

## About

位置 (-1920,4,-184)

呼び出し元 [初期化处理](#), [村人像](#)

分岐先

## コマンド群

No.	コマンド	状態	コメント
1	/scoreboard players tag @a[tag=Mokuso,score_WalkOneCm_min=5] add MokusoEnd		黙想終了処理 Mokuso
2	/scoreboard players tag @a[tag=Mokuso,score_SprintOneCm_min=5] add MokusoEnd		
3	/scoreboard players tag @a[tag=Mokuso,score_CrouchOneCm_min=5] add MokusoEnd		
4	/execute @a[tag=MokusoEnd,c=1] ~ ~ ~ /execute 0-0-1-0-1 ~ 8 -184 /clone ~ ~ ~ ~ ~ ~ ~ ~ filtered force minecraft:command_block 5 ###黙想終了処理		
5	/execute @a[score_WindWall_min=0] ~ ~ ~ /particle sweepAttack ~ ~ 1 ~ 2 2 0 1 true		ウィンドウォール WindWallス コア
6	/execute @a[score_WindWall_min=0] ~ ~ ~ /entitydata @e[r=6,tag=Driftable] {direction:[0d,-0.1d,0d]}	条件付き	
7	/execute @a[score_WindWall_min=0] ~ ~ ~ /execute @e[r=6,tag=Driftable] ~ ~ ~ /summon Endermite ~ ~ ~ {Silent:true,NoAI:true,Invulnerable:true,Lifetime:2395,ActiveEffects:[{Id:14b,Duration:10,Amplifier:0b,ShowParticles:false}],Tags: [SystemEntity,TypeChecked,WindWallMite]}	条件付き	
8	/execute @a[score_WindWall_min=0] ~ ~ ~ /scoreboard players tag @e[r=6,tag=Driftable] remove Driftable	条件付き	
9	/execute @a[score_WindWall_min=0] ~ ~ ~ /execute @e[r=6,tag=DriftableA] ~ ~ ~ /entitydata @e[r=0,tag=WindWallMite] {Lifetime:2400}	条件付き	
10	/execute @a[score_WindWall_min=0] ~ ~ ~ /execute @e[r=6,tag=DriftableA] ~ ~ ~ /summon ArmorStand ~ ~ ~ {Invisible:true,NoGravity:true,Invulnerable:true,Tags:[SystemEntity,Garbage,TypeChecked]}	条件付き	
11	/execute @a[score_WindWall_min=0] ~ ~ ~ /scoreboard players tag @e[r=6,tag=DriftableA] remove DriftableA	条件付き	
12	/scoreboard players tag @a[tag=MagicShield] add MagicShieldEnd	マジックシールド チェック MagicShield MagicShieldCheck	
13	/scoreboard players tag @a[tag=MagicShield] remove MagicShieldEnd {HurtTime:0s}	条件付き	
14	/execute @a[tag=MagicShieldEnd,c=1] ~ ~ ~ /execute 0-0-1-0-1 ~ 9 -184 /clone ~ ~ ~ ~ ~ ~ ~ ~ filtered force minecraft:command_block 5 ###マジックシールド終了処理		
15	/scoreboard players set @a[score_Jump_min=1] WalkOneCm 0		ジャンプ Jump
16	/scoreboard players set @a[score_Jump_min=1] FlyOneCm 0	条件付き	
17	/scoreboard players tag @a[score_Choyaku_min=2,score_Jump_min=1] add ChoyakuJump {ActiveEffects:[{Id:8b}]}	条件付き	跳躍ダメージ Shiyaku Jump
18	/execute @a[tag=ChoyakuJump] ~ ~ ~ /playsound entity.enderdragon.flap master @a[r=16] ~ ~ ~ 8 0.8 0	条件付き	
19	/execute @a[tag=ChoyakuJump] ~ ~ ~ /particle explode ~ ~ ~ 2.0 0 2.0 0 30 force	条件付き	
20	/fill ~2 ~-1 ~ ~5 ~-1 ~ minecraft:redstone_block 0 replace minecraft:lapis_block 0 #跳躍ダメージ処理開始	条件付き	
21	/execute @a[tag=ChoyakuJump] ~ ~ ~ /scoreboard players tag @e[r=9,tag=Enemy] add SkillTarget	条件付き	
22	/execute @a[tag=ChoyakuJump,score_Choyaku_min=2,score_Choyaku=7] ~ ~ ~ /execute @e[r=3,tag=Enemy] ~ ~ ~ /summon Arrow ~ ~ 0.02 ~ {CustomName:"旋風",damage:15d,Motion:[0d,1d,0d],Silent:true,life:1200s,Tags:[Garbage]}	動力が必要	
23	/execute @a[tag=ChoyakuJump,score_Choyaku_min=8,score_Choyaku=12] ~ ~ ~ /execute @e[r=6,tag=Enemy] ~ ~ ~ /summon Arrow ~ ~ 0.02 ~ {CustomName:"旋風",damage:35d,Motion:[0d,1d,0d],Silent:true,life:1200s,Tags:[Garbage]}	動力が必要	
24	/execute @a[tag=ChoyakuJump,score_Choyaku_min=13] ~ ~ ~ /execute @e[r=9,tag=Enemy] ~ ~ ~ /summon Arrow ~ ~ ~ 0.02 ~ {CustomName:"旋風",damage:60d,Motion:[0d,1d,0d],Silent:true,life:1200s,Tags:[Garbage]}	動力が必要	
25	/fill ~-3 ~-1 ~ ~ ~-1 ~ minecraft:lapis_block 0 replace minecraft:redstone_block		
26	/scoreboard players tag @a[tag=ChoyakuJump] remove ChoyakuJump	条件付き	
27	/scoreboard players reset @a[score_Jump_min=1] Jump		

No.	コマンド	状態	コメント
28	/scoreboard players tag @a[score_HPChanging_min=0] add Damaged		緩衝体力用被ダメージ補正処理
29	/scoreboard players tag @a[tag=Damaged] remove Damaged {AbsorptionAmount:0f}	条件付き	
30	/execute @a[tag=Damaged] ~ ~ ~ /scoreboard players operation @a[c=1] DamageTaken = @a[c=1] HP		
31	/execute @a[tag=Damaged] ~ ~ ~ /scoreboard players operation @a[c=1] DamageTaken -= @a[c=1] HPChanging	条件付き	
32	/scoreboard players