMUN + Shadow Ball: On a Roll \(4/5\) \[+4E\]](#)
 - [+ A Place Where Two Worlds Overlap + Shadow Ball: On a Roll \(5/5\)](#)
 - [+ Sync Quickening \(5/5\) \[+10E\]](#)
 - [+ A Place Where Two Worlds Overlap + Ghost Wish MPR + Group Pep Talk + Sync Quickening \(5/5\) \[+8E\]](#)

Lucky Skill: Critical Strike 2, Super Powered 3, Mind Games 2, Defense Crush 2

New Year Volkner & Electivire

- [Sync Nuke \(3/5\)](#)
 - [+ Soften Up / Fast-Track](#)
 - [+ Double Down](#)
- [Thunder / Without Sync \(3/5\)](#)

Lucky Skill: Critical Strike 2

New Year Sabrina & Chingling

- [Tank Support \(2/5\)](#)
 - [+ Full Heal / Ramped Up \(3/5\)](#)
 - [+ MGR / Ramped Up \(3/5\)](#)
 - [+ Psy Terrain Tank / Ramped Up \(3/5\)](#)
 - [+ Sync Free-for-All / Ramped Up \(3/5\)](#)

Lucky Skill: Vigilance, Mind Games 2

Lucas & Dialga

- [Roar of Time / Sync Nuke \(3/5\)](#)
 - [+ Mind Games / Satisfied Snicker \(4/5\)](#)
 - [+ Zone Extension \(5/5\)](#)
 - [+ Soften Up \(5/5\)](#)
- [Roar of Time / Utility \(5/5\)](#)

Lucky Skill: Critical Strike 2

Palentine Marnie & Mawile

- [Sync Nuke / Utility Minimal \(3/5\)](#) - 19 Remaining Energy
 - [+ Head Start](#)
 - [+ Pecking Order](#)
 - [+ Power Posture](#)

Lucky Skill: Critical Strike 2

Palentine Bea & Vanilluxe

- [Support Minimal \(2/5\)](#) - 22 Remaining Energy
 - [+ Team Sharp Entry \(3/5\)](#)
 - [+ Master Healer \(3/5\)](#)
 - [+ Hail Bringer \(3/5\)](#)
 - [+ Snow Sentinel \(3/5\)](#)

Lucky Skill: Adrenaline 1, Defense Crush 2, Healthy Healing, Vigilance (*if not picked on grid*)

SS Cyrus & Darkrai

- [Striker / Utility \(2/5\)](#)
 - [+ Full Sync Nuke \(3/5\)](#)
 - [+ Full Dark Pulse \(3/5\)](#)
 - [+ Full Utility \(3/5\)](#)

Lucky Skill (Striker): Critical Strike 2

Lucky Skill (Utility): Troublemaker 1, Move Gauge Refresh 2

SS Dawn & Cresselia

- [Tank Support \(3/5\)](#)
 - [+ Team Grand Entry \(4/5\)](#)
 - [+ Adrenaline \(5/5\)](#)
 - [+ Team Smart Command \(5/5\)](#)
 - [+ Sync Heal Refill / Catalyzing Recovery](#)
 - [+ Midpoint Mend \(5/5\)](#)

Lucky Skill: Head Start 1, Adrenaline 1, Vigilance

Anniversary May & Latias

- [Mist Ball / Sync Nuke \(3/5\)](#)

- [+ Full Boost](#)
- [+ Team Healing Entry \(4/5\)](#)
- [+ BOGO \(5/5\)](#)
- [Mist Ball / Utility \(3/5\)](#)

Lucky Skill (Striker): Critical Strike 2

Anniversary Skyla & Tornadus

- [Sync Nuke / Utility \(3/5\)](#)
 - [+ Team Sharp Entry](#)
 - [+ Extension / Unfortuitous \(5/5\)](#)
- [Full Utility \(3/5\)](#)
 - [+ Extension / Unfortuitous \(5/5\)](#)

Lucky Skill (Striker): Critical Strike 2

Lucky Skill (Utility): Mind Games 2, Defense Crush 2, Head Start 1

Anniversary Raihan & Flygon

- [Sync Nuke / Utility \(3/5\)](#)
 - [+ Max Wyrmwind](#)
 - [+ Max Countdown \(5/5\)](#)
 - [+ Max Flare](#)
 - [+ Max Countdown / Drought Alert \(5/5\)](#)
 - [+ Sharp Entry / Max Countdown \(5/5\)](#)
- [Sand Utility \(5/5\)](#)
- [Sun Utility \(5/5\)](#)

Lucky Skill: Head Start 1, Weathered Warrior 3

SS Serena & Zygarde

- [Core Enforcer Minimal \(2/5\)](#) - 19 Remaining Energy
 - [+ Sync Nuke \(3/5\)](#)
 - [+ Sync Nuke / Rejuvenate \(3/5\)](#)
 - [+ Sync Nuke / Super Effective \(3/5\)](#)

Lucky Skill: Critical Strike 2

Special Costume Lillie & Polteageist

- [Tank Support \(3/5\)](#)
 - [+ Full Sustain / Critical Squad](#)
 - [+ Full Sustain / Ramped Up](#)
 - [+ Propulsion / Aggravation](#)

Lucky Skill: Vigilance, Adrenaline 1, Head Start 1, Mind Games 2, Sentry Entry 2

Special Costume Sonia & Tsareena

- [Sun Power Whip / Sync Nuke \(3/5\)](#)
 - [+ Full Nuke](#)
- [Sun Power Whip / Without Sync \(3/5\)](#)
- [Power Whip / Sync Nuke \(3/5\)](#)

- [+ Defense Crush](#)

Lucky Skill: Critical Strike 2, Weathered Warrior 3

Special Costume Ingo & Accelgor

- [Sync Nuke / Utility \(3/5\)](#)
 - [+ Super Preparation / MPR](#)
 - [+ Quick Attack / Without Blind Spot](#)
- [Quick Attack / Utility \(3/5\)](#)

Lucky Skill: Critical Strike 2

Special Costume Emmet & Escavalier

- [Megahorn / Sync Nuke Minimal \(2/5\)](#) - 21 Remaining Energy
 - [+ Full Nuke \(3/5\)](#)

Lucky Skill: Critical Strike 2

SS Morty & Ho-Oh

- [Sun Support \(2/5\)](#)
 - [+ Adrenaline \(3/5\)](#)
 - [+ Critical Squad \(4/5\)](#)
 - [+ Full Tank / Master Healer \(4/5\)](#)
 - [+ Sunburst / Critical Squad \(5/5\)](#)

Lucky Skill: Head Start 1, Adrenaline 1, Defense Crush 2, Mind Games 2, Vigilance (*if not picked on grid*)

SS Giovanni & Nidoking

- [Mega Kick / Sync Nuke \(3/5\)](#)
 - [+ Rejuvenate](#)
 - [+ Max CD / Sync Nuke \(5/5\)](#)
 - [+ Max CD / Full DPS \(5/5\)](#)
- [Iron Tail \(3/5\)](#)
 - [+ Sync Nuke](#)
- [Poison Jab \(3/5\)](#)
 - [+ Sync Nuke](#)

Lucky Skill: Critical Strike 2, Super Powered 3

SS Ethan & Lugia

- [Aeroblast / Sync Nuke \(3/5\)](#)
 - [+ Rain](#)
 - [+ Grand Entry](#)

Lucky Skill: Critical Strike 2, Weathered Warrior 3

SS Lyra & Celebi

- [Sync Nuke / Utility \(3/5\)](#)
- [Grassy Glide / Utility \(3/5\)](#)
- [Full Utility \(3/5\)](#)

Lucky Skill: Critical Strike 2, Head Start 1, Adrenaline 1

SS Kris & Suicune

- [Support Minimal \(2/5\)](#) - 15 Remaining Energy
 - [+ Full Utility \(3/5\)](#)
 - [+ Full Tank \(3/5\)](#)
 - [+ Full Heal \(3/5\)](#)
 - [+ Full Boosts \(3/5\)](#)

Lucky Skill: Vigilance, Adrenaline 1, Head Start 1, Mind Games 2

Bede & Hatterene

- [Sync Nuke / G-Max Smite \(3/5\)](#)
 - [+ Max Countdown \(4/5\)](#)
 - [+ Utility / Without Sync \(5/5\)](#)
- [Sync Nuke / Max Flare \(3/5\)](#)
 - [+ Max Countdown \(4/5\)](#)
 - [+ Utility / Without Sync \(4/5\)](#)
- [Sync Nuke / Max Mindstorm \(3/5\)](#)
 - [+ Max Countdown \(4/5\)](#)
 - [+ Utility / Without Sync \(4/5\)](#)

Lucky Skill: Critical Strike 2, Head Start 1

Summer N & Zoroark

- [Night Daze \(3/5\)](#)
 - [+ Sync Boost](#)
 - [+ Sync Nuke](#)
- [Full Sync Nuke \(3/5\)](#)

Lucky Skill: Critical Strike 2

Summer Hilda & Grapploct

- [Tank Utility Minimal \(2/5\)](#) - 16 Remaining Energy
 - [+ Team Sharp Entry / Bamboozling Retaliation \(3/5\)](#)
 - [+ Flag Bearer / Disarming Retaliation \(3/5\)](#)
 - [+ Full Tank \(3/5\)](#)

Lucky Skill: Vigilance, Adrenaline 1

Dojo Uniform Gloria & Urshifu (Rapid Strike)

- [Surging Strike / Sync Nuke \(3/5\)](#)
 - [+ Adrenaline / On-Type Boost](#)
 - [+ Head Start / On-Type Boost \(5/5\)](#)
 - [+ Head Start / Full Boost \(5/5\)](#)
- [Iron Head / Sync Nuke \(3/5\)](#)
 - [+ Max Double Down](#)
 - [+ Head Start \(5/5\)](#)

Lucky Skill: Critical Strike 2, Weathered Warrior 3, Head Start 1

SS Korrina & Marshadow

- [Spectral Thief / Sync Nuke \(3/5\)](#)
 - [+ Shadow Punch Hit Reload](#)
 - [+ Full Sync Nuke / Fortuitous](#)

Lucky Skill: Critical Strike 2

SS May & Blaziken

- [Blaze Kick / Sync Nuke \(3/5\)](#)
 - [+ Cakewalk](#)
 - [+ Cakewalk \(4/5\)](#)
 - [+ Staggering \(5/5\)](#)
 - [+ Burn Synergy \(5/5\)](#)
- [Blaze Kick / Utility \(5/5\)](#)

Lucky Skill: Critical Strike 2, Weathered Warrior 3

SS Brendan & Latios

- [Tank Support \(3/5\)](#)
 - [+ Psychic Terrain](#)
 - [+ Impervious / Sync Free For All](#)
 - [+ Adrenaline / Satisfied Snicker \(5/5\)](#)
 - [+ Head Start / Satisfied Snicker \(5/5\)](#)
 - [+ Master Healer / Team Special Boost \(5/5\)](#)

Lucky Skill: Vigilance, Adrenaline 1, Head Start 1, Sentry Entry 2

SS Steven & Deoxys

- [Attack Forme / Sync Nuke \(3/5\)](#)
 - [+ Mind Games \(5/5\)](#)
 - [+ Head Start \(5/5\)](#)
- [Normal Forme \(3/5\)](#)
 - [+ Mind Games \(5/5\)](#)
 - [+ Head Start \(5/5\)](#)
- [Speed Forme \(3/5\)](#)
 - [+ Mind Games / Head Start \(5/5\)](#)
- [Defense Forme \(3/5\)](#)
 - [+ Disarm / Vigilance \(4/5\)](#)
 - [+ Mind Games / Head Start \(5/5\)](#)

Lucky Skill (Striker): Critical Strike 2

Lucky Skill (Utility): Head Start 1, Vigilance (*if not picked on grid*)

Ash & Pikachu

- [Sync Nuke \(3/5\)](#)
- [Pseudo-Tank \(3/5\)](#)

Lucky Skill: Critical Strike 2, Super Powered 3

SS Cynthia (Aura) & Lucario

- [Potion MPR + Head Start \(3/5\)](#)
 - [+ Numbing Blow + Fighting Zone Triage Tank \(3/5\) \[+2E\]](#)
 - [+ Entry: PMUN/SMUN 2 \(4/5\) \[+2E\]](#)
 - [+ Leading a Fighting Spirit \(5/5\)](#)
 - [+ Impervious \(5/5\) \[+8E\]](#)
- [Potion MPR + Focus Group \(3/5\)](#)
 - [+ Entry: PMUN/SMUN 2 \(4/5\)](#)
 - [+ Leading a Fighting Spirit \(5/5\)](#)
 - [+ Numbing Blow \(5/5\) \[+4E\]](#)
 - [+ Impervious \(5/5\) \[+8E\]](#)

Lucky Skill: Adrenaline 1, Head Start 1, Vigilance

SS Red (Thunderbolt) & Pikachu

- [Sync Nuke Minimal \(3/5\) - 26 Remaining Energy](#)
 - [+ Max Conductivity](#)
 - [+ Full Boost](#)
 - [+ Thunder Shock Utility](#)

Lucky Skill: Critical Strike 2

Special Costume Rosa & Shaymin

- [Seed Flare / Utility Minimal \(2/5\) - 17 Remaining Energy](#)
 - [+ Sync Nuke \(3/5\)](#)
 - [+ Gauge Sustain \(3/5\)](#)
 - [+ Grassy Terrain Tank \(3/5\)](#)

Lucky Skill: Critical Strike 2

SS Wally & Gardevoir

- [Sync Nuke / Utility \(3/5\)](#)
 - [+ Head Start \(4/5\)](#)
 - [+ Extension / Team Brain Gain \(5/5\)](#)
- [Full Utility \(3/5\)](#)

Lucky Skill: Critical Strike 2, Adrenaline 1, Head Start 1

Victor & Rillaboom

- [Drum Beating / Sync Nuke \(3/5\)](#)
 - [+ Max Slip Up / Mighty Rush \(4/5\)](#)
- [Drum Beating / G-Max Drum Solo \(4/5\)](#)
- [High Horsepower / Max Quake \(5/5\)](#)

Lucky Skill: Critical Strike 2

Fall Iris & Naganadel

- [Hyper Beam / Sync Nuke \(3/5\)](#)

- [Acid / Sync Nuke \(3/5\)](#)
- [Hyper Beam / Utility \(3/5\)](#)

