



Aethel SMP Wiki

Minecraft

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SMP

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General

Commands

Aethel

Command	Parameters
/character /c, /char RPG character sheet.	<ul style="list-style-type: none">: opens a character sheet belonging to the user<playerName>: opens a character sheet belonging to the player
/forge /f Craft Forge recipes.	<ul style="list-style-type: none">: opens the Forge crafting menu
/location /l, /loc Saves, tracks, and compares locations.	<ul style="list-style-type: none">"get", "g": gets saved locations"add", "a": saves a new location"remove", "r": removes a saved location"track", "t": tracks a location"compare", "c": compares two locations
/ping /p Ping.	<ul style="list-style-type: none">: responds with server latency

/playerstat /ps, /stat Gets player statistics.	<ul style="list-style-type: none"> : opens a player statistics menu belonging to the user <playerName>: opens a player statistics menu belonging to the player past: opens a past shared player statistics menu
/showitem /si, /show Shows main hand item to chat.	<ul style="list-style-type: none"> : shows your main hand item to chat past: opens a past shared items menu
/whatsthisfeature /wtf Gets a key word's description.	<ul style="list-style-type: none"> : gets key word categories <keyWord>: gets a key word's description

External Plugins

<ul style="list-style-type: none"> /afk /compass /getpos 	<ul style="list-style-type: none"> /mail /msg 	<ul style="list-style-type: none"> /recipe /seen
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World Types

World Type Permanence World Border

Overworld <u>Seasonal</u> 10k Primary SMP world.	Nether <u>Seasonal</u> 10k Border expanded as necessary.	End <u>Renewable</u> Regenerated as necessary.
Resource <u>Renewable</u> Regenerated as necessary.	Event <u>Permanent</u> Minigames and events.	RPG <u>Permanent</u> Handmade adventure world.

Game Rules

Rule	Value	Description
forgiveDeadPlayers	false	Angered mobs won't forgive dead players.
playersSleepingPercentage	40	40% of online players need to sleep to skip the night.
universalAnger	true	Angered neutral mobs attack any nearby player.

Gameplay

Blocks

- Bamboo growth rate slowed by 50%.

Combat

- Normal critical hits are disabled. See [Critical Chance](#).

Enchantments

- Each level of Protection mitigates non-environmental damage by 1%, up to a maximum of 20%.
- Each level of Blast Protection mitigates explosion damage by 10%.
 - At 10 levels of Blast Protection across all equipment, the wearer heals 20% of the explosion's damage and fills their hunger.

- Each level of Fire Protection mitigates fire damage by 10%.
 - At 10 levels of Fire Protection across all equipment, the wearer gains permanent Fire Resistance.
- Each level of Projectile Protection mitigates projectile damage by 5%, up to a maximum of 50%.
 - At 10 levels of Projectile Protection across all equipment, the wearer user gains the ability to catch all types of arrows, fireballs, and snowballs.
- Each level of Feather Falling mitigates fall damage by 20%.
 - At 5 levels of Feather Falling across all equipment, the wearer gains permanent Slow Falling.

Effects

- Absorption is immediately added to health.
 - Health above maximum health is called Overshield. Overshield begins to decay above x1.2 maximum health.
- Each level of Resistance mitigates all forms of damage by 5%.

Items

- Items and XP orbs merge from further away.
- Items despawn in 10 minutes, with exceptions to dirt, sand, gravel, cobblestone, stone, cobblestone, deepslate, deepslate, sculk, and netherrack, which despawn in 60s instead.
- Luck status effect more heavily affects all RNG events.
- Naturally generated chests are eligible to regenerate their loot after 1d-2d, and the same player cannot reopen the same chests to regenerate the loot.

Mobs

- Lower natural mob caps for bats, glow squid, fish, axolotls, dolphins, and turtles.
- Non-hostile mobs spawn less frequently but in larger batches.
- Climbing mobs don't bypass entity cramming.
- Phantoms attack indiscriminately.
- Parrots remain on players' shoulders until they crouch.

Sounds

- Wither spawning, end portal opening, and ender dragon deaths only play to players within 8 chunks.

Mechanics

Attributes

Offense

Attack Damage

Base damage dealt per attack.

Attack Speed

Critical Chance Chance to deal critical damage.	Number of attacks per second.
Feint Reduces the target's counter chance.	Critical Damage Critical damage multiplier.
	Accuracy Reduces the target's dodge chance.

