

Partner Skill Upgrade Stats

Taken from a reddit post by [blahable](#)

https://www.reddit.com/r/Palworld/comments/1aedboa/partner_skill_upgrade_stats_exact_values_for_lv1/?rdt=49801&onetap_auto=true&one_tap=true

This post will go over the exact numerical stats each Partner Skills gives your pal and what you gain from condenser upgrades for Lv.1 through Lv.5.

I found a couple of 'hidden' stats and a few bugs that make these partner skills not behave exactly how they are described in-game. One of the hidden stats I found is so powerful it is the secret to dealing the absolute highest damage possible in this game.

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Mount Speed upgrades

This is the one everyone wanted to know. And surprisingly, not all mounts gain a speed increase from upgrading their Partner Skill. In fact, most mounts do not get a speed increase at all. The following mounts are the ONLY ones that do:

Mounted speed Increase (%):

| Number | Name | Lv1 | Lv2 | Lv3 | Lv4 | Lv5 |
|--------|---------------|-----|-----|-----|-----|-----|
| 26 | Direhowl | | 10 | 12 | 15 | 20 |
| 38 | Nitewing | | 10 | 12 | 15 | 20 |
| 42 | Arsox | | 10 | 12 | 15 | 20 |
| 59 | Reindrix | | 10 | 12 | 15 | 20 |
| 60 | Rayhound | | 10 | 12 | 15 | 20 |
| 61 | Kitsun | | 10 | 12 | 15 | 20 |
| 65 | Surfent | | 10 | 12 | 15 | 20 |
| 65 | Surfent Terra | | 10 | 12 | 15 | 20 |
| 93 | Fenglope | | 10 | 12 | 15 | 20 |
| 101 | Jormuntide | | 10 | 12 | 15 | 20 |
| 108 | Paladius | | 10 | 12 | 15 | 20 |
| 109 | Necromus | | 10 | 12 | 15 | 20 |

All mounts that do get a speed increase from upgrading their Partner Skill gain the exact same amount of speed.

There's been rumors that Direhowl is the only mount to receive a speed increase with Partner skill levels and/or that Direhowl receives a larger speed increase. Both of these rumors are untrue.

The first upgrade (going from Lv.1 to Lv.2) is the biggest increase, giving a substantial 10% increase, and is definitely worth prioritizing considering it only requires 4 duplicate Pals to upgrade it. Lv.3 (+2%) and Lv.4(+3%) give a negligible increase and Lv.5 gives a modest increase (+5%) compared to the previous levels. At Lv.5 the total speed increase is 20%.

Any mount that is NOT on this list does NOT get a speed increase at all. This was most likely done by the developers because the mounts that do not receive a speed increase have other Partner Skill bonuses that do get increased, such as their Active Skill, mounted logging/mining, or mounted damage boosts.

Keep in mind that the base movement speed of each mount differs, so just because a mount does not receive a speed increase from the Partner Skill upgrade does not mean the mount is slow or bad. For example, a Jetragon does not receive a movement speed increase with Partner Skill upgrades but it is still by far the fastest simply because its base movement speed is substantially higher.

Hidden Stat: Player Attack Boost While Mounted (+element type swap)

This is the first set of interesting hidden stats I found. The mounts that swap the player's damage type to an elemental type (e.g., Chillet) also boost the player's attack stat massively. This is not described correctly in-game:

“ "Can be ridden. Applies <Element> damage to the player's attacks while mounted. "

but really it does this:

- 'Increases the player's attack by X% and additionally changes the player's damage type to <element>.'

This bonus is HUGE. Between 50% (at Lv.1) and 100% (at Lv. 5). And that is on top of the elemental type weakness multiplier that you will also get if you exploit the enemy's elemental weakness. The absolute highest damage you can do in this game with your own player weapons is while riding a mount that gives you the element swap that exploits the enemy's weakness combined with this huge attack increase. This attack increase applies to all sources of damage you deal too.