Lucky Skill: Critical Strike 2

Fall Allister & Gourageist

- [Tank Support Minimal \(2/5\)](#) - 13 Remaining Energy
 - [+ Ramped Up / MGR \(3/5\)](#)
 - [+ Ramped Up / Numbing Blow \(3/5\)](#)

Lucky Skill: Vigilance, Adrenaline 1, Wise Entry 2

SS Hilda & Victini

- [Sync Nuke \(3/5\)](#)
 - [+ Hostile Environment \(4/5\)](#)
 - [+ Sundering Burn \(5/5\)](#)
 - [+ Propulsion \(5/5\)](#)
- [Searing Shot / Utility \(5/5\)](#)

Lucky Skill: Critical Strike 2, Weathered Warrior 3

SS Hilbert & Genesect

- [Metal Sound / Sync Nuke \(3/5\)](#)
- [Bug Utility / Sync Nuke \(4/5\)](#)
 - [+ Without Sync](#)
- [On-Type Rebuff / Sync Nuke \(5/5\)](#)

Lucky Skill: Critical Strike 2

SS N & Kyurem (Black)

- [Sync Nuke \(3/5\)](#)
 - [+ Peak Readiness \(4/5\)](#)
 - [+ Soften Up \(5/5\)](#)
- [Freeze Shock / Utility \(4/5\)](#)
 - [+ Ready for Anything \(5/5\)](#)

Lucky Skill: Critical Strike 2

Lyra & Vaporeon

- [Muddy Water / Utility \(2/5\)](#)
 - [+ Full Sync Nuke \(3/5\)](#)
 - [+ Sync Nuke Utility \(3/5\)](#)
 - [+ Rain Tank / Sync Utility \(3/5\)](#)

Lucky Skill: Weathered Warrior 3, Critical Strike 2

Kris & Jolteon

- [Discharge / Utility \(2/5\)](#)
 - [+ Disenchanting Strike \(3/5\)](#)
 - [+ Sync Nuke \(3/5\)](#)

- [Full Sync Nuke \(3/5\)](#)

Lucky Skill: Critical Strike 2

Lucas & Flareon

- [Heat Wave / Utility \(2/5\)](#)
 - [+ Full Sync Nuke \(3/5\)](#)
 - [+ Full Heat Wave \(3/5\)](#)

Lucky Skill: Weathered Warrior 3, Critical Strike 2

Champion Serena & Greninja

- [Water Shuriken / Sync Nuke \(3/5\)](#)
- [Brutal Swing / Utility \(3/5\)](#)
 - [+ Sync Nuke](#)

Lucky Skill: Critical Strike 2, Weathered Warrior 3

Champion Calem & Greninja

- [Support Minimal \(2/5\)](#) - 12 Remaining Energy
 - [+ Safe Start / Propulsion \(3/5\)](#)
 - [+ Rain Utility \(3/5\)](#)
 - [+ Rain / Propulsion \(3/5\)](#)
 - [+ Dark Utility \(3/5\)](#)
 - [+ Dark / Propulsion \(3/5\)](#)

Lucky Skill: Vigilance, Head Start 1, Adrenaline 1, Mind Games 2, Defense Crush 2

Holiday Jasmine & Ampharos

- [Tank Support \(2/5\)](#)
 - [+ Physical Support \(3/5\)](#)
 - [+ Special Support \(3/5\)](#)
 - [+ Mixed Support \(3/5\)](#)
 - [+ Full Potion \(3/5\)](#)

Lucky Skill: Vigilance, Speedy Entry 2, Adrenaline 1

Holiday Whitney & Sawsbuck

- [Grassy Terrain / Horn Leech \(3/5\)](#)
 - [+ Sync Nuke](#)
- [Psychic Terrain / Utility \(3/5\)](#)
 - [+ Sync Nuke](#)
- [Electric Terrain / Utility \(3/5\)](#)
 - [+ Sync Nuke](#)

Lucky Skill: Critical Strike 2, Defense Crush 2, Mind Games 2

New Year Lisia & Rapidash (Galarian Form)

- [Giga Impact / Sync Nuke \(3/5\)](#)
 - [+ Super Preparation](#)

- [Quick Attack / Utility \(3/5\)](#)
 - [+ Giga Impact \(3/5\)](#)

Lucky Skill: Critical Strike 2

New Year Dawn & Oricorio (Sensu Style)

- [Revelation Dance / Sync Nuke \(3/5\)](#)
 - [+ Tank Sustain](#)

Lucky Skill: Critical Strike 2

SS Diantha & Diancie

- [Pink Diamond Storm / Sync Nuke \(3/5\)](#)
 - [+ Trip Twice](#)
 - [+ Team Sharp Entry / Propulsion \(4/5\)](#)
 - [+ Rock Zone Extension \(5/5\)](#)
 - [+ Soften Up \(5/5\)](#)
- [Pink Diamond Storm / Utility \(5/5\)](#)

Lucky Skill: Critical Strike 2, Adrenaline 1, Head Start 1

Palentine Mallow & Appletun

- [Tank Support \(3/5\)](#)
 - [+ Trip Up](#)

Lucky Skill: Adrenaline 1, Head Start 1, Wise Entry 2, Vigilance (*if not picked on grid*)

Palentine Elesa & Togetic

- [On-Type Sync Nuke \(3/5\)](#)
 - [+ Soften Up](#)
 - [+ Sync Quickening](#)
- [Full Fly \(3/5\)](#)
- [Full Metronome \(3/5\)](#)
 - [+ Super Countdown](#)
 - [+ Precision](#)

Lucky Skill: Critical Strike 2

SS Lysandre & Volcanion

- [Heat Hydro Pump \(3/5\)](#)
 - [+ Ramp Up / Brain Gain](#)
 - [+ Sync Nuke / Scorching Touch](#)
 - [+ Full Sync Nuke](#)
 - [+ Burned Down \(5/5\)](#)

Lucky Skill: Weather Warrior 3, Critical Strike 2

Anabel & Snorlax

- [Tank Support \(3/5\)](#)
 - [+ Team Max/Sync Boost \(4/5\)](#)
 - [+ Catalytic Acceleration \(5/5\)](#)
 - [+ Team Max Shielding Strikes \(5/5\)](#)

Lucky Skill: Adrenaline 1, Defense Crush 2

Emma & Crobat

- [Venom Cross Poison / Sync Nuke \(3/5\)](#)
 - [+ Toxic Hit](#)
- [Venom Cross Poison / Utility \(4/5\)](#)
 - [+ Ruthless Toxin](#)

Lucky Skill: Critical Strike 2, Head Start 1

Champion Marnie & Moltres (Galarian Form)

- [Fiery Wrath / Sync Nuke \(3/5\)](#)
 - [+ Propulsion](#)
- [Fiery Wrath / Utility \(3/5\)](#)

Lucky Skill: Critical Strike 2, Head Start 1/

Champion Hop & Zapdos (Galarian Form)

- [Thunderous Kick / Sync Nuke + Chase Down \(3/5\)](#)
 - [+ Adrenaline \(3/5\)](#)
 - [+ Chase Down + Fighting Zone Extension 3 \(4/5\)](#)
 - [+ Chase Down + Fighting Zone Extension 3 + Lightning-Fast Kick \(5/5\)](#)
 - [+ Adrenaline + Brawling Opening Sync + Lightning-Fast Kick \(5/5\) \[+8E\]](#)
- [Brawling Opening Sync + Brawling Healing + Ready for a Brawl + Inertia \(3/5\)](#)
 - [+ Inertia + Fighting Zone Extension 3 \(4/5\)](#)
 - [+ Adrenaline + Lightning-Fast Kick \(5/5\) \[+2E\]](#)

Lucky Skill: Critical Strike 2, Super Powered 3, Stalwart, Head Start 1, Adrenaline 1

Champion Bede & Articuno (Galarian Form)

- [Adrenaline + Curative Confusion + Recuperation \(3/5\)](#)
 - [+ Freezing Glare: Shielded & Barricade Buddies \(3/5\) \[+6E\]](#)
 - [+ Move: Team PMUN/SMUN 1 \(4/5\) \[+2E\]](#)
 - [+ First Hit: Psychic Terrain Debut and Extension \(5/5\)](#)
- [Team First Super Sync + Entry Freebie + Adrenaline \(3/5\)](#)
 - [+ Hostile Environment 2 \(3/5\) \[+4E\]](#)
 - [+ Move: Team PMUN/SMUN 1 \(4/5\) \[+2E\]](#)
 - [+ First Hit: Psychic Terrain Debut and Extension \(5/5\)](#)
 - [+ Curative Confusion + Aggravation \(5/5\) \[+6E\]](#)

Lucky Skill: Head Start 1, Adrenaline 1, Guard Passives, Unbending, Stalwart

Ball Guy & Amoonguss

- [Tank Support Minimal \(2/5\)](#) - 13 Remaining Energy
 - [+ Team Hit Me Up \(3/5\)](#)
 - [+ Master Healer \(3/5\)](#)
 - [+ Vigilance \(3/5\)](#)
 - [+ Interference Immunity \(3/5\)](#)
 - [+ Impervious / Toxic Chance \(3/5\)](#)

Lucky Skill: Head Start 1, Adrenaline 1, Status Immunity, Vigilance (*if not picked on grid*)

Special Costume Steven & Stoutland

- [Full Utility \(2/5\)](#)
 - [+ Sync Nuke / Mighty Friend \(3/5\)](#)
 - [+ Sync Nuke / Adrenaline \(3/5\)](#)
 - [+ Without Sync \(3/5\)](#)

Lucky Skill: Adrenaline 1, Head Start 1, Critical Strike 2

Special Costume Shauna & Klefki

- [Tank Support \(3/5\)](#)
 - [+ Team Gimme Five](#)
 - [+ Team Fierce Entry](#)
 - [+ Team Grand Entry](#)

Lucky Skill: Adrenaline 1, Vigilance, Defense Crush 2, Mind Games 2

Special Costume Zinnia & Thievul

- [Crunch / Utility \(3/5\)](#)
 - [+ Sync Nuke / Staggering](#)
 - [+ Sync Nuke / Defense Crush](#)
- [Full Sync Nuke \(3/5\)](#)

Lucky Skill: Critical Strike 2

Special Costume Lyra & Phanpy

- [Tank Support \(3/5\)](#)
 - [+ Sand Tank / Berserker Bunch](#)
 - [+ Master Healer / Berserker Bunch](#)
 - [+ Master Healer / Focus Group](#)

Lucky Skill: Adrenaline 1, Defense Crush 2, Vigilance (*if not picked on grid*)

Lorelei & Cloyster

- [Tank Support \(3/5\)](#)
 - [+ First Aid](#)

Lucky Skill: Adrenaline 1, Defense Crush 2, Vigilance (*if not picked on grid*)

Bruno & Onix

- [Tank Support \(3/5\)](#)
 - [+ Flag Bearer](#)
 - [+ Charging Infliction](#)

Lucky Skill: Vigilance, Adrenaline 1, Move Gauge Refresh 2, Status Immunity, Interference Immunity

SS Hau & Tapu Koko

- [Wild Electroweb / Sync Nuke \(3/5\)](#)
 - [+ Power Plant](#)
 - [+ Adrenaline \(4/5\)](#)
 - [+ Unfortuitous \(5/5\)](#)
 - [+ Team Brain Gain \(5/5\)](#)
- [Wild Electroweb / Utility \(3/5\)](#)
 - [+ Unfortuitous \(5/5\)](#)
 - [+ Team Brain Gain \(5/5\)](#)

Lucky Skill: Critical Strike 2, Head Start 1

SS Mina & Tapu Fini

- [Tank Support \(3/5\)](#)
 - [+ Catalytic Kick \(4/5\)](#)
 - [+ Team Smart Start \(4/5\)](#)
 - [+ Synchro Healing \(5/5\)](#)
 - [+ Without Team Sharp Entry \(5/5\)](#)

Lucky Skill: Head Start 1, Adrenaline 1, Mind Games 2, Vigilance

SS Acerola & Tapu Bulu

- [Tank Support \(3/5\)](#)
 - [+ First Aid / Pep Rally](#)
 - [+ Adrenaline / Pep Rally \(4/5\)](#)
 - [+ Adrenaline / Punishing Strike \(5/5\)](#)
 - [+ No Quarter / Punishing Strike \(5/5\)](#)
 - [+ Adrenaline / Full Tank \(5/5\)](#)

Lucky Skill: Head Start 1, Adrenaline 1, Defense Crush 2, Vigilance (*if not picked on grid*)

SS Lana & Tapu Lele

- [Neo Psycho Cut \(3/5\)](#)
 - [+ Sync Nuke](#)
 - [+ Catalytic Kick \(4/5\)](#)
 - [+ Sync Nuke \(5/5\)](#)

Lucky Skill: Critical Strike 2, Head Start 1

Agatha & Arbok

- [Tank Support \(3/5\)](#)

- [+ Full Tank](#)
- [+ Full Sustain](#)

Lucky Skill: Vigilance, Adrenaline 1, Status Immunity, Interference Immunity

Lance & Dragonair

- [Hyper Beam / Sync Nuke \(3/5\)](#)
 - [+ Full Boost](#)
 - [+ Go Viral](#)
- [Hyper Beam / Utility \(3/5\)](#)
 - [+ Ramp Up](#)

Lucky Skill: Critical Strike 2

Adaman & Leafeon

- [Razor-Sharp Razor Leaf / Sync Nuke \(3/5\)](#)
 - [+ Pseudo-Tank](#)
 - [+ Drought Alert](#)
 - [+ Grassy Terrain / Extension \(4/5\) \[+2E\]](#)
 - [+ Enfeeble \(5/5\) \[+8E\]](#)
 - [+ Insult to Injury \(5/5\) \[+10E\]](#)

Lucky Skill: Weathered Warrior 3, Head Start 1

Irida & Glaceon

- [Sync Nuke / Utility \(3/5\)](#)
 - [+ Ramp Up](#)
 - [+ Sync Burst / Ally Sets WTZ: SMUN Up \(5/5\) \[+10E\]](#)
- [Icy Wind / Utility \(3/5\)](#)
 - [+ Hail Alert](#)
 - [+ Arctic Arrival](#)
 - [+ Arctic Arrival + Brainpower \(5/5\) \[+10E\]](#)
- [Hail Tank \(2/5\)](#)
 - [+ Satisfied Snarl \(3/5\)](#)

