

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.
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