Player Attack increase (%) + Element Swap:

| Number | Name | Lv1 | Lv2 | Lv3 | Lv4 | Lv5 | Element Swap |
|--------|------------|-----|-----|-----|-----|-----|--------------|
| 55 | Chillet | 50 | 55 | 65 | 80 | 100 | Dragon |
| 56 | Univolt | 50 | 55 | 65 | 80 | 100 | Electricity |
| 58 | Pyrin | 50 | 55 | 65 | 80 | 100 | Fire |
| 58 | Pyrin Noct | 50 | 55 | 65 | 80 | 100 | Dark |
| 66 | Maraith | 50 | 55 | 65 | 80 | 100 | Dark |
| 73 | Beakon | 50 | 55 | 65 | 80 | 100 | Electricity |
| 74 | Ragnahawk | 50 | 55 | 65 | 80 | 100 | Fire |

| Number | Name | Lv1 | Lv2 | Lv3 | Lv4 | Lv5 | Element Swap |
|--------|-----------|-----|-----|-----|-----|-----|--------------|
| 82 | Azurobe | 50 | 55 | 65 | 80 | 100 | Water |
| 97 | Helzephyr | 50 | 55 | 65 | 80 | 100 | Dark |

- Frostallion and Frostallion Noct both also swap the player's damage type to ice and dark (respectively), without an attack bonus.

Hidden Stat: Player Attack Boost + Element Swap for non-mounts

Similar to the above, the non-mount Pals that grant the player an <element> type swap to their attacks also give an attack boost to the player's attacks as well when the Pal is active. However, this bonus is substantially smaller than the mounted bonus.

Player Attack Increase (%):

| Number | Name | Lv1 | Lv2 | Lv3 | Lv4 | Lv5 | Element Swap |
|--------|--------|-----|-----|-----|-----|-----|--------------|
| 21 | Nox | 5 | 6 | 7 | 8 | 10 | Dark |
| 76 | Wixen | 5 | 6 | 7 | 8 | 10 | Fire |
| 100 | Anubis | 5 | 6 | 7 | 8 | 10 | Earth |

- Verdash grants an element swap to grass but with a move speed bonus to itself and to the player (20|22|26|32|40%) instead of an attack increase.

Carry Weight

Weight Increase (+value):

| Number | Name | Lv1 | Lv2 | Lv3 | Lv4 | Lv5 |
|--------|-----------------|-----|-----|-----|-----|-----|
| 2 | Cattiva | 50 | 60 | 70 | 80 | 90 |
| 63 | Lunaris | 80 | 90 | 100 | 110 | 120 |
| 86 | Broncherry | 100 | 110 | 120 | 130 | 140 |
| 86 | Broncherry Aqua | 100 | 110 | 120 | 130 | 140 |
| 89 | Kingpaca | 100 | 110 | 120 | 130 | 140 |
| 89 | Ice Kingpaca | 100 | 110 | 120 | 130 | 140 |
| 91 | Wumpo | 120 | 130 | 140 | 150 | 160 |
| 91 | Wumpo Botan | 120 | 130 | 140 | 150 | 160 |

Drop-Rate Bonus for <Element Type>

Increase (%) to Drop Rate:

| Number | Name | Enemy <Element> | Lv1 | Lv2 | Lv3 | Lv4 | Lv5 |
|--------|-------------------|--------------------|-----|-----|-----|-----|-----|
| 11 | Penking | Fire | 40 | 50 | 60 | 70 | 80 |
| 75 | Katress | Normal | 40 | 50 | 60 | 70 | 80 |
| 78 | Vaelet | Earth | 40 | 50 | 60 | 70 | 80 |
| 80 | Elphidran | Dark | 40 | 50 | 60 | 70 | 80 |
| 80 | Elphidran Aqua | Fire | 40 | 50 | 60 | 70 | 80 |
| 83 | Cryolinx | Dragon | 40 | 50 | 60 | 70 | 80 |
| 84 | Blazehowl | Leaf | 40 | 50 | 60 | 70 | 80 |
| 84 | Blazehowl Noct | Normal | 40 | 50 | 60 | 70 | 80 |
| 99 | Menasting | Electricity | 40 | 50 | 60 | 70 | 80 |
| 105 | Faleris | Ice | 40 | 50 | 60 | 70 | 80 |
| 106 | Orserk | Water | 40 | 50 | 60 | 70 | 80 |

The drop rate boosting pal must active to benefit from this bonus.