Lucky Skill: Weathered Warrior 3, Head Start 1

Eusine & Suicune

- [Purifying Surf \(3/5\)](#)
 - [+ Full Nuke](#)
 - [+ Sync Nuke / Soften Up](#)
 - [+ Sync Nuke / Double Down](#)
- [Blizzard On-Type \(4/5\)](#)
- [Pseudo-Tank \(5/5\)](#)

Lucky Skill: Critical Strike 2, Weather Warrior 3

SS Silver & Sneasel

- [Hail Sync Nuke \(3/5\)](#)
 - [+ Triple Axel \(4/5\)](#)

- [Hail Triple Axel \(3/5\)](#)
 - [+ Punishing Strike \(4/5\)](#)
- [Triple Axel / Sync Nuke \(3/5\)](#)
 - [+ Punishing Strike \(4/5\)](#)
- [Triple Axel / Utility \(5/5\)](#)

Lucky Skill: Critical Strike 2, Weather Warrior 3, Adrenaline 1, Head Start 1, Pinpoint Entry 2 *(if not picked on grid)*

Summer Tate & Jirachi

- [Flash Cannon / Sync Nuke \(3/5\)](#)
 - [+ Utility](#)
- [Sync Nuke / Utility \(3/5\)](#)

Lucky Skill: Critical Strike 2

Summer Liza & Celesteela

- [Giga Impact / Sync Nuke \(3/5\)](#)
 - [+ Full Sync](#)
 - [+ MGR](#)
- [Giga Impact / Physical Boost \(3/5\)](#)

Lucky Skill: Critical Strike 2

Rose & Copperajah

- [G-Max Steelstrike / Sync Nuke \(3/5\)](#)
 - [+ Defense Crush / Full Boost \(4/5\)](#)
 - [+ Steel Damage Field Freebie \(5/5\) \[+10E\]](#)
- [Iron Head / G-Max Steelstrike \(3/5\)](#)
 - [+ Full Boost \(4/5\)](#)
 - [+ Defense Crush / Free Move \(5/5\)](#)
- [Stone Edge / Max Rockfall \(3/5\)](#)
 - [+ Defense Crush \(4/5\)](#)
- [High Horsepower / Max Quake \(3/5\)](#)
 - [+ Defense Crush \(4/5\)](#)

Lucky Skill: Critical Strike 2

Oleana & Garbodor

- [Sync Nuke / G-Max Malodor \(3/5\)](#)
 - [+ Gunk Shot \(4/5\)](#)
 - [+ Soften Up \(5/5\)](#)
- [Gunk Shot / Utility \(4/5\)](#)
 - [+ Toxic Power](#)

Lucky Skill: Critical Strike 2, Head Start 1

Kiawe & Arcanine

- [Sync Nuke / Utility \(3/5\)](#)
 - [+ Propulsion](#)
- [Full Utility \(3/5\)](#)

Lucky Skill: Critical Strike 2, Weathered Warrior 3, Mind Games 2, Defense Crush 2, Head Start 1

Mallow & Shiinotic

- [Tank Support Minimal \(2/5\)](#) - 13 Remaining Energy
 - [+ Catalyst \(3/5\)](#)
 - [+ Endurance \(3/5\)](#)
 - [+ Synchro Healing \(3/5\)](#)
 - [+ Giga Drain Sustain \(3/5\)](#)

Lucky Skill: Vigilance, Mind Games 2, Critical Strike 2, Adrenaline 1

Alt Leon & Dragapult

- [Slashing Breaking Swipe / Sync Nuke \(3/5\)](#)
 - [+ Go Viral \(4/5\)](#)
 - [+ Without Sync \(5/5\)](#)
- [Dragon Darts / Sync Nuke \(3/5\)](#)
 - [+ Go Viral \(4/5\)](#)
 - [+ Punishing Strike \(5/5\)](#)
 - [+ Without Sync \(5/5\)](#)

Lucky Skill: Critical Strike 2

Alt Gloria & Cinderace

- [Pyro Ball / Sync Nuke \(3/5\)](#)
 - [+ Dashing Team \(4/5\)](#)
 - [+ Defense Crush \(5/5\)](#)
- [Bounce / Sync Nuke \(4/5\)](#)
- [Bounce / Pseudo-Tank \(5/5\)](#)
 - [+ Sync Quickening](#)

Lucky Skill: Critical Strike 2, Head Start 1, Adrenaline 1

Nemona & Pawmot

- [Rapid Double Shock / Sync Nuke \(3/5\)](#)
 - [+ Hostile Environment](#)
 - [+ Enfeeble \(4/5\)](#)
 - [+ Physical Boost \(5/5\)](#)
 - [+ Defense Debuffs / Staggering \(5/5\)](#)
 - [+ Defense Debuffs / Hostile Environment \(5/5\)](#)
- [Full Utility \(5/5\)](#)

Lucky Skill: Critical Strike 2, Head Start 1, Adrenaline 1

Champion Red & Articuno

- [Hail Sync Nuke \(3/5\)](#)
 - [+ Hail Summon](#)
- [Hail Frozen Wings Ice Beam \(3/5\)](#)
- [Frozen Wings Ice Beam / Sync Nuke \(3/5\)](#)

Lucky Skill: Critical Strike 2, Weathered Warrior 3

Champion Leaf & Moltres

- [Sun Sync Nuke \(3/5\)](#)
 - [+ Fiery Wings Flare Blitz](#)
 - [+ Endurance / Master Healer](#)
- [Fiery Wings Flare Blitz / Utility \(3/5\)](#)

Lucky Skill: Weathered Warrior 3, Critical Strike 2, Head Start 1

Champion Blue & Zapdos

- [Tank Support \(3/5\)](#)
 - [+ Electric Terrain / Impervious](#)
 - [+ Synchro Healing / Vigilance](#)

Lucky Skill: Adrenaline 1, Head Start 1, Vigilance (*if not picked on grid*)

Paulo & Lycanroc (Dusk Form)

- [Sand Sync Nuke / Max Rockfall \(3/5\)](#)
 - [+ Stone Edge](#)
 - [+ Head Start / Sharp Entry \(4/5\)](#)
 - [+ Head Start / Defense Destroyer \(5/5\)](#)
 - [+ Sharp Entry / Defense Destroyer \(5/5\)](#)

Lucky Skill: Weather Warrior 3, Critical Strike 2, Head Start 1, Adrenaline 1

Giovanni & Rhydon

- [Crushing Earthquake / Sync Nuke \(3/5\)](#)
 - [+ Catalytic Kick](#)
- [Crushing Earthquake On-Type \(3/5\)](#)
- [Icy Wind On-Type \(3/5\)](#)
- [Surf On-Type \(3/5\)](#)

Lucky Skill: Weathered Warrior 3, Critical Strike 2

Archer & Houndoom

- [Sync Nuke / Utility \(3/5\)](#)
 - [+ Trip Wire / Gobsmack](#)
 - [+ Trip Wire / Aggravation](#)
 - [+ Propulsion / Aggravation](#)
- [Full Utility \(3/5\)](#)

Lucky Skill: Critical Strike 2, Head Start 1, Adrenaline 1

Ariana & Arbok

- [Sync Nuke / Utility \(3/5\)](#)
 - [+ Super Preparation](#)

- [Full Utility \(3/5\)](#)

Lucky Skill: Critical Strike 2, Head Start 1

Petrel & Weezing

- [Sludge Bomb / Sync Nuke \(3/5\)](#)
- [Sludge Bomb / Utility \(3/5\)](#)
 - [+ Mind Games](#)

Lucky Skill: Critical Strike 2

Proton & Golbat

- [Support Minimal \(3/5\)](#) - 21 Remaining Energy
 - [+ Team Sync Think](#)
 - [+ Mind Boggler](#)
 - [+ Full Sustain](#)
 - [+ Vigilance](#)

Lucky Skill: Sentry Entry 2, Mind Games 2, Head Start 1, Vigilance (*if not picked on grid*)

Palmer & Regigigas

- [Crush Grip / Sync Nuke \(3/5\)](#)
 - [+ Max Strike](#)
 - [+ Max Countdown](#)
 - [+ Mighty Command \(4/5\)](#)
 - [+ Soften Up \(5/5\)](#)
- [G Giga Impact / Max Strike \(4/5\)](#)
 - [+ Max Countdown](#)

Lucky Skill: Critical Strike 2

Argenta & Skarmory

- [Tank Support \(3/5\)](#)
 - [+ Team Sharp Entry](#)
 - [+ Full Tank](#)
 - [+ Full Sustain \(4/5\)](#)
 - [+ Team First Super Sync \(4/5\)](#)
 - [+ Physical Boost \(5/5\)](#)

Lucky Skill: Healthy Healing, Wise Entry 2, Adrenaline 1, Vigilance (*if not picked on grid*)

Akari & Samurott (Hisuian Form)

- [Top Performer Ceaseless Edge / Sync Nuke \(3/5\)](#)
 - [+ Sync Burst \(4/5\)](#)
 - [+ Soften Up \(4/5\)](#)
 - [+ Debuffs \(5/5\)](#)
- [Top Performer Ceaseless Edge / Utility \(5/5\)](#)

Lucky Skill: Critical Strike 2, Head Start 1, Adrenaline 1

Rei & Decidueye (Hisuian Form)

- [Triple Arrows Barrage / Sync Nuke \(3/5\)](#)
 - [+ Berserker](#)
 - [+ Head Start](#)
 - [+ Aggravation \(4/5\)](#)
 - [+ Mighty Command \(5/5\)](#)
- [Triple Arrows Barrage / Utility \(4/5\)](#)
 - [+ Trip Up Twice \(5/5\)](#)

Lucky Skill: Critical Strike 2, Head Start 1, Adrenaline 1

Thorton & Magnezone

- [Sync Nuke \(3/5\)](#)
 - [+ Hostile Environment](#)
 - [+ Grand Entry](#)
- [Discharge / Without Sync \(3/5\)](#)
- [Flash Cannon / Metal Sound \(3/5\)](#)

Lucky Skill: Critical Strike 2

Noland & Ninjask

- [Accelerating X-Scissor / Sync Nuke \(3/5\)](#)
 - [+ Fleet Feet / Berserker](#)
 - [+ Critical Eye / Confusion](#)

Lucky Skill: Critical Strike 2, Speedy Entry 2, Head Start 1, Adrenaline 1

Fall Phoebe & Cofagrigus

- [Support Minimal \(3/5\)](#) - 21 Remaining Energy
 - [+ Adrenaline](#)
 - [+ Group Gloat](#)
 - [+ Full Potion](#)

Lucky Skill: Defense Crush 2, Mind Games 2, Healthy Healing, Status Immunity, Interference Immunity

Fall Roxanne & Runerigus

- [Grudgeful Bulldoze / Sync Nuke \(3/5\)](#)
 - [+ Fierce Entry](#)
 - [+ Attack Debuff](#)

Lucky Skill: Critical Strike 2

SS Roxie & Toxtricity (Amped Form)

- [Frenzied Sludge Wave / Max Ooze / Sync Nuke \(3/5\)](#)
 - [+ Venomous Sync \(4/5\)](#)
 - [+ Special Boost \(5/5\)](#)
 - [+ Propulsion \(5/5\)](#)
- [Overdrive / G-Max Stun Shock / Sync Nuke \(3/5\)](#)

- [+ Team Speed \(4/5\)](#)
- [+ Propulsion \(5/5\)](#)

Lucky Skill: Critical Strike 2, Head Start 1

SS Piers & Toxtricity (Low Key Form)

- [Sorrowful Echoes Overdrive / Sync Nuke \(3/5\)](#)
 - [+ Head Start \(4/5\)](#)
 - [+ Special Boost \(5/5\)](#)
 - [+ Super Preparation \(5/5\)](#)
- [Sludge Bomb / Sync Nuke \(3/5\)](#)
 - [+ Without Sync \(4/5\)](#)
 - [+ Dirty Sync \(5/5\)](#)

Lucky Skill: Critical Strike 2, Head Start 1

Mix Red & Venusaur

- [Giga Frenzy Plant / Sync Nuke \(3/5\)](#)
 - [+ Full Boost](#)
- [Giga Frenzy Plant / Utility \(3/5\)](#)
 - [+ Master Healer](#)

Lucky Skill: Critical Strike 2

Penny & Sylveon

- [Tank Support \(3/5\)](#)
 - [+ Team Sharp Entry](#)
 - [+ Full Sustain \(4/5\)](#)
 - [+ Unfortuitous \(4/5\)](#)
 - [+ Fairy Rebuff / Sync Burst \(5/5\)](#)
 - [+ Fairy Rebuff / Team Sharp Entry \(5/5\)](#)

Lucky Skill: Head Start 1, Adrenaline 1, Sentry Entry 2, Vigilance

Elaine & Eevee

- [Tank Support \(3/5\)](#)
 - [+ Team Physical Boost \(4/5\)](#)
 - [+ Full Tank \(5/5\)](#)

Lucky Skill: Vigilance, Wise Entry 2, Sentry Entry 2, Defense Crush 2, Mind Games 2

Selene & Umbreon

- [Bite / Crunch / Sync Nuke \(3/5\)](#)
 - [+ On A Roll](#)
 - [+ Critical Eye](#)

Lucky Skill: Critical Strike 2

Elio & Espeon

- [Psychic / Sync Nuke \(3/5\)](#)
- [Confusion Tank / Sync Nuke \(3/5\)](#)

Lucky Skill: Critical Strike 2

Champion Nate & Haxorus

- [Dark Black Outrage / Sync Nuke \(3/5\)](#)
 - [+ Dragon Drop Zone + Impervious \(4/5\) \[+2E\]](#)
 - [+ Dragon Zone Extension \(5/5\) \[+2E\]](#)
- [Sync Nuke + Extension \(3/5\)](#)
 - [+ Dragon Drop Zone \(4/5\)](#)
 - [+ Dragon Zone Extension \(5/5\) \[+2E\]](#)
 - [+ Speedster's Sync \(5/5\) \[+8E\]](#)

Lucky Skill: Critical Strike 2

Holiday Viola & Vivillon

- [Sync Nuke / Utility \(3/5\)](#)
 - [+ Head Start](#)
 - [+ Team Moves Up](#)
- [Full Utility \(3/5\)](#)
 - [+ Shocking Slowdown](#)