Defense

Generic Max Health Adds max health and visually displays additional heart containers.	Max Health Adds max health without visually displaying additional heart containers.
Counter Chance Chance to deal counter attacks. The number of counter attacks dealt is based on the defender's attack speed, at least 1, with the attack speed's whole number rounded down. The damage dealt per counterattack is based on the defender's attack damage, with no chance to deal critical damage. If the attacker dies from counter attacks, no damage is dealt to the defender.	Dodge Chance Chance to ignore damage from attacking entities or explosions.
Armor Toughness Flat damage mitigation from non-magical and non-environmental sources. Flat damage blocked is based on armor toughness divided by 2. If the damage blocked is higher than the incoming damage, then no damage is dealt to the defender.	Armor Percentage damage mitigation from non-magical and non-environmental sources. Each point of armor mitigates incoming damage by 2%, to a maximum of 40%.

Miscellaneous

Item Damage Item ability damage modifier.	Item Cooldown Item ability cooldown modifier.
Speed Movement speed.	Luck Luck.
Knockback Resistance Reduces knockback.	Tenacity Reduces the duration of negative statuses.

Abilities

Abilities are obtained from wearing equipment. There are two types of abilities: Passive and Active.

Passive abilities are automatically enabled, while active abilities must be bound through the character sheet menu settings first before being able to be used. To activate an active ability, select the hot bar slot the ability slot is bound to and crouch.

Passive Trigger Types

Below Health Activated when below a certain % of health.	Damage Dealt Activated on damage dealt. The attack must be at least 75% charged to activate damage dealt passive abilities.
Damage Taken Activated when taking damage.	On Kill Activated on killing any living entity.

Passive Abilities

Buff Applies a buff.	Chain Damage Deals chain damage. <ul style="list-style-type: none">• Spark: Attacks chain to entities with Soaked status.
Stack Instance Applies stacks of Statuses. <ul style="list-style-type: none">• Bleed• Brittle• Electrocute• Fracture• Soaked• Vulnerable	Potion Effect Applies potion effects.

Active Abilities

Buff Applies a buff.	Clear Status Causes statuses to be removed. <ul style="list-style-type: none">• Dismiss: Clears all non-damaging potion effects and statuses.• Disregard: Clears all damaging potion effects and statuses.
Displacement Causes entity movement with velocity. <ul style="list-style-type: none">• Attract: Spherical shaped pull of entities towards the caster.• Drag: Omnidirectional forward-facing pull of entities towards the caster.• Repel: Spherical shaped push of entities away from the caster.• Thrust: Omnidirectional forward-facing push of entities away from the caster.	Distance Damage Causes damage at a distance. <ul style="list-style-type: none">• Explode: Spherical shaped attack.• Force Sweep: Forward facing triangular arc shaped attack.• Force Wave: Omnidirectional forward-facing line-shaped attack.• Quake: Circular shaped attack.
Movement	Potion Effect

Causes movement with velocity.

- Dash: Forward facing movement.
- Leap: Omnidirectional forward-facing angular movement.
- Spring: Upwards facing movement.
- Withdraw: Backwards facing movement.

Shatter

Immediately consumes all stacks of Brittle from nearby enemies to deal an instance of damage.

Note:

- Movement-type abilities scale with ability user speed.
- Teleport-type abilities cannot go through bedrock or barrier.

Applies a potion effect.

Teleport

Causes instant movement.

- Blink: Omnidirectional forward-facing teleport.
- Emerge: Omnidirectional forward-facing caster teleport to an entity.
- Hook: Omnidirectional forward-facing entity teleport to the caster.
- Projection: Omnidirectional forward-facing teleport that after a delay, teleports the user back to their original location.
- Switch: Omnidirectional forward-facing location switch with an entity.

Statuses

Statuses are like potion effects, except that statuses are measured in stacks that have individual durations. There are two types of statuses: cumulative and highest instance.

Status Types

Cumulative

Stacks are represented together.

- Bleed: Damage over time.
- Brittle: Can be triggered by Shatter to deal an instance of damage.
- Electrocute: Damage over time that spreads its remaining stacks to nearby entities upon death.
- Soaked: Allows and increases chain damage between entities.

Highest Instance

Stacks are represented by their highest stack application.

- Fracture: Reduces an entity's effective armor value in damage calculations by 1 per stack.
- Vulnerable: Increases the damage taken by the entity by 2.5% per stack.