I believe this stat is a percentage increase (e.g., Lv.1 = 40% increase = 1.4 multiplier) to the 'Drop Rate' of the item. If the modified drop rate exceeds 100% it will roll the drop more than once. Example: A Foxsparks has a 100% chance to drop exactly 1 leather normally. With a Partner Skill Lv.1 Penking the drop rate is boosted to 140% (100% * 1.4). Since this exceeds 100%, you are guaranteed 1 leather plus you have a 40% chance to get 1 additional leather. I believe it works this way because during my testing (with Lv1 Penking vs. Foxsparks) i received 1 leather about half the time and 2 leather the other half of the time. If it was simply boosting the quantity dropped by 1.4x (opposed to boosting the drop rate) then I believe the game would have to round to either 1 leather or 2 leather every time, which would not have matched my test results. Further testing required.

Mounted Element Boost

Percent increase to <element type> damage.

| Number | Name | Element Type | Lv1 | Lv2 | Lv3 | Lv4 | Lv5 |
|--------|------------------|--------------|-----|-----|-----|-----|-----|
| 52 | Grintale | Normal | 50 | 55 | 65 | 80 | 100 |
| 64 | Dinossom | Leaf | 50 | 55 | 65 | 80 | 100 |
| 64 | Dinossom Lux | Electricity | 50 | 55 | 65 | 80 | 100 |
| 95 | Quivern | Dragon | 50 | 55 | 65 | 80 | 100 |
| 96 | Blazamut | Fire | 50 | 55 | 65 | 80 | 100 |
| 101 | Jormuntide Ignis | Fire | 50 | 55 | 65 | 80 | 100 |
| 102 | Suzaku | Fire | 50 | 55 | 65 | 80 | 100 |
| 102 | Suzaku Aqua | Water | 50 | 55 | 65 | 80 | 100 |
| 107 | Shadowbeak | Dark | 50 | 55 | 65 | 80 | 100 |
| 110 | Frostallion | Ice | 50 | 55 | 65 | 80 | 100 |
| 110 | Frostallion Noct | Dark | 50 | 55 | 65 | 80 | 100 |

This bonus is ambiguously explained by the in-game description. This bonus applies to both the mounted Pal and the trainer. If the trainer has an attack that matches the element type bonus it will get boosted too. The important part though is that the Pal itself receives this bonus as well. Meaning a mounted pal with this bonus will do 50% up to 100% more damage with their attacks that match the element bonus type. This makes using these Pals as combat mounts (with manual ability usage) especially powerful - better than letting them fight automatically.

Synergy: Frostallion and Frostallion Noct both also swap the player's damage type to ice and dark (respectively), just without the attack increase that typically comes along with that. This means the player's attacks would fully benefit from the elemental damage boost of 50%-100%. This makes Frostallion good for both mounted player damage and mounted pal damage.

Party Buffs

These bonuses apply to any matching Pal (that matches the "Condition") in your party. The buffer only needs to be in your party to apply these bonuses to your active Pal. The bonuses stack additively if you have multiple buffers.

Attack increase (%) to matching <element type> pals in party:

| Number | Name | Condition | Lv1 | Lv2 | Lv3 | Lv4 | Lv5 | Type |
|--------|-----------|------------------------------|-----|-----|-----|-----|-----|--------------------|
| 7 | Sparkit | Electric Pal in party (buff) | 10 | 11 | 13 | 16 | 20 | Attack |
| 9 | Rooby | Fire Pal in party (buff) | 10 | 11 | 13 | 16 | 20 | Attack |
| 15 | Hoocrates | Dark Pal in party (buff) | 10 | 11 | 13 | 16 | 20 | Attack |
| 18 | Cremis | Normal Pal in party (buff) | 10 | 11 | 13 | 16 | 20 | Attack |
| 30 | Bristla | Leaf Pal in party (buff) | 10 | 11 | 13 | 16 | 20 | Attack |
| 39 | Ribunny | Normal Pal in party (buff) | 10 | 11 | 13 | 16 | 20 | Attack |
| 43 | Dumud | Earth Pal in party (buff) | 10 | 11 | 13 | 16 | 20 | Attack |
| 50 | Beegarde | Elizabee in party (buff) | 12 | 13 | 15 | 19 | 24 | Attack and Defense |
| 53 | Swee | Sweepa in party (buff) | 12 | 13 | 15 | 19 | 24 | Attack and Defense |
| 57 | Foxcicle | Ice Pal in party (buff) | 10 | 11 | 13 | 16 | 20 | Attack |

| Number | Name | Condition | Lv1 | Lv2 | Lv3 | Lv4 | Lv5 | Type |
|--------|---------------|---------------------------|-----|-----|-----|-----|-----|--------|
| 81 | Kelpsea | Water Pal in party (buff) | 10 | 11 | 13 | 16 | 20 | Attack |
| 81 | Kelpsea Ignis | Fire Pal in party (buff) | 10 | 11 | 13 | 16 | 20 | Attack |

Notice Beegarde and Swee increase both attack and defense, the others only increase attack.

These bonuses stack additively with themselves and with other sources of attack/defense bonuses. For example, if you were to make a party with 1 Sweepa and 4 Lv.5 Swee buffing it, each granting a +24% attack/defense bonus, you would have a total bonus of +96% attack and +96% defense to your Sweepa. This is a remarkably high stat bonus.

Making a full team of buffers combined with one strong active Pal is the way to make the absolute strongest single Pal you can. Combine that with the 'Mounted Element Boost' above (for an additional 100% damage increase) to deal the highest possible Pal damage. 4 Foxicle + 1 Frostallion (mounted) is probably the highest Pal damage possible outside of special moves like the Penguin launcher (but hey, you can combine the Penguin with 4 Kelpsea to make that even better too!).

Gobfin and Gobfin Ignis buff the player's attack and these do stack as well.

Player attack increase (%):

| 31 | Gobfin | Trainer in party (buff) | 10 | 11 | 13 | 16 | 20 | Attack |
|----|--------------|-------------------------|----|----|----|----|----|--------|
| 31 | Gobfin Ignis | Trainer in party (buff) | 10 | 11 | 13 | 16 | 20 | Attack |

Hidden Stat: Sweepa and Elizabee Attack Bonus

Contrary to what the in-game description states, Sweepa and Elizabee's Partner Skill has absolutely nothing to do with the Swee and Beegarde buffs that can be applied to them. The party buff these two Pals receive from Swee and Beegarde only gains power through Partner Skill upgrades on the Swee and Beegarde - NOT on Sweepa or Elizabee.

Both Sweepa and Elizabee have a 'hidden' Partner Skill that simply increases their attack as you upgrade it. That's it, nothing else. Nothing to do with Swee or Beegarde. You don't even need a single Swee or Beegarde in your party to benefit from Sweepa/Elizabee's Partner Skill upgrade.

Sweepa and Elizabee Attack increase (%):

| Number | Name | Lv1 | Lv2 | Lv3 | Lv4 | Lv5 |
|--------|----------|-----|-----|-----|-----|-----|
| 51 | Elizabee | | 5 | 6 | 7 | 8 |
| 54 | Sweepa | | 5 | 6 | 7 | 8 |

At Lv.2 they get a 5% attack bonus. At Lv.5 this increases to 8%.