Lucky Skill: Critical Strike 2, Mind Games 2, Head Start 1

Holiday Sycamore & Gogoat

- [Tank Support \(3/5\)](#)
 - [+ Grassy Terrain](#)
 - [+ Crit Defense](#)

Lucky Skill: Sentry Entry 2, Wise Entry 2, Defense Crush 2, Mind Games 2, Vigilance

Champion Rosa & Meloetta

- [Tank Support \(3/5\)](#)
 - [+ Confusion Utility](#)
 - [+ Sing / Team Sharp Entry](#)
 - [+ Sing / Team Stoic](#)
 - [+ Sing / Force Field](#)
 - [+ Sing / Potion](#)

Lucky Skill: Head Start 1, Adrenaline 1, Troublemaker 1, Mind Games 2, Defense Crush 2, Vigilance

New Year Clair & Drampa

- [Tank Support \(3/5\)](#)
 - [+ Paralysis / Restore MP](#)
 - [+ Berserker Bunch / First Aid](#)

Lucky Skill: Vigilance, Mind Games 2, Defense Crush 2, Adrenaline 1, Head Start 1

New Year Wallace & Blacephalon

- [Strange Flame Mind Blown / Sync Nuke \(3/5\)](#)
- [Shadow Ball / Max Phantasm \(3/5\)](#)

Lucky Skill: Weathered Warrior 3, Critical Strike 2

Iono & Bellibolt

- [Tank Support \(3/5\)](#)
 - [+ Sync Boost](#)
 - [+ Stupefying Strike \(5/5\)](#)
 - [+ Eerie Impulse / Potion \(4/5\)](#)
 - [+ Damage Guard / Endure \(5/5\)](#)

Lucky Skill: Adrenaline 1, Head Start 1

Grusha & Cetitan

- [Tank Support \(3/5\)](#)
 - [+ Team Sharp Entry / Pep Rally](#)
 - [+ Trainer Move / Propulsion \(4/5\)](#)
 - [+ Team Entries / Propulsion \(4/5\)](#)
 - [+ Team Entries / Super Interference \(5/5\)](#)
 - [+ Defense Crush / Super Interference \(5/5\)](#)

Lucky Skill: Adrenaline 1, Head Start 1, Vigilance *(if not picked on grid)*

Chase & Pikachu

- [Tank Support \(3/5\)](#)
 - [+ Staggering \(4/5\)](#)
 - [+ Sync Burst \(5/5\)](#)
 - [+ Mind Games \(5/5\)](#)

Lucky Skill: Vigilance, Head Start 1, Adrenaline 1 *(if not picked on grid)*

Falkner & Noctowl

- [Tank Support \(3/5\)](#)
 - [+ Adrenaline](#)
 - [+ Potion](#)

Lucky Skill: Vigilance, Head Start 1, Adrenaline 1 *(if not picked on grid)*

Palentine Victor & Greedent

- [Tank Support \(3/5\)](#)
 - [+ Adrenaline](#)
 - [+ Full Tank](#)

Lucky Skill: Defense Crush 2, Mind Games 2, Head Start 1, Adrenaline 1 *(if not picked on grid)*

Palentine Candice & Darmanitan

- [Icicle Crash / Sync Nuke \(3/5\)](#)
 - [+ Aggravation](#)
- [Icicle Crash / Utility \(3/5\)](#)

Lucky Skill: Critical Strike 2

SS Gladion & Magearna

- [Brainpower + B Move Recovery + Propulsion \(3/5\)](#)
 - [+ Debut/Sync: SMUN 2 \(4/5\)](#)
 - [+ Fleur Cannon Hit: SpA Down \(5/5\)](#)
- [Brainpower + B Move Recovery + Speedster's Sync \(3/5\)](#)
 - [+ Debut/Sync: SMUN 2 + KO Opp: SMUN 2 \(4/5\)](#)
 - [+ Overpower + Fleur Cannon Hit: SpA Down \(5/5\) \[+4E\]](#)

Lucky Skill: Critical Strike 2, Super Powered 3

Geeta & Glimmora

- [Blooming Mortal Spin / Sync Nuke \(3/5\)](#)
 - [+ Sync Burst/ Ruthless Toxin \(5/5\) \[+6E\]](#)
 - [+ Sync Burst/ Propulsion \(5/5\) \[+6E\]](#)
 - [+ Sync Burst/Impervious \(5/5\) \[+10E\]](#)
- [Aggravation + Ruthless Toxin + Poison Zone Recovery \(3/5\)](#)
 - [+ Haymaker \(5/5\) \[+8E\]](#)

Lucky Skill: Critical Strike 2, Trainer Cookie

Champion Silver & Tyranitar

- [Massive Rock Slide / Sync Nuke \(3/5\)](#)
 - [+ Stone Edge \(3/5\)](#)
 - [+ Propulsion \(3/5\)](#)
 - [+ Extension + Sandstorm Hit SMUN \(5/5\) \[+8E\]](#)
- [Team Sandstorm DR + Piercing Gaze + Extension + Propulsion \(4/5\) \[+8E\]](#)

Lucky Skill: Weathered Warrior 3, Trainer Cookie

Special Costume Adaman & Ursaluna

- [Hazy Headlong Rush / Sync Nuke \(3/5\)](#)
 - [+ Defense Crush](#)
- [Hazy Headlong Rush \(3/5\)](#)
 - [+ Pseudo-Tank](#)

Lucky Skill: Critical Strike 2

Special Costume Irida & Zoroark (Hisuian Form)

- [Mystifying Bitter Malice / Sync Nuke \(3/5\)](#)
 - [+ Ramp Up / Slippery](#)
- [Mystifying Bitter Malice / Bitter Malice \(3/5\)](#)

Lucky Skill: Critical Strike 2, Trainer Cookie

Dahlia & Ludicolo

- [Rain / Sync Nuke \(3/5\)](#)
 - [+ Max Countdown \(4/5\)](#)
 - [+ Full Utility \(5/5\)](#)
- [Razor Leaf / Max Overgrowth \(3/5\)](#)
 - [+ Max Countdown \(4/5\)](#)

Lucky Skill: Weathered Warrior 3, Critical Strike 2, Mind Games 2, Defense Crush 2, Head Start 1

Volo & Togepi

- [Full Utility \(3/5\)](#)
 - [+ Physical & Special Boost \(4/5\)](#)
 - [+ Damage Reduction \(5/5\)](#)
 - [+ Full Debuffs \(5/5\)](#)
- [Sync Boost / Utility \(3/5\)](#)
 - [+ Sundering / Soften Up \(5/5\)](#)

Lucky Skill: Critical Strike 2, Trainer Cookie, Head Start 1

Jacq & Farigiraf

- [Sync Nuke \(3/5\)](#)
 - [+ Unfortunate Strike \(4/5\)](#)
 - [+ Sp Def Debuff \(5/5\)](#)
 - [+ Full Debuff / Stacking Strike \(5/5\)](#)
 - [+ Full Debuff / Twin Beam Flinch \(5/5\)](#)
- [Experimental Stored Power / Twin Beam Utility \(5/5\)](#)

Lucky Skill: Critical Strike 2

Special Costume Barry & Heracross

- [Sync Nuke \(3/5\)](#)
 - [+ Head Start / Super Preparation](#)
 - [+ Punishing Strike](#)
- [Close Combat / Utility \(3/5\)](#)

Lucky Skill: Critical Strike 2

Special Costume Selene & Scizor

- [Metallic Bullet Punch / Sync Nuke \(3/5\)](#)
 - [+ Defense Crush](#)
- [Metallic Bullet Punch / Utility \(3/5\)](#)
 - [+ Head Start](#)

Lucky Skill: Critical Strike 2, Trainer Cookie

Rika & Clodsire

- [Tank Support \(3/5\)](#)
 - [+ Team Brain Gain \(4/5\)](#)

- [+ Team Brawn Gain \(4/5\)](#)
- [+ Full Tank \(5/5\)](#)

Lucky Skill: Adrenaline 1, Sentry Entry 2, Vigilance (*if not picked on grid*)

Mix Blue & Charizard

- [Neo Blast Burn / Sync Nuke \(3/5\)](#)
 - [+ Max Countdown / Witty Hit](#)
 - [+ Mind Games / Witty Hit](#)

Lucky Skill: Weathered Warrior 3, Critical Strike 2, Head Start 1

Brycen-Man & Zoroark

- [Night Daze / Sync Nuke \(3/5\)](#)
 - [+ Grand Entry](#)
 - [+ Overpower](#)

Lucky Skill: Critical Strike 2, Discombobulate 4 (Trainer Cookie)

Bellelba & Swoobat

- [Tank Support \(3/5\)](#)
 - [+ Full Potion / Aggravation](#)
 - [+ Full Potion / Physical Extension](#)
 - [+ Full Potion / Special Extension](#)

Lucky Skill: Aggravation 1 (Trainer Cookie), Sentry Entry 2, Wise Entry 2, Healthy Healing

Guzma & Ariados

- [Tank Support \(3/5\)](#)
 - [+ Trainer Move Stacks](#)

Lucky Skill: Hit Poisoned Opp: HP Recovery 9 (Trainer Cookie), Healthy Healing, Vigilance (*if not picked on grid*)

Plumeria & Gengar

- [Sync Nuke \(3/5\)](#)
- [Confusion Utility \(3/5\)](#)
 - [+ Propulsion / Foul Fighting](#)

Lucky Skill: Critical Strike 2, Head Start 1

Poppy & Tinkaton

- [Steel-Hard Gigaton Hammer / Sync Nuke \(3/5\)](#)
 - [+ Physical Boost \(5/5\)](#)
- [Steel-Hard Gigaton Hammer / Utility \(4/5\)](#)
- [Play Rough On-Type \(3/5\)](#)

Lucky Skill: Critical Strike 2

Champion Cheren & Tornadus

- [Sync Nuke \(3/5\)](#)
- [Evasion Utility \(3/5\)](#)

Lucky Skill: Critical Strike 2, Head Start 1

Champion Bianca & Virizion

- [Sync Nuke \(3/5\)](#)
- [Debuffs + Staggering \(3/5\)](#)
- [Sync Redemption + Extension \(3/5\)](#)

Lucky Skill: Critical Strike 2, Head Start 1, Vigilance

Larry & Dudunsparce

- [Sync Nuke / Attack Debuffs \(3/5\)](#)
 - [+ Sync Nuke / Enfeeble \(4/5\)](#)
 - [+ Recuperation \(5/5\)](#)
 - [+ Free Move Next + MGR9 \(3/5\)](#)

Lucky Skill: Head Start 1, Critical Strike 2, Adrenaline 1

Kabu & Centiskorch

- [Max Countdown + Sync Utility \(5/5\)](#)
- [Impervious + Overwhelm + Team Hit and Heal \(3/5\)](#)
- [Sync Nuke \(3/5\)](#)

Lucky Skill: Head Start 1, Vigilance, Adrenaline 1, Fast-Track 2

Summer Gardenia & Dhelmise

- [Summer Hues Shadow Ball / Utility \(3/5\)](#)
 - [+ Full Utility](#)
- [Sync Nuke / Utility \(3/5\)](#)
- [Flash Cannon / Utility \(3/5\)](#)

Lucky Skill: Critical Strike 2, Grand Entry 2, Move Gauge Refresh 3

Summer Acerola & Jellicent

- [Critical Squad + Staggering \(3/5\)](#)
- [Staggering + Impervious \(3/5\)](#)
- [Initial Guard + Staggering + Trip Up \(3/5\)](#)
 - [+ Status Immunity](#)
 - [+ Head Start](#)

Lucky Skill: Vigilance, Head Start 1, Fast Track 2, Group Water Guard

Klara & Slowbro (Galarian Form)

- [Poisonous Shell Side Arm / Sync Nuke \(3/5\)](#)
 - [+ Soften Up](#)

- [+ Fierce Entry 2](#)
 - [+ Max Countdown \(4/5\)](#)
- [Poisonous Shell Side Arm \(3/5\)](#)

Lucky Skill: Head Start 1, Critical Strike 2, Virulent Toxin 4

Avery & Slowking (Galarian Form)

- [Eerie Spell / Utility \(3/5\)](#)
 - [+ Hail Alert](#)
 - [+ Hit: Attack ↓ & Sp. Atk ↓ 9 \(4/5\)](#)
- [Eerie Pulse / Max Mindstorm \(3/5\)](#)
 - [+ Max Move Hit: Team Sp. Def ↓ 2 \(5/5\)](#)
- [Eerie Pulse / Sync Nuke \(3/5\)](#)
 - [+ Full Sync Nuke](#)

Lucky Skill: Head Start 1, Critical Strike 2

Greta & Breloom

- [Sync Nuke \(3/5\)](#)
- [Grassy Terrain Extension \(4/5\)](#)
- [Debuff Focus + Extension \(5/5\)](#)

Lucky Skill: Head Start 1, Critical Strike 2

Elio (Alt) & Stakataka

- [Team Sharp Entry / Hit: Team Attack ↑ 9 \(3/5\)](#)
 - [+ Rock Zone Extension \(4/5\)](#)
 - [+ Full Extension \(5/5\) \[+8E\]](#)
- [Team Sharp Entry / Full Damage Reduction \(3/5\)](#)
 - [+ Rock Zone Extension \(4/5\)](#)
- [Full Damage Reduction / TM MPR \(3/5\)](#)
 - [+ Rock Zone Extension \(4/5\)](#)
- [Full Extension / Circle MPR \(5/5\) \[+2E\]](#)

Lucky Skill: Vigilance, Head Start 1, Adrenaline 1, Sync Damage Guard (Trainer Cookie)

Selene (Alt) & Nihilego

- [Nihil Meteor Beam / Sync Nuke \(3/5\)](#)
 - [+ Full Nuke](#)
 - [+ Alola Circle Extension \(5/5\) \[+10E\]](#)
- [Nihil Meteor Beam \(3/5\)](#)
 - [+ Head Start](#)
 - [+Prep/Posture / Ally Sets Circle SMUN \(5/5\) \[+10E\]](#)

Lucky Skill: Critical Strike 2, Head Start 1

Arven & Mabosstiff

- [Aggravation + Safety Net \(3/5\)](#)
 - [Aggravation + Safety Net + Impervious \(3/5\) \[+4E\]](#)
- [Bite / Debuffs \(5/5\) \[+8E\]](#)

