



## Aethel SMP Wiki

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### SMP

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### General

#### Commands

##### Aethel

Command	Parameters
<b>/character</b> /c, /char RPG character sheet.	<ul style="list-style-type: none"><li>: opens a character sheet belonging to the user</li><li>&lt;playerName&gt;: opens a character sheet belonging to the player</li></ul>
<b>/forge</b> /f Craft Forge recipes.	<ul style="list-style-type: none"><li>: opens the Forge crafting menu</li></ul>
<b>/ping</b> /p Ping.	<ul style="list-style-type: none"><li>: responds with server latency</li></ul>
<b>/playerstat</b> /ps, /stat Gets player statistics.	<ul style="list-style-type: none"><li>: opens a player statistics menu belonging to the user</li><li>&lt;playerName&gt;: opens a player statistics menu belonging to the player</li><li>past: opens a past shared player statistics menu</li></ul>

**/showitem** /si, /show

Shows main hand item to chat.

- : shows your main hand item to chat
- past: opens a past shared items menu

### External Plugins

- |            |         |           |
|------------|---------|-----------|
| • /afk     | • /mail | • /recipe |
| • /compass | • /msg  | • /seen   |
| • /getpos  |         |           |

## World Types

**World Type** Permanence World Border

**Overworld** Seasonal 10k

Primary SMP world.

**Nether** Seasonal 10k

Border expanded as necessary.

**End** Renewable

Regenerated as necessary.

**Resource** Renewable

Regenerated as necessary.

**Event** Permanent

Minigames and events.

**RPG** Permanent

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**

Number of attacks per second.

##### **Critical Chance**

Chance to deal critical damage.

##### **Critical Damage**

Critical damage multiplier.

#### **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.

##### **Dodge Chance**

Chance to ignore damage from attacking entities or explosions.

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.

#### **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.

#### **Speed**

Movement speed.

#### **Knockback Resistance**

Reduces knockback.

#### **Item Cooldown**

Item ability cooldown modifier.

#### **Luck**

Luck.

#### **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 Taken**

Activated when taking damage.

#### **Damage Dealt**

Activated on damage dealt.

The attack must be at least 75% charged to activate damage dealt passive abilities.

#### **On Kill**

Activated on killing any living entity.

### **Passive Abilities**

#### **Buff**

Applies a buff.

#### **Chain Damage**

Deals chain damage.

- Spark: Attacks chain to entities with Soaked status.

**Stack Instance**

Applies stacks of Statuses.

- Bleed
- Brittle
- Electrocute
- Fracture
- Soaked
- Vulnerable

**Potion Effect**

Applies potion effects.

**Active Abilities****Buff**

Applies a buff.

**Distance Damage**

Causes damage at a distance.

- Explode: Spherical shaped attack.
- Force Sweep: Forward facing triangular arc shaped attack.
- Force Wave: Omnidirectional forward-facing line-shaped attack.
- Quake: Circular shaped attack.

**Potion Effect**

Applies a potion effect.

**Teleport**

Causes instant movement.

- Blink: Omnidirectional forward-facing teleport.
- Projection: Omnidirectional forward-facing teleport that after a delay, teleports the user back to their original location.

**Clear Status**

Causes statuses to be removed.

- Dismiss: Clears all non-damaging potion effects and statuses.
- Disregard: Clears all damaging potion effects and statuses.

**Movement**

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.

**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.

**Highest Instance**

Stacks are represented by their highest stack application.

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|--|--|
| <ul style="list-style-type: none"><li>• Brittle: Can be triggered by Shatter to deal an instance of damage.</li><li>• Electrocute: Damage over time that spreads its remaining stacks to nearby entities upon death.</li><li>• Soaked: Allows and increases chain damage between entities.</li></ul> | <ul style="list-style-type: none"><li>• Fracture: Reduces an entity's effective armor value in damage calculations by 1 per stack.</li><li>• Vulnerable: Increases the damage taken by the entity by 2.5% per stack.</li></ul> |
|--|--|