Farming Animals

Upgrading the Partner Skill of the farming Pals increases the number of items they find. They have a min and a max amount of the items they can find, formatted as (min,max) in the table below:

Farming Finds (min,max):

| Number | Name | Type | Lv1 | Lv2 | Lv3 | Lv4 | Lv5 |
|--------|-----------|-------------------|-------|-------|-------|-------|-------|
| 1 | Lamball | FindWool | 1,1 | 1,2 | 1,3 | 1,4 | 1,5 |
| 3 | Chikipi | FindEgg | 1,1 | 1,2 | 1,3 | 1,4 | 1,5 |
| 18 | Cremis | FindWool | 2,3 | 2,3 | 2,4 | 2,5 | 2,6 |
| 24 | Mau | FindMoney | 10,10 | 10,20 | 10,30 | 10,40 | 10,50 |
| 24 | Mau Cryst | FindMoney | 10,10 | 10,20 | 10,30 | 10,40 | 10,50 |
| 29 | Mozzarina | FindMilk | 1,1 | 1,2 | 1,3 | 1,4 | 1,5 |
| 34 | Woolipop | FindSweet | 1,1 | 1,2 | 1,3 | 1,4 | 1,5 |
| 35 | Caprity | FindBerry | 1,1 | 1,2 | 1,3 | 1,4 | 1,5 |
| 36 | Melpaca | FindWool | 2,3 | 2,3 | 2,4 | 2,5 | 2,6 |
| 50 | Beegarde | FindHoney | 1,1 | 1,2 | 1,3 | 1,4 | 1,5 |
| 70 | Flambelle | FindFireOrg an | 1,1 | 1,2 | 1,3 | 1,4 | 1,5 |
| 79 | Sibelyx | FindCloth | 1,1 | 1,2 | 1,3 | 1,4 | 1,5 |

Example: A Melpaca at Lv.1 will find between 2 and 3 wool each time they find an item. At Lv.5 they will find between 2 and 6.

Vixy is more complicated and can find 4 different items. At level 4 and 5 Vixy starts finding Mega Pal Spheres in addition to the normal Spheres. At all levels Vixy can find Pal Spheres, Arrows, or Gold.

Vixy Finds (min,max):

| Partner Skill Lv. | Item1 | # | Item2 | # | Item3 | # | Item4 | # |
|-------------------|---------------|-----|-----------|-----|-----------|-------|-------|---|
| Lv.1 | FindPalSphere | 1,1 | FindArrow | 1,1 | FindMoney | 10,10 | | |

| Partner Skill Lv. | Item1 | # | Item2 | # | Item3 | # | Item4 | # |
|-------------------|---------------|-----|-----------|-----|-----------|-------|-------------------|-----|
| Lv.2 | FindPalSphere | 1,2 | FindArrow | 1,2 | FindMoney | 10,20 | | |
| Lv.3 | FindPalSphere | 2,3 | FindArrow | 2,3 | FindMoney | 10,30 | | |
| Lv.4 | FindPalSphere | 1,1 | FindArrow | 3,4 | FindMoney | 10,40 | FindMegaPalSphere | 1,1 |
| Lv.5 | FindPalSphere | 1,2 | FindArrow | 4,5 | FindMoney | 10,50 | FindMegaPalSphere | 1,1 |

Player Defense

Player Defense increase (%):

| Number | Name | Lv1 | Lv2 | Lv3 | Lv4 | Lv5 |
|--------|-----------|-----|-----|-----|-----|-----|
| 92 | Warssect | 5 | 6 | 7 | 8 | 10 |
| 99 | Menasting | 7 | 8 | 10 | 12 | 14 |

Other interesting stats

Ribunny's work speed bonus applies to the weapon workbench and weapon assembly I and II.

The **mounted bonus to logging/mining** only applies to the Pal itself and not the player. Using your pickaxe from the back of a mount gets no bonus.

Gumoss gives a 10 |11|13|16|20% increase to player logging.

Life Steal from Lovander and Felbat heals for 2|3|4|5|6% of damage dealt.

The **Weakspot damage** bonus from Robinquill and Vanwyrm is increased by 20|22|26|32|40%.
Note: you must be mounted for Vanwyrm's weakspot bonus to apply; Robinquill's applies while active.

Warsect's Partner Skill's description is incorrect. It does not make the player's attack fire. Instead, it increases the player's fire resistance by 5|6|7|8|10%.