Lucky Skill: Vigilance, Status Immunity, Move Gauge Refresh 2, Interference Immunity

Syгна Suit Nemona & Scream Tail

- [Haymaker + Paldea Circle: Sync Moves Up 9 \(3/5\)](#)
 - [+ Ally Sets Circle: PMUN Up 1 \(3/5\) \[+4E\]](#)
 - [+ Sunny: Team Moves/S-Moves Up 3 \(4/5\)](#)
 - [+ Head Start 3 \(5/5\)](#)
 - [+ Sync Burst 1 \(5/5\) \[+10E\]](#)
- [Sync Burst 1 + Charging Sun 5 + Ally Sets Circle: PMUN Up 1 + Hit and Heal \(3/5\)](#)
 - [+ Sunny: Team Moves/S-Moves Up 3 \(4/5\)](#)
 - [+ Head Start 3 \(5/5\)](#)
 - [+ Head Start 3 + Haymaker \(5/5\) \[+8E\]](#)

Lucky Skill: Critical Strike 2, Super Powered 3

Syгна Suit Lear & Gholdengo

- [Brainpower + Extension + Sync Burst + Pasio Circle: Team Moves and S Moves Up 2 \(3/5\)](#)
 - [+ Debut: Pasio Circle on Field \(4/5\)](#)
 - [+ User Sets Circle: Team SMUN Up 9 \(5/5\) \[+2E\]](#)
 - [+ Vigilance \(5/5\) \[+10E\]](#)
- [Sync Burst + Brainpower + Fast Track + Furious Brain \(3/5\)](#)
 - [+ Debut: Pasio Circle on Field \(4/5\)](#)
 - [+ User Sets Circle: Team SMUN Up 9 \(5/5\)](#)
 - [+ Pasio Circle: Team Moves and S Moves Up 2 \(5/5\) \[+10E\]](#)

Lucky Skill: Critical Strike 2, Super Powered 3, Head Start 1, Adrenaline 1

Rachel & Gimmighoul (Roaming Form)

- [Aggravation + Potions \(3/5\)](#)
- [On a Roll 4 + Combo Freebie + Aggravation \(3/5\)](#)

Lucky Skill: Vigilance, Wise Entry 2, Stoic 2

Sawyer & Gimmighoul (Chest Form)

- [Easy Pickings + Aggravation + Hit and Heal \(3/5\) \[+2E\]](#)
 - [+ Stop Hitting Yourself](#)
- [Satisfied Snicker + On a Roll + Aggravation \(3/5\)](#)

Lucky Skill: Fast-Track 2, Status Immunity, Witty Hit 2

Arc Suit Cynthia & Garchomp

- [Sync Nuke \(3/5\)](#)
 - [+ Propulsion / Team Sandstorm Immunity \[+6E\]](#)
 - [+ Dust Kicker \(5/5\) \[+8E\]](#)
- [Speed Debuff / DPS \(3/5\)](#)

Lucky Skill: Weathered Warrior 3, Critical Strike 2

Arc Suit Steven & Metagross

- [Tank Support \(3/5\)](#)
 - [+ Head Start / Endure Again](#)
- [Sync Nuke \(3/5\)](#)
 - [+ Sync Burst / Utility \(5/5\) \[+10E\]](#)

Lucky Skill: Adrenaline 1, Team Healing Entry 1, Head Start 1, Interference Immunity

Arc Suit Lance & Dragonite

- [DPS / Utility \(3/5\)](#)
 - [+ Sync Nuke \(4/5\) \[+2E\]](#)
 - [+ Sync Nuke \(5/5\) \[+10E\]](#)

Lucky Skill: Critical Strike 2, Initial Guard

Mix Leaf & Blastoise

- [Sync Nuke \(3/5\)](#)
 - [+ Max Countdown](#)
- [Trainer Move + Potion MPR \(3/5\)](#)
 - [+ Brainpower](#)

Lucky Skill: Critical Strike 2, Weathered Warrior 3, Vigilance

Clavell & Quaquaval

- [Liquidation Dance / Nuke \(3/5\)](#)
 - [+ Fierce Entry](#)
 - [+ Full Nuke \[+6E\]](#)
- [Liquidation Dance / Utility \(4/5\)](#)
 - [+ T-Move: Team Physical Boost \(5/5\)](#)
 - [+ Sync Boost \(5/5\) \[+10E\]](#)

Lucky Skill: Critical Strike 2, Weathered Warrior 3, Shower Power 4

Giacomo & Kingambit

- [Kowtow Cleave / Sync Boost \(3/5\)](#)
 - [+ S-Move: Physical Boost / S-Move: Sync Move Boost \(4/5\)](#)
 - [+ Sync Tiles \(4/5\) \[+8E\]](#)
- [Kowtow Cleave / Sync Nuke \(5/5\)](#)
 - [+ Defense Destroyer \(5/5\) \[+10E\]](#)
- [Iron Head / Sync Boost \(3/5\)](#)

Lucky Skill: Critical Strike 2, Head Start 1

Fall Iono & Flutter Mane

- [Terrifying Shadow Ball / Sync Nuke \(3/5\)](#)
- [On-Type Nuke \(3/5\) \[+2E\]](#)

Lucky Skill: Critical Strike 2, Head Start 1, Move Gauge Refresh 2

Fall Shauntal & Frosslass

- [Blizzard of Cursed Ice / Sync Nuke \(3/5\)](#)
 - [+ Critical Eye](#)
 - [+ Hail Alert](#)
 - [+ Hail Hit: Sp. Def ↓](#)

Lucky Skill: Critical Strike 2, Weathered Warrior 3, Heavy Hail 4

Sygna Suit Ingo & Chandelure

- [Brainpower + Staggering + Max Phantasm \(3/5\)](#)
 - [+ Ruthless \(3/5\)](#)
- [Distributed Status/Interference + Brainpower \(3/5\)](#)
- [Max Move: Team Interference 9 \(4/5\)](#)

Lucky Skill: Critical Strike 2, Head Start 1

Sygna Suit Emmet & Elektross

- [Offensive \(3/5\)](#)
- [Electric Terrain Extension + Aggravation \(3/5\)](#)
- [Sync Nuke + Trainer Sync Redemption \(4/5\) \[+4E\]](#)
- [Utility/DPS Hybrid \(5/5\) \[+10E\]](#)

Lucky Skill: Critical Strike 2, Head Start 1, Fast-Track 2, Vigilance

Eri & Annihilape

- [Paldea Circle Extension / Debuffs \(3/5\)](#)
- [Paldea Circle Extension / Utility \(3/5\)](#)
 - [+ Triage Tank \(3/5\) \[+4E\]](#)
- [Paldea Circle Extension / Sync Burst \(5/5\)](#)
 - [+ Triage Tank \(5/5\) \[+8E\]](#)

Lucky Skill: Vigilance, Head Start 1, Adrenaline 1

Sina & Glaceon

- [Sync Nuke \(3/5\)](#)
- [Utility \(3/5\)](#)
- [Debuffer \(5/5\)](#)
- [Berry Restore \(5/5\) \[+10E\]](#)

Lucky Skill: Critical Strike 2, Head Start 1, Grand Entry 2 (*if not picked on grid*)

Dexio & Espeon

- [Psychic / Sync Nuke \(3/5\)](#)
 - [+ Mind Games / Brainteaser](#)
 - [+ Super Sync \(4/5\)](#)
 - [+ S-Move: Special Boost \(5/5\)](#)
- [Psychic / Full Nuke \(5/5\)](#)

- [+ Brainteaser \(5/5\) \[+10E\]](#)

Lucky Skill: Critical Strike 2, Head Start 1, Grand Entry 2 (*if not picked on grid*)

Hilbert & Glaceon

- [Icy Wind / Sync Nuke \(3/5\)](#)
- [Sync Nuke / Utility \(3/5\)](#)
 - [+ Noxious Hit \(3/5\) \[+4E\]](#)

Lucky Skill: Critical Strike 2, Grand Entry 2, Fast Track 2

Hilda & Leafeon

- [Grassy Glide / Sync Nuke \(3/5\)](#)
- [Sync Nuke / Utility \(3/5\)](#)
 - [+ Synthesis MPR \(3/5\) \[+2E\]](#)

Lucky Skill: Critical Strike 2, Mad Strength 2, Fast Track 2

Calem & Sylveon

- [Moonblast / Sync Nuke \(3/5\)](#)
- [Sync Nuke / Utility \(3/5\)](#)
 - [+ P-Move on Opp: Attack ↓](#)

Lucky Skill: Critical Strike 2, Grand Entry 2, Fast Track 2

Arc Suit Leon & Charizard

- [Burned Down + Scorching Sync 9 + Sync Boost Up 4 \(3/5\)](#)
 - [+ Inferno MGR \(3/5\)](#)
 - [+ G-Max Wildfire +100 \(3/5\)](#)
- [Burned Down + Scorching Sync 9 + Fire DF Tiles \(4/5\)](#)
- [Burned Down + Scorching Sync 9 + Hit: Sync ^ +2 \(5/5\) \[+4E\]](#)

Lucky Skill: Critical Strike 2, Weathered Warrior 3, Super Powered 3

Milo & Eldegoss

- [Defense Crush 9 + Mini Potion All MPR + Master Healer \(3/5\)](#)
 - [+ Grassy Terrain Extension \(3/5\)](#)
- [Mini Potion MPR + Defense Buffs + Defense Crush 9 \(4/5\)](#)
 - [+ Max Damage Guard \(4/5\) \[+4E\]](#)
- [Defense Crush 9 + Defense Buffs + Grassy Terrain Extension \(4/5\) \[+6E\]](#)
- [Sync Burst + Defense Buffs + Grassy Terrain Extension \(5/5\) \[+4E\]](#)

Lucky Skill: Head Start 1, Adrenaline 1, Vigilance, Fast-Track 2

Variety Marnie & Cinderace

- [Debuffs + Hostile Environment + Max Countdown 2 \(3/5\)](#)
 - [+ Furious Brawn/ Solar Flare 9 \(3/5\) \[+2E\]](#)
- [Solar Flare 9 + Furious Brawn + Max Flare +100 \(5/5\) \[+10E\]](#)

Lucky Skill: Critical Strike 2, Weathered Warrior 3, Super Powered 3, Head Start 1

Variety Hop & Rillaboom

- [Grassy Terrain: S-Moves 9 + Max Countdown 2 + Max Overgrowth + 100 \(3/5\)](#)
- [Grassy Terrain: S-Moves 9 + Super Sync 9 + Ally Sync Boost 4 \(3/5\) +\[4E\]](#)
- [Trip Up 9 + Trip Wire 1 + Max Countdown 2 \(3/5\)](#)

Lucky Skill: Critical Strike 2, Super Powered 3, Head Start 1

Variety Bede & Inteleon

- [Max Countdown 2 + Sync Move: SMUN^2 \(3/5\)](#)
- [Shower Power 9 + Smarty Pants \(3/5\)](#)
 - [+ Soften Up \(3/5\) \[+6E\]](#)
 - [+ Soften Up + Sync Move: SMUN^2 \(4/5\) \[+8E\]](#)

Lucky Skill: Critical Strike 2, Weathered Warrior 3, Super Powered 3, Head Start 1

Holiday Lillie & Primarina

- [Brainpower + Head Start 1 + Ramming Speed \(3/5\)](#)
 - [+ Grand Entry 2 \(5/5\) \[+10E\]](#)
- [Unforfituous + Sing SMUN/Buf Tiles + Gobsmack 4 \(3/5\)](#)
 - [+ Brainpower \(3/5\) \[+6E\]](#)

Lucky Skill: Critical Strike 2, Super Powered 3, Head Start 1, Vigilance, Adrenaline 1

Holiday Buggy & Kricketune

- [Sync Burst + Bug Zone Extension + Propelling Strike + TM MPR \(3/5\)](#)
 - [+ Impervious \(3/5\)](#)
 - [+ Team Fierce Entry \(3/5\)](#)
 - [+ Team Grand Entry \(3/5\)](#)

Lucky Skill: Vigilance, Head Start 1, Adrenaline 1

Syigna Suit Giovanni (Alt) & Guzzlord

- [Team Fast-Track + Team Sync Regen + MGA + Natural Remedy \(2/5\)](#)
 - [+ Team Fierce Entry \(2/5\)](#)
 - [+ Team Grand Entry \(2/5\)](#)
- [Team Sync Regen + Vigilance + Infliction Freebie + Team Fast-Track \(3/5\)](#)
 - [+ Endurance \(3/5\)](#)
 - [+ Endurance + Guarded Entry 3 \(5/5\) \[+10E\]](#)
 - [+ Debut: Dark Zone \(4/5\)](#)
 - [+ Team Strengthening Status \(5/5\)](#)

Lucky Skill: Guard Passives, Unbending, Stalwart, Interference Immunity, Status Immunity, Adrenaline 1

Mix Lucas & Torterra

- [Ground Zone Extension + Sync Boost + Soften Up \(3/5\)](#)
- [Ground Zone Extension + Sync Regen + Vigilance + Satisfied Snicker \(3/5\) \[+2E\]](#)
- [Ground Zone Extension + Sharpened Body + Satisfied Snicker \(3/5\)](#)

Lucky Skill: Critical Strike 2, Fast-Track 2, Head Start 1

Raihan (New Year's 2025) & Sandaconda

- [Group Fortification + Opp Miss Stats + Soothing Sand + Aggravation \(3/5\)](#)
 - [+ Rock Slide MGR \(3/5\) \[+2E\]](#)
 - [+ Max Countdown 2 \(3/5\)](#)

Lucky Skill: Vigilance, Adrenaline 1, Head Start 1, Status Immunity

Poppy (New Year's 2025) & Steelix

- [Sharpened Body 5 + Unfortuitous + Metallic Healing + Adrenaline \(3/5\)](#)
 - [+ Metallic Surge \(3/5\)](#)
 - [+ Aggravation + On a Roll + Attack Buff \(3/5\) \[+2E\]](#)
- [Metallic Healing + Unfortuitous + Aggravation \(3/5\)](#)
 - [+ Piercing Gaze \(3/5\)](#)

Lucky Skill: Critical Strike 2, Vigilance, Healthy Healing, Fierce Entry 2

Mela & Armarogue

- [Brainpower + Furious Brain + SPA/SPD Burned Opp + Super Preparation \(3/5\)](#)
 - [+ Endurance + Hostile Environment 9 \(3/5\)](#)
 - [+ B Move MP 0: SMUN 9 \(5/5\)](#)
 - [+ Sync Tiles \(5/5\) \[+8E\]](#)
- [Brainpower + Furious Brain + Trip Up + Soften Up \(3/5\)](#)
 - [+ SPA/SPD Burned Opp \(5/5\) \[+10E\]](#)

Lucky Skill: Critical Strike 2, Weathered Warrior 3, Head Start 1, Adrenaline 1, Vigilance

Atticus & Revavroom

- [Potion Tiles + Master Healer + Aggravation + Poison DF Extension \(3/5\)](#)
 - [+ Focus Group + Impervious \(3/5\) \[+2E\]](#)
 - [+ Catalytic Kick + Focus Group \(4/5\) \[+8E\]](#)
- [Potion Tiles + Noxious Hit + Master Healer + TM MPR \(5/5\)](#)
 - [+ Master Healer + Impervious \(5/5\) \[+2E\]](#)
 - [+ Master Healer + Focus Group \(5/5\) \[+2E\]](#)
 - [+ Sync: Poison DF \(5/5\) \[+2E\]](#)

Lucky Skill: Vigilance, Head Start 1, Adrenaline 1, Move Gauge Refresh 2

Marley (Palentine's 2025) & Shaymin

- [Extension + Team Moves Up 2 + Super Effective Next + Sync Team SMUN \(3/5\)](#)
 - [+ Circle MG 2 \(3/5\) \[+2E\]](#)
- [Smarty-Pants + Grand Entry + Furious Brain \(3/5\)](#)
 - [+ Extension + Team Moves Up 2 \(3/5\) \[+6E\]](#)
- [Circle Recovery + Grand Entry + Discombobulate \(3/5\)](#)
 - [+ Extension \(3/5\) \[+4E\]](#)

Lucky Skill: Head Start 1, Adrenaline 1, Critical Strike 2, Vigilance

Erika (Palentine's 2025) & Lurantis

- [Hit: Berry MP Restore + Smarty Pants + Leaf Storm FMUN/SMUN + Leaf Storm Sync Up \(3/5\)](#)
 - [+ Staggering \(3/5\) \[+2E\]](#)
 - [+ Leaf Storm Sync Up + Numbing Blow \(3/5\) \[+4E\]](#)
 - [+ Staggering + Solar Shield \(5/5\) \[+10E\]](#)

Lucky Skill: Critical Strike 2, Vigilance

Juliana & Koraidon

- [Inertia + Solar Flare + Soften Up \(3/5\)](#)
 - [+ Collision Course: Status Move MP + Healing Sun + Soften Up \(4/5\)](#)
 - [+ Collision Course: Status Move MP + Charging Sun \(4/5\) \[+4E\]](#)
 - [+ Solar Sync + Soften Up \(5/5\)](#)
 - [+ Solar Sync + Charging Sun \(5/5\)](#)
 - [+ Solar Sync + Charging Sun + Soften Up \(5/5\) \[+10E\]](#)

Lucky Skill: Critical Strike 2, Weathered Warrior 3, Vigilance, Super Powered 3, Head Start 1, Adrenaline 1

Florian & Miraidon

- [Brainpower + Sync Induction + Soften Up \(3/5\)](#)
 - [+ Team Brain Gain \(4/5\)](#)
 - [+ Team Brain Gain + Electro Drift Special Boost \(4/5\) \[+2E\]](#)
 - [+ Status Move MP Sync Down 3 + Power Induction \(5/5\)](#)
 - [+ Status Move MP Sync Down 3 + Electro Drift Special Boost + SpDef Drops \(5/5\) \[+10E\]](#)
 - [+ Status Move MP Sync Down 3 + Status Move MP Recover + Ramming Speed \(5/5\) \[+10E\]](#)

Lucky Skills: Critical Strike 2, Head Start 1, Adrenaline 1, Vigilance, Super Powered 3

Hop & Zacian

- [Inertia + Team Fast-Track + Sync Damage Guard \(3/5\)](#)
 - [+ Insult to Injury \(5/5\) \[+10E\]](#)
- [Inertia + Sync Damage Guard + Play Rough Overwhelm + On a Roll \(3/5\)](#)
 - [+ Propelling Strike \(3/5\) \[+6E\]](#)

Lucky Skills: Critical Strike 2, Head Start 1, Adrenaline 1, Super Powered 3, Healthy Healing

May (Champion) & Kyogre

- [Brainpower + Weathered Warrior + Mind Games \(3/5\)](#)
 - [+ Super Rain \(3/5\)](#)
 - [+ Hostile Environment \(3/5\)](#)
 - [+ Rainy: Team Sync Moves 3 \(5/5\) \[+10E\]](#)
- [Hostile Environment + Thunder: SDE 9 + Super Rain \(3/5\)](#)
 - [+ Twofer \(3/5\) \[+6E\]](#)

Lucky Skills: Weathered Warrior 3, Head Start 1, Adrenaline 1, Critical Strike 2, Vigilance

Brendan (Champion) & Groudou

- [Haymaker + Solar Sync \(3/5\)](#)
 - [+ Drought Alert + Down to Earth \(4/5\) \[+6E\]](#)
 - [+ Drought Alert + Weathered Warrior \(4/5\) \[+8E\]](#)
 - [+ Hoenn Circle Extension \(5/5\) \[+10E\]](#)
- [Haymaker + Down to Earth + Two Sync Tiles \(3/5\)](#)
 - [+ Impervious + Circle: HP Recovery \(3/5\)](#)
 - [+ Down to Earth + Hoenn Circle Extension \(5/5\) \[+10E\]](#)

Lucky Skills: Weathered Warrior 3, Head Start 1, Adrenaline 1, Critical Strike 2, Vigilance

Arc Suit N & Zoroark

- [Power Play + Opp Rebuff: Team Moves 2 \(3/5\)](#)
 - [+ Opp Rebuff: Sync Moves Up \(4/5\)](#)
 - [+ 1st Sync Move: Restore B Move MP 1 \(5/5\)](#)
 - [+ 1st Sync Move: No Stat Field \(5/5\) \[+10E\]](#)
- [Power Play + Vigilance + Mini Potion All MPR + 1st Sync Move: No Stat Field \(3/5\) \[+2E\]](#)
 - [+ Opp Rebuff: Sync Moves Up \(4/5\) \[+2E\]](#)
 - [+ 1st Sync Move: Restore B Move MP 1 \(5/5\) \[+2E\]](#)
 - [+ Status Immunity \(5/5\) \[+8E\]](#)

Lucky Skills: Critical Strike 2, Super Powered 3

Ethan & Ho-Oh

- [Scorching Sync + Trap and Sync + Sunburst + Sync Tiles \(3/5\)](#)
 - [+ Speed Drops \(3/5\) \[+2E\]](#)
 - [+ Circle Extension \(5/5\) \[+10E\]](#)
- [Sunburst + Extension + Speed Drops + Status Move Recovery \(3/5\) \[+2E\]](#)
 - [+ Fierce Entry \(3/5\) \[+2E\]](#)

Lucky Skills: Weathered Warrior 3, Vigilance, Critical Strike 2

Ortega & Dachsbun

- [Barricade + Special Attack Buffs + First Aid + Status Shield \(3/5\) \[+2E\]](#)
 - [+ First Aid + Master Healer \(3/5\) \[+2E\]](#)
 - [+ Master Healer + Circle Extension \(4/5\) \[+2E\]](#)
- [Team Beef Up + Barricade + First Aid \(3/5\)](#)
 - [+ Circle Extension \(4/5\) \[+6E\]](#)
 - [+ Sync Burst \(5/5\) \[+8E\]](#)
- [Master Healer + Twofer + Barricade + Special Attack Buffs \(5/5\)](#)
 - [+ Team Sharp Entry \(5/5\) \[+2E\]](#)
- [Sync Burst + Extension + Barricade + First Aid + Status Shield \(5/5\) \[+8E\]](#)

Lucky Skills: Wise Entry 2, Guard Passives, Revenge Boost 9

Rei (Academy) & Hisuian Braviary

- [Trip Up + Inertia + Debuff Tile + Grand Entry \(3/5\) \[+2E\]](#)
- [Inertia + Aggravation + Baffle Buff + Debuff Tile \(3/5\) \[+2E\]](#)

Lucky Skills: Critical Strike 2, Super Powered 3, Vigilance, Head Start 1

Lacey & Granbull

- [Unfortuitous + Potion MPR + **Power Play** \(3/5\)](#)
 - [+ **Head Start 1** \(3/5\)](#)
- [Head Start 1 + Unfortuitous + DR + **Speedy Entry** \(3/5\)](#)
 - [+ **Team Sync Moves Up 3** \(5/5\) \[+4E\]](#)

Lucky Skills: Head Start 1, Critical Strike 2

Cynthia & Spiritomb

- [Opponent Interference Moves Up + Sharpened Mind + Hex: MP Recovery \(3/5\)](#)
 - [+ **Head Start 1** \(5/5\) \[+10E\]](#)
 - [+ **Grand Entry** \(5/5\) \[+10E\]](#)
- [Opponent Interference Moves Up + Debuff Tile + Hex: MP Recovery \(3/5\)](#)
 - [+ **Grand Entry** \(5/5\) \[+10E\]](#)
- [Opponent Interference Moves Up + Interference Sync + Hex: MP Recovery \(3/5\)](#)

Lucky Skills: Critical Strike 2, Super Powered 3, Vigilance, Head Start 1, Adrenaline 1

Morty (Academy) & Hisuian Typhlosion

- [Johto Circle Extension + Johto Circle Entry + Brain Sync 9 + Debuff Tiles \(3/5\)](#)
 - [+ **1st Sync Move: CD -1** \(5/5\) \[+10E\]](#)
- [Staggering + Circle: HP Recovery + Johto Circle Extension + Debuff Tiles \(3/5\)](#)
- [Head Start + Brain Sync + Super Preparation + Extension \(3/5\)](#)
 - [+ **Sync Thinker** \(5/5\) \[+10E\]](#)

Lucky Skills: Critical Strike 2, Super Powered 3, Vigilance, Head Start 1

Marnie (Academy) & Cyclizar

- [Guaranteed Triple + Unfortunate Strike + **Speedster Sync** \(3/5\)](#)
 - [+ **Sync Move: Restore Berry 1** \(3/5\)](#)
- [Fierce Entry + Furious Brawn + Speedster's Sync \(3/5\)](#)
 - [+ **Super Preparation** \(4/5\) \[+8E\]](#)

Lucky Skills: Critical Strike 2, Super Powered 3, Vigilance, Head Start 1

Sygna Suit Iono & Raging Bolt

- [Head Start + Thunder: Hostile Environment + Shocked Hit Freebie + Thunder Debuffs \(3/5\)](#)
 - [+ Team Smart Start \(4/5\)](#)
- [Thunder: Hostile Environment + Shocked Hit Freebie + Thunder Debuffs + Hit: Interference 1 Kind \(3/5\)](#)
 - [+ Opp Interference: Moves Up \(5/5\) \[+4E\]](#)
- [Thunder: Hostile Environment + Shocked Hit Freebie + Thunder Debuffs + Thunderclap Team Sync 9 \(4/5\)](#)
 - [+ Thunderclap Debuff \(5/5\) \[+6E\]](#)

Lucky Skills: Critical Strike 2, Super Powered 3, Head Start 1

Sygna Suit Elesa (Alt.) & Thundurus-Therian

- [Shower Power + MAX Lightning +100 + Shock Recovery \(3/5\)](#)
 - [+ Power Induction \(3/5\)](#)
 - [+ Numbing Blow \(3/5\)](#)
 - [+ Hit Para Opp: SMUN 1 4 \(3/5\)](#)
 - [+ MAX Move: Sync Up +5 \(4/5\) \[+4E\]](#)
 - [+ MAX Move: Sync Up +5 + Rainy Strike MG9 \(5/5\)](#)
- [Shower Power + Shower Sync + Shock Recovery + Power Induction \(3/5\)](#)
 - [+ Team Altered Field Dodge + Numbing Blow \(4/5\)](#)
 - [+ Brainteaser \(5/5\) \[+10E\]](#)

Lucky Skills: Critical Strike 2, Super Powered 3, Head Start 1

Arc Suit Alder & Volcarona

- [Brainpower + Rebuff: Moves/Sync Moves ^ + Special Defense Drops \(3/5\)](#)
 - [+ Allied Sets Bug Zone: SMUN +1 \(3/5\)](#)
 - [+ Trainer Move: Sync CD Down \(3/5\) \[+4E\]](#)
 - [+ Special Defense Drops + Bug Zone: All Stats Down Immunity \(3/5\) \[+4E\]](#)
 - [+ Special Defense Drops + Hyper Beam: Move Gauge +2 \(3/5\) \[+6E\]](#)

*Add 4/5 5/5 tiles as needed

Lucky Skills: Critical Strike 2, Super Powered 3, Adrenaline 1, Head Start 1

Dawn & Empoleon

- [Extension + Satisfied Snicker + Head Start \(3/5\)](#)
 - [+ Metallic Healing + Metallic Surge \(3/5\)](#)
 - [+ On a Roll + Metallic Surge \(3/5\)](#)
 - [+ Head Start + Flash Cannon: Metallic Power 9 \(3/5\) \[+4E\]](#)

Lucky Skills: Critical Strike 2, Vigilance, Head Start 1, Adrenaline 1

Benga & Volcarona

- [Smarty Pants + MAX Countdown 2 + MAX Flutterby +100 \(3/5\)](#)
 - [+ MAX Team Smarts 9 \(4/5\)](#)
 - [+ Hit: Attack/Special Attack Down + Hard Knocks \(5/5\) \[+4E\]](#)

Lucky Skills: Critical Strike 2, Head Start 1

Syгна Suit Bede & Iron Valiant

- [Haymaker + Opp SpDef Down: Sync Moves + Sharpened Mind \(3/5\)](#)
 - [+ Hit: Defense/Special Defense Down \(4/5\) \[+6E\]](#)
 - [+ Sync Move: PMUN/SMUN 2 \(5/5\) \[+8E\]](#)
- [Haymaker + Opp SpDef Down: Sync Moves + One Opponent: PMUN/SMUN \(3/5\)](#)
 - [+ Hit: Defense/Special Defense Down \(4/5\) \[+4E\]](#)
 - [+ Sync Move: PMUN/SMUN 2 \(5/5\) \[+8E\]](#)

Lucky Skills: Critical Strike 2, Super Powered 3, Grand Entry 2

Grimsley & Absol

- [Rising Tide + Aggravation + Fortuitous + Debut: Dark Zone \(3/5\)](#)
 - [+ Fortuitous + Super Preparation 9 \(3/5\)](#)
 - [+ Dishearten \(3/5\)](#)
 - [+ Hit Interference Opp: HP Recovery + First Status Move: Damage Guard Next \(3/5\)](#)
 - [+ Dark Zone: Sync Moves ^5 \(35\) \[+2E\]](#)

Lucky Skills: Critical Strike 2, Head Start 1, Vigilance

Elio (Champion) & Dusk Mane Necrozma

- [Sync Nuke \(3/5\)](#)
 - [+ Impervious \(3/5\)](#)
 - [+ Super Sync \(3/5\)](#)
 - [+ Ally Sets Circle: Free Move Next \(45\) \[+4E\]](#)
 - [+ Circle: Team S-Moves 2 \(5/5\) \[+10E\]](#)

Lucky Skills: Critical Strike 2, Super Powered 3, Head Start 1

Selene (Champion) & Dawn Wings Necrozma

- [Sync Nuke / Single Target SMUN \(3/5\)](#)
- [Single Target Passives + Circle Sync Up \(3/5\)](#)
 - [+ Sync Move: SMUN2 9 \(5/5\) \[+10E\]](#)

Lucky Skills: Critical Strike 2, Super Powered 3, Head Start 1, Adrenaline 1

Larry (Special Costume) & Flamigo

- [Potion MPR + Flying Zone Extension + B Move Recovery + Flying Zone Recovery \(3/5\)](#)
 - [+ Aggravation \(5/5\) \[+10E\]](#)
- [Potion MPR + Flying Zone Extension + Trainer Move: Sync CD Down \(3/5\)](#)
 - [+ Aggravation + Team Attack/Special Attack Buffs \(3/5\) \[+2E\]](#)
 - [+ Trainer Move: Sync CD Down + Master Healer \(4/5\) \[+10E\]](#)

Lucky Skills: Vigilance, Head Start 1, Adrenaline 1

Samson Oak & Alolan Exeggutor

- [MAX Move: Def/SpDef Up 3 + Dragon Zone Extension + Team Moves Up 2 \(3/5\)](#)
 - [+ MAX Damage Guard \(3/5\) \[+4E\]](#)
- [MAX Move: Def/SpDef Up 3 + Solar Sync + Pep Rally + Take Hit: Berry Restore 2 \(3/5\)](#)
 - [+ MAX Damage Guard \(4/5\) \[+8E\]](#)
- [Offensive \(3/5\)](#)
 - [+ MAX Move: Def/SpDef Up 3 \(5/5\) \[+10E\]](#)
- [Flag Bearer + Punishing Strike + MAX Move: Def/SpDef Up 3 \(3/5\)](#)
 - [+ Pep Rally \(3/5\) \[+4E\]](#)

Lucky Skills: Vigilance, Critical Strike 2, Sentry Entry 2, Wise Entry 2

Clive & Amoonguss

- [Full-Bracing P-Move + Debuffs + Interference Sync \(3/5\) \[+2E\]](#)
 - [+ Hostile Environment \(3/5\) \[+2E\]](#)
 - [+ Ally Hits Trapped Opp: Stat Up 2 \(5/5\) \[+10E\]](#)

Lucky Skills: Vigilance, Critical Strike 2, Witty Hit 2

Gordie & Barbaracle

- [Potion MPR + Impervious + Overwhelm \(3/5\)](#)
 - [+ Trip Up \(3/5\) \[+6E\]](#)
- [Head Start 1 + Initial Guard + Trainer Move Offensive Buffs/Stacks \(3/5\) \[+2E\]](#)

Lucky Skills: Vigilance, Head Start 1

Melony & Frosmoth

- [Mind Games + Trip Up + Potion MPR + Master Healer \(3/5\)](#)
 - [+ Sync: Special Move DR \(4/5\) \[+8E\]](#)
- [Mind Games + Trip Up + Potion MPR + Offensive Buffs \(3/5\)](#)
 - [+ Hostile Environment \(3/5\)](#)
 - [+ Offensive Buffs + Hostile Environment \(5/5\) \[+10E\]](#)

Lucky Skills: Vigilance, Head Start 1

Cynthia (Summer 2025) & Milotic

- [Vigilance + Sinnoh Circle Extension + Circle: HP Recovery + Refreshing Rain \(3/5\)](#)
 - [+ Initial Propulsion \(3/5\) \[+2E\]](#)
 - [+ Water Gun: Staggering 2 \(4/5\) \[+8E\]](#)
- [Sinnoh Circle Extension + Circle: Recovery + Focus Group + Team Hit Me Up \(3/5\)](#)
 - [+ Burn Hit: MG2 \(3/5\) \[+6E\]](#)
 - [+ Water Gun: Staggering \(3/5\) \[+6E\]](#)

Lucky Skills: Guard Passives, Sentry Entry 2, Wise Entry 2, Vigilance

Skyla (Summer 2025) & Jumpluff

- [Solar Flare + Dashing Team + Sync Burst + Sunny Day: Brain Gain \(3/5\) \[+2E\]](#)
- [Healing Sun + Hit and Heal + Sync Burst + Furious Brain \(3/5\)](#)
- [Bullet Seed: Guaranteed Triple + Unfortunate Strike + Healing Sun + Hit and Heal \(3/5\) \[+2E\]](#)

Lucky Skills: Weathered Warrior 3, Head Start 1, Adrenaline 1

Arc Suit Silver & Ho-oh

- [Defensive Tank \(3/5\)](#)
 - [+ Team Solar Immunity \(3/5\) \[+4E\]](#)
 - [+ First Sync Move: Team PMUN/SMUN \(3/5\) \[+4E\]](#)
- [Berserk Bunch + Solar Flare \(3/5\)](#)
 - [+ Trainer Move: Take All \(3/5\) \[+4E\]](#)
 - [+ Healing Sun + Trainer Move: Take All \(4/5\) \[+8E\]](#)

Lucky Skills: Head Start 1, Adrenaline 1, Vigilance

Arc Suit Ethan & Lugia

- [Static Shock + Shocking Slowdown + Staggering + Adrenaline + Sync Tiles \(3/5\)](#)
 - [+ Piercing Gaze \(3/5\)](#)
 - [+ Debut: Sync Up 4 \(5/5\) \[+10E\]](#)
- [Staggering + Damage Guard Next + Aerial Acceleration/HP Recovery \(3/5\)](#)
 - [+ Hit and Heal \(3/5\) \[+6E\]](#)

Lucky Skills: Head Start 1, Adrenaline 1, Critical Strike 2, Super Powered 3

Carmine and Sinistcha

- [Team Grassy Restoration + Grassy Terrain Extension + Aggravation + Hostile Environment \(3/5\) \[+2E\]](#)
 - [+ Focus Group \(3/5\) \[+4E\]](#)
 - [+ Team Sync Move Healing + Hit Burned Opponent Def/SpDef Down \(4/5\) \[+8E\]](#)
- [Team Grassy Restoration + Grassy Terrain Extension + Focus Group + Hostile Environment \(3/5\)](#)
 - [+ Team Sync Move: PMUN/SMUN \(5/5\) \[+6E\]](#)

Lucky Skills: Vigilance, Head Start 1, Adrenaline 1, Guard Passives

Iris (Academy) & Lapras

- [Unova Circle Extension + Unova Circle: Team Moves Up 2 + Trainer Sync Redemption \(3/5\)](#)
 - [+ Sets Unova Circle: Team Special Attack 2 \(4/5\) \[+8E\]](#)
- [Unova Circle Extension + Unova Circle: Team Moves Up 2 + Unova Analysis CD 1 \(3/5\)](#)
- [Trainer Sync Redemption + Status Tiles \(3/5\)](#)
 - [+ Unova Circle Extension \(5/5\) \[+10E\]](#)

Lucky Skills: Vigilance, Head Start 1, Adrenaline 1

Gladion (Academy) & Porygon-Z

- [Full Sync Nuke \(3/5\)](#)
 - [+ Furious Brain + Ramp Up \(3/5\)](#)
- [Superduper Effective + Supereffective: Interference \(1 Kind\) \(3/5\)](#)

Lucky Skills: Critical Strike 2

Kieran & Hydrapple

- [Sync Nuke / Sun \(3/5\)](#)
 - [+ Foul Fighting \(5/5\) \[+8E\]](#)
- [Sync Nuke / Attack Trap \(3/5\) \[+2E\]](#)
- [DPS / Healing \(3/5\) \[+4E\]](#)

Lucky Skills: Critical Strike 2, Weathered Warrior 3

Red (Anniversary 2025) & Charizard

- [DPS / Sync Nuke \(Dragon Zone P-Moves & S-Move Up 5 / Haymaker / Hit: SMUN Up 1 9 / Head Start 2\) \(3/5\)](#)
 - [+ Ally Sets Circle PMUN 2 \(5/5\) \[+8E\]](#)
 - [+ Dragon Drop Zone \(5/5\) \[+8E\]](#)
- [DPS/Sync Nuke + Safety Tether \(3/5\)](#)
 - [+ Ally Sets Circle PMUN 2 \(5/5\) \[+6E\]](#)
 - [+ Dragon Drop Zone \(5/5\) \[+6E\]](#)

Lucky Skills: Critical Strike 2, Draconic Sync 4, Head Start 1

Irida (Anniversary 2025) & Hisuian Typhlosion

- [DPS / Sync Nuke / Extension \(Poison Zone Extension 3 / Brainpower / Toxic Power 5\) \(3/5\) \[+6E\]](#)
- [Full Sync Nuke \(Poison Zone Extension 3 / Brainpower / Soften Up / Virulent Toxin 3\) \(3/5\) \[+6E\]](#)
- [DPS / Longevity \(Poison Zone Extension 3 / Toxic Power 5 / Potent Toxin 2 / Poison Zone: HP Recovery 1 / Super Potion MPR2\) \(3/5\) \[+6E\]](#)

Lucky Skills: Critical Strike 2, Virulent Toxin 4, Head Start 1

Gloria (Anniversary 2025) & Cinderace

- [Pyro Ball Utility \(S-Move: Team PMUN & SMUN Up 2 / Pyro Ball: Dashing Team 9 / Pyro Ball: Hostile Enviroment 9 / Pyro Ball: Hit BRN Opp.: Atk & Def Down 2\) \(3/5\) \[+6E\]](#)

- [Healing Utility \(S-Move: PMUN & SMUN Up 2 / First Aid 4 / Get Excited!: MPR2 / All the Fun!: MPR2 / All the Fun!: Team HP Recovery \(M\) 1\) \(3/5\)](#)
- [Rock Zone Utility \(Get Excited!: MPR2 / All the Fun!: MPR2 / All the Fun!: Team HP Recovery \(M\) 1 / Lithic Healing 1 / Rock Zone: Team Crit Immunity / 1s S-Move: Team Damage Guard\) \(3/5\) \[+6E\]](#)

Lucky Skills: Impervious, Head Start 1, Adrenaline 1, Vigilance

Variety Hilbert (2) & Thundurus Incarnate Forme

- [Electric Terrain Extension + Devastation + Piercing Gaze \(3/5\)](#)
 - [+ Hostile Environment \(3/5\) \[+4E\]](#)
 - [+ Dashing Team \(5/5\) \[+10E\]](#)
- [Electric Terrain Extension + Dashing Team + Piercing Gaze \(3/5\)](#)
 - [+ Hostile Environment \(3/5\) \[+4E\]](#)
 - [+ Hostile Environment + Trainer Move MPR \(3/5\) \[+6E\]](#)

Lucky Skills: Critical Strike 2, Super Powered 3, Head Start 1

Variety Hilda (2) & Tornadus Incarnate Forme

- [Flying Zone Extension + Cakewalk + Piercing Gaze \(3/5\)](#)
 - [+ Bleakwind Storm: On a Roll 3/5\) \[+4E\]](#)
 - [+ Dashing Team \(5/5\) \[+10E\]](#)
- [Flying Zone Extension + Piercing Gaze + Dashing Team + On a Roll \(3/5\)](#)

Lucky Skills: Critical Strike 2, Super Powered 3, Head Start 1

Variety N & Landorus Incarnate Forme

- [Ground Zone Extension + Piercing Gaze + Pecking Order \(3/5\)](#)
 - [+ Team Offensive Defense \(3/5\)](#)
 - [+ Team Offensive Defense + Hostile Environment \(3/5\) \[+6E\]](#)

Lucky Skills: Critical Strike 2, Super Powered 3, Head Start 1

Volo (Alt) & Giratina Origin Forme

- [Brainpower + Shadow Ball: Special Defense Down 6 + First Sync: +10 SyMUN \(3/5\)](#)
 - [+ Full First Aid \(3/5\)](#)
 - [+ Shadow Force: Defense Down 6 \(3/5\) \[+4E\]](#)
 - [+ First Sync: +10 SyMUN + Shadow Force: Defense Down 6 \(5/5\) \[+8E\]](#)

Lucky Skills: Critical Strike 2, Super Powered 3, Head Start 1

Arezu & Hisuian Liligant

- [Brainpower + Hit: Sync Boost Up 2 + Trip Up + Ramming Speed \(3/5\)](#)

- [+ Offensive Debuffs \(3/5\)](#)
- [+ Sync Move +50 \(3/5\) \[+2E\]](#)
- [+ Trip Up + Ramming Speed + Hit: PMUN/SMUN 1 \(5/5\) \[+10E\]](#)
- [Offensive Debuffs + Hit: PMUN/SMUN 1 \(5/5\) \[+10E\]](#)

Lucky Skills: Critical Strike 2, Super Powered 3, Head Start 1

Mai & Munchlax

- [Team Triage Tank + Aggravation + Hit: Attack/Special Attack Down \(3/5\)](#)
 - [+ Normal Zone Extension \(4/5\) \[+4E\]](#)
 - [+ Team Safe Start + Normal Zone Extension \(5/5\) \[+6E\]](#)
- [Aggravation + Pep Rally + Normal Zone MPR + Head Start 1 \(3/5\)](#)
 - [+ Normal Zone Extension \(4/5\)](#)
 - [+ Normal Zone Extension + Head Start 1 \(5/5\) \[+10E\]](#)
 - [+ Normal Zone Extension + Team Hit: Attack/Special Attack Up 9 \(5/5\) \[+10E\]](#)

