

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(spnd)	?	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

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41	Cinnamot h	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_lai	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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