Gorirat's attack bonus while berserk is massive: 50|75|110|150|200%. Potentially has amazing damage scaling at rank 5 with +200% attack. Only applies to 'shot attack' skills, not melee skills.

Active Skills

| Number | Name | Name | Type | Lv1 | Lv2 | Lv3 | Lv4 | Lv5 |
|--------|----------------|---------------------|------------|-------|-------|-------|-------|-------|
| 1 | Lamball | Shiled | | | | | | |
| 4 | Lifmunk | OnHeadShoot | power | 10 | 11 | 13 | 16 | 20 |
| 5 | Foxparks | Flamethrower | power | 10 | 11 | 13 | 16 | 20 |
| 6 | Fuack | Toboggan | multi | 1 | 1.1 | 1.3 | 1.6 | 2 |
| 8 | Tanzee | AssaultRifle | power | 20 | 22 | 26 | 32 | 40 |
| 10 | Pengullet | RocketLauncher | power | 250 | 285 | 325 | 400 | 500 |
| 12 | Jolthog | Grenade | power | 100 | 110 | 130 | 160 | 200 |
| 12 | Jolthog Cryst | Grenade | power | 100 | 110 | 130 | 160 | 200 |
| 16 | Teafant | Heal | heal# | 200 | 220 | 260 | 320 | 400 |
| 17 | Depresso | NightRunner | multi(spd) | ? | 2 | 3 | 5 | 10 |
| 19 | Daedream | DreamDemon | multi | 1 | 1.1 | 1.3 | 1.6 | 2 |
| 22 | Fuddler | SearchMine | range | 10000 | 11000 | 13000 | 16000 | 20000 |
| 27 | Tocotoco | Launcher | power | 100 | 110 | 130 | 160 | 200 |
| 31 | Gobfin | WaterGun | multi | 1.1 | 1.3 | 1.6 | 2 | 2.5 |
| 31 | Gobfin Ignis | FireSeed | multi | 1.1 | 1.3 | 1.6 | 2 | 2.5 |
| 33 | Mossanda | DualGrenadeLauncher | power | 30 | 33 | 39 | 48 | 60 |
| 33 | Mossanda Lux | DualGrenadeLauncher | power | 30 | 33 | 39 | 48 | 60 |
| 40 | Incineram | SwallowKite | multi | 1.1 | 1.3 | 1.6 | 2 | 2.5 |
| 40 | Incineram Noct | SwallowKite | multi | 1.1 | 1.3 | 1.6 | 2 | 2.5 |

| Number | Name | Name | Type | Lv1 | Lv2 | Lv3 | Lv4 | Lv5 |
|--------|----------------|------------------|------------|-------|-------|-------|-------|-------|
| 41 | Cinnamoth | PoisonFog | multi | 1.1 | 1.3 | 1.6 | 2 | 2.5 |
| 44 | Cawgnito | TelePoke | multi | 1.1 | 1.3 | 1.6 | 2 | 2.5 |
| 45 | Leezpunk | SearchDungeon | range | 10000 | 11000 | 13000 | 16000 | 20000 |
| 45 | Leezpunk Ignis | SearchDungeon | range | 10000 | 11000 | 13000 | 16000 | 20000 |
| 46 | Loupmoon | Werewolf_Scratch | multi | 1.1 | 1.3 | 1.6 | 2 | 2.5 |
| 49 | Gorirat | Berserk | AttackUp % | 50 | 75 | 110 | 150 | 200 |
| 62 | Dazzi | RaijinDaughter | multi | 1 | 1.1 | 1.3 | 1.6 | 2 |
| 67 | Digtoise | SpinningShell | multi | 1.1 | 1.3 | 1.6 | 2 | 2.5 |
| 68 | Tombat | SearchPal | range | 10000 | 11000 | 13000 | 16000 | 20000 |
| 72 | Bushi | Ronin_Iai | multi | 1.1 | 1.3 | 1.6 | 2 | 2.5 |
| 79 | Sibelyx | IcicleThrow | multi | 1.1 | 1.3 | 1.6 | 2 | 2.5 |
| 85 | Relaxaurus | MultiMissile | power | 10 | 11 | 13 | 16 | 20 |
| 85 | Relaxaurus Lux | MultiMissile | power | 10 | 11 | 13 | 16 | 20 |
| 87 | Petallia | Heal_FlowerDoll | heal# | 400 | 440 | 520 | 640 | 800 |
| 103 | Grizzbolt | Minigun | power | 6 | 6.6 | 7.8 | 9.6 | 12 |
| 104 | Lyleen | Heal_LilyQueen | heal# | 1000 | 1100 | 1300 | 1600 | 2000 |
| 104 | Lyleen Noct | Heal_LilyQueen | heal# | 1000 | 1100 | 1300 | 1600 | 2000 |
| 111 | Jetragon | JetMissile | power | 13 | 14.3 | 16.9 | 20.9 | 26 |