Lucky Skills: Head Start 1, Adrenaline 1, Guard Passives, Vigilance

Perrin and Hisuian Growlithe

- [Afflictor's Fervor + Stealth Rock MPR + Stealth Rock: Hit and Heal + Rock DF Extension 3 \(3/5\)](#)
 - [+ Rock DF on Opp: Team Moves 2 + Head Smash: Staggering \(4/5\) \[+2E\]](#)
 - [+ Rock DF on Opp: Team Moves 2 + Head Smash: Staggering + Stealth Rock: Team PMUN Up 2 \(5/5\) \[+10E\]](#)
- [Haymaker + Soften Up + Stealth Rock MPR + Stealth Rock: Hit and Heal + Rock DF Extension 3 \(3/5\)](#)
 - [+ Head Smash: Staggering \(4/5\) \[+8E\]](#)
- [Afflictor's Fervor + Rock DF on Opp: Team Moves 2 + First Sync Move: B Move MP Recover + Haymaker + Soften Up \(5/5\) \[+8E\]](#)

Lucky Skills: Critical Strike 2, Super Powered 3, Head Start 1, Adrenaline 1

Lacey (Fall 2025) & Whimsicott

- [Dark Zone Extension 3 + Sync Regen + Potion MPR + Vigilance \(3/5\)](#)
 - [+ Noxious Hit \(3/5\) \[+6E\]](#)
- [Dark Zone Extension 3 + Sync Regen + Go Viral + Noxious Hit + Opponent Poisoned: Team Moves 2 \(3/5\) \[+4E\]](#)

Lucky Skills: Head Start 1, Adrenaline 1, Guard Passives, Vigilance

Cilan & Simisage

- [Unova Circle Extension + Trainer Move MPR + Team Full-Bracing Infliction + Hit and Heal \(3/5\)](#)
 - [+ Impervious \(3/5\) \[+2E\]](#)
 - [+ Trainer Move: Team Physical Boost Up 9 \(3/5\) \[+6E\]](#)
 - [+ Vine Whip: Attack and Special Attack Down \(4/5\) \[+8E\]](#)

Lucky Skills: Head Start 1, Adrenaline 1, Guard Passives, Vigilance

Chilli & Simisear

- [Unova Circle: Sync Moves Up + Unova Circle Extension 3 + Hostile Environment \(3/5\) \[+2E\]](#)
- [Unova Circle Extension 3 + Furious Brawn + Unova Circle MPR + First Sync Move: Unova Circle on Field \(3/5\) \[+2E\]](#)

Lucky Skills: Critical Strike 2, Super Powered 3, Adrenaline 1

Cress & Simipour

- [Unova Circle: Sync Moves Up + Unova Circle Extension 3 \(3/5\)](#)
 - [+ Go Viral + Noxious Hit \(3/5\) \[+2E\]](#)
 - [+ Hit and Heal + Circle: HP Recovery + Unova Circle Extension 3 \(3/5\) \[+6E\]](#)

Lucky Skills: Critical Strike 2, Super Powered 3, Adrenaline 1

Arc Suit Blue & Pidgeot

- [Brainpower + Strike: SyMUN Up 1 + Baffle Buff \(3/5\)](#)
 - [+ I'll Tell You! First Move: MPR 1 \(3/5\)](#)
 - [+ Kanto's Top Level Trainer \(4/5\)](#)
 - [+ Supersonic Ace \(5/5\)](#)
 - [+ Strike: SMUN Up 1 \(5/5\) \[+8E\]](#)

Lucky Skills: Critical Strike 2, Super Powered 3, Adrenaline 1

Miriam & Toxapex

- [Block and Heal + Block and Lunge + Wide Guard MPR \(3/5\)](#)
 - [+ Wide Guard MPR + First Aid \(3/5\) \[+2E\]](#)
 - [+ First Aid + Def Posture: Team SpDef Down 4 \(4/5\) \[+2E\]](#)
 - [+ Team Sync Move: Wide Guard MP Recover + Baneful Bunker MP Recover \(5/5\) \[+6E\]](#)
- [Block and Lunge + Team Grand Entry + Def Posture: Team SMUN 9 \(3/5\)](#)
 - [+ Block and Heal \(3/5\) \[+4E\]](#)
 - [+ First Aid + Def Posture: Team SpDef Down 4 \(4/5\) \[+4E\]](#)
 - [+ Team Sync Move: Wide Guard MP Recover + Def Posture: Team SpDef Down 4 \(5/5\) \[+6E\]](#)
- [Block and Lunge + Def Posture: Team PMUN 9 + First Aid + Block and Heal \(3/5\)](#)
 - [+ Team Fierce Entry \(3/5\)](#)
 - [+ Def Posture: Team Def Down 4 \(4/5\) \[+4E\]](#)
- [Team Sync Move: Wide Guard MP Recover + Baneful Bunker MP Recover + Def Posture: Team Def Down 4 \(5/5\) \[+10E\]](#)

Lucky Skills: Head Start 1, Adrenaline 1, Guard Passives, Team Triage Tank

Academy Jasmine & Forretress

- [P-Move: Team HP Recovery 9 + Trainer Sync Redemption + First Hit: Bug Zone \(3/5\)](#)

- [+ Attack Trap \(3/5\) \[+4E\]](#)
- [+ Johto Circle + Team Sync Moves 2 \(5/5\) \[+10E\]](#)
- [P-Move: Team HP Recovery 9 + Johto Analysis: Sync CD Down + Johto Circle Extension \(3/5\)](#)
 - [+ Endure Again \(3/5\) \[+2E\]](#)
 - [+ Trainer Sync Redemption \(5/5\) \[+10E\]](#)

Lucky Skills: Vigilance, Head Start 1, Adrenaline 1, Guard Passives

Academy Kabu and Camerupt

- [Haymaker + Berserker + Max Quake +100 \(3/5\)](#)
- [Ground Zone Extension + Ally Sets WTZ: PMUN up + Max Quake +100 + Berserker \(3/5\) \[+2E\]](#)
 - [+ Defense Crush + Charging Sun \(3/5\) \[+6E\]](#)

Lucky Skills: Critical Strike 2

Variety Chase & Eevee

- [Smarty-Pants + Opp Rebuff: Team Moves 2 + Normal Zone: Crit Immunity \(3/5\)](#)
 - [+ Might Afflicter \(3/5\)](#)
 - [+ Aggravation \(3/5\)](#)
 - [+Critical Eye \(3/5\)](#)
- [Aggravation + Trip Twice + Normal Zone: HP Recovery + Normal Zone: Crit Immunity \(3/5\)](#)
 - [+ Critical Eye \(3/5\) \[+4E\]](#)

Lucky Skills: Critical Strike 2, Adrenaline 1, First S-Move: Normal Rebuff Down 1

RESOURCE RECOMMENDATIONS

Please read the following text before proceeding with the list in order to get the most accurate information available.

We present our views and information stressing the following points:

- The best way to get the most useful information tailored to your individual needs is to ask and engage in discourse and conversation more than blindly referring to list resources – this includes from the broader community at large, as different communities may have largely different perceptions on unit appraisal and quality.
- We do not stake claim on information accuracy, ownership pertaining to game knowledge, the “meta”, or any other information related to how the game should be played. In other words, no one is telling you what to do – we’re just presenting what we think works best as players with a certain amount of experience.
- We recognize the pitfalls concerning our tiering methodology, subjectivity, and criteria specificity that will be explained below – so take whatever’s in here with a pinch of salt.

Outside of asking actual people (which is the first thing a player should be doing), below is a list of more helpful resources based on specific demands:

[Discord General Tier List and Resources](#)

If you're a newer player, you may benefit more from this list that provides candy priority, EX Role cake priority, damage lists, reroll lists, and EX lists maintained by the Discord community.

[Legendary Gauntlet Information](#)

If you're looking for in-depth, context-specific evaluations for Legendary Arena and Legendary Gauntlet, use this document. It provides an in-depth, clear-evidence based repository of units and their performances across different Legendary Arenas, complete with solo counts, lists of units that can solo, and their own evaluation methodology. Given the vast difference in methodology and being one of the few content-specific lists that currently exist, it's a good reference for players who want information about the specific mode rather than information as a whole.

[Eggmon Compendium](#)

If you're looking for in-depth information about Egg Pokemon in Pokemon Masters EX, utilize Zinfogel's Eggmon Compendium.

TIER LIST

Brief Categories Overview - Sync Pairs are split into 3 categories (*as opposed to their in-game role*) to reflect the potential usage of their kits. Keep in mind the categories do not compare 1:1, everything is ranked within their categories and they are not meant to be compared with other categories. That being said, all Sync Pairs are ranked as whole units and not just regarding their department (*ie. all their facets are taken into account when ranking them, regardless of the category they belong in*).

- Damage Dealer: Units focused on damage, whether it's from their normal moves, Sync moves, or both. Those are most of the time Strikers, and not so rarely Techs as well. Providing an extra utility aspect (*but not enough to warrant a category change*) on top of it does play a role in their ranking too, even if it's at the cost of some damage output, depending on the relevancy/efficiency of said utility (*ie. this is NOT a max-damage Tier List*).
- Hybrid: Units that provide a mix of offensive and supportive capabilities. Those are most of the time Techs but some Strikers and Supports are joining this category as well. Those Sync Pairs bring a variety of benefits to a team and/or have access to builds with various orientations to fit different roles within a team. Most of the time they'll be closer to one side or the other but generally they're categorized here because they bring more than one aspect in their secondary department and/or have access to legitimate builds on the other side of the spectrum.
- Utility: Units focusing on buffing teammates and/or disrupting the opposition. Those are most of the time Supports but some Techs also appear there. They often are the backbone of the team by letting your Damage Dealer reach its full potential and/or providing longevity to the team. Some of them also come with potential damage output (*but not enough to warrant a category change*), which is also accounted for in their ranking when relevant.

Sub-groups - Those are essentially "Tiers inside the Tiers". Although Sync Pairs are already ordered inside of the Tiers individually, some units are close enough to each other so that they can be grouped and even have interchangeable places between themselves. The sub-groups are identified by the background color of their icon (*ie. all units with the same background color on the same Tier are on the same sub-group*). This is done so that we have an even clearer distinction between the units without being too strict with the individual positions either.

Tiering Criteria - Tiering Criteria has since been revised. It is highly recommended that players go through the document in order to understand the decisions that go behind making the list in the link below:

[New Tier List Criteria Explanations](#)

Changelogs

We're attempting a new style of providing change logs for the Tier List to provide clarity on placements rather than the visual. We've been more busy lately, and given the Anni Rush the current style may be incomplete and is pending for refinement, but we're looking to explore ways to provide elaborations in a simple manner and do our best to provide explanations on a monthly basis.

Re: Superawakening Changes

As of the first November batch, the Tier List is **NOT inclusive of Superawakening Changes** as of yet and only for up to 5/5 EX units. A separate list is in the works to include Superawakening changes will be provided at a later date, possibly when the second round or when all Superawakening Poke Fairs have been released. We appreciate your patience navigating this period.

26th September Update:

Happy 6th Anniversary; there's a lot we have to unpack here, so I highly advise to go through these before consuming the list.

For clarity's sake, here's some important pointers:

Border Colors

Here's some important context on border colors around units that we're using:

Blue – Blue borders represent new units – this is the color a new unit introduced to the game for the month, overriding all other colors where applicable.

Brown – Brown borders represent units whose designation has changed – units whose designation and placed tier have been altered after extensive review. Where applicable, this color takes the second priority.

Purple – Purple borders represent explicitly buffed units; these include units buffed by expansions, cookies, access to new EX roles, and so on so forth.

Black – Black borders represent units with Superawakenings. These borders will be visible in the Superawakened Tier List that we'll be releasing at a later date, and will take precedent over all other colors except Blue (when a new unit with Superawakening is added).

Subgroup Changes

For increased specificity and clarity as units get more numerous, we've added a *fifth* blue subgroup to tiering.

Not all tiers will have blue subgroups – they will only be utilized where applicable, but will always have a minimum of four down to green, and in some cases, down to three to yellow, should developments allow for that.

Designation Changes and Discussion -29th October 2025

Adaman and Leafeon has moved from Hybrid to Damage Dealer.

We would like to assert that we welcome all discourse for requested designation changes, and recognize the pitfalls of which our designation system adopts over traditional base role designations, particularly as units become more and more diverse in the way their capacity and often blur the pre-designated lines of their base roles. I would like to reiterate our decision for this mode of designation as something that better suits our understanding of unit appraisal and comparison, and recognize the increasing difficulty to designate a unit

between particularly DD and Hybrid due to increasing capacity traits and role overlaps. *Primacy* has become a more defining factor in designating a role for this reason.

Superawakened Tier List, Tower and Tower Cookies

Though we're already making more meaningful progress with time, we've decided to rescind our list one final time so that we can produce a more refined product. We sincerely apologize for the delay incurred throughout the months for this, though we hope to complete a product that won't disappoint in the near future.

Part of the decision for the delay also came with the inclusion of Tower Cookies into tiering, which we're looking to include in both Base and Superawakening lists over time as access to these cookies becomes increasingly available. It's likely that the cookies themselves will be included over the month, as well as other Tower-related skews as the mode becomes more solidified.

When I have the time, I'll also update/remake our [Tiering Policy document](#) with these changes.

Changelogs

Personal business has made me struggle to commit to comprehensive changelogs discussing our decision-making process, especially for large patches like these, though I'll continue to provide them for months where content is not as compact or numerous. As always, we're always ready to provide context and input on the way we make our decisions, so feel free to reach out to us for any such queries.

Here's a brief overview on our Superawakening policy:

☰ Re: Superawakening Changes

Changelog List:

☰ July 2025 Changes

[June 2025 Changelogs](#)

☰ April 2025 Changelogs

☰ February Changelogs

☰ January 2025 Changelogs

☰ December 2024 Changelogs

☰ November Changelogs

☰ October Changelogs

☰ 5th Anniversary Tier List Changelog

☰ July and August Changelogs

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