- Power is the Power of the skill, same as any other skill. For some of these it might appear low but that's because those skills hit very rapidly. The skills with very high power hit once or fire slowly. Going from Lv.1 to Lv.5 doubles the power of these Active Skills, which will result in about twice the damage (depending on enemy defense).
- Multi is a damage multiplier. The skills with a multi aren't only Active Skills, they're also skills that can be used as part of the normal skill set. However, the Pals that have them as Active Skills will start off dealing 10% increased damage (1.1x multi) with them and then that scales up by level, up to 150% increased damage (2.5x multi) at Lv.5. This is a very

substantial increase in damage.

- The heals are a flat amount. You get healed for exactly the listed value. Range is map units.
- I'm not really sure how Depresso's Active scales. It is shown as a 'Speed Multiplier' but a 10x speed multi at Lv.5 seems excessive. Any Depresso fans want to test out the speed at Lv.5? It's probably pretty fast.

Pal Glider Upgrades

| Name | MaxSpeed | GravityScale | StamDrain |
|----------------|----------|--------------|-----------|
| Galeclaw Lv.1 | 1000 | 0.03 | 15(?) |
| Galeclaw Lv.2 | 1150 | 0.0275 | 9 |
| Galeclaw Lv.3 | 1300 | 0.025 | 8 |
| Galeclaw Lv.4 | 1500 | 0.0225 | 7 |
| Galeclaw Lv.5 | 1700 | 0.02 | 6 |
| Celaray Lv.1 | 600 | 0.016 | 10 |
| Celaray Lv.2 | 750 | 0.014 | 8.5 |
| Celaray Lv.3 | 900 | 0.012 | 7 |
| Celaray Lv.4 | 1050 | 0.01 | 5.5 |
| Celaray Lv.5 | 1200 | 0.008 | 4 |
| Killamari Lv.1 | 500 | 0.013 | 8 |
| Killamari Lv.2 | 600 | 0.011 | 6.5 |
| Killamari Lv.3 | 700 | 0.009 | 5 |
| Killamari Lv.4 | 800 | 0.007 | 3.5 |
| Killamari Lv.5 | 900 | 0.005 | 2 |
| Hangyu Lv.1 | 100 | 0.01 | 15(?) |
| Hangyu Lv.2 | 100 | 0.009 | 9 |
| Hangyu Lv.3 | 100 | 0.008 | 8 |
| Hangyu Lv.4 | 100 | 0.007 | 7 |
| Hangyu Lv.5 | 100 | 0.006 | 6 |

MaxSpeed is probably the speed it naturally moves you at when starting from a dead stop. When you first open it your speed is probably accelerated up to that max speed. However, you can move faster than these speeds because the glider uses your current velocity when you open it, so things like grapple gun can be used to boost the speeds. Hangu's speed is bad by default, but combined with your own run speed (500), slide speed (up to 1500) or the grapple gun you can make it better. Gravity Scale is how fast you fall. The lower it is the slower you fall. StamDrain is stamina per second I believe. The two values with question marks are my best guess and are possibly wrong. All the others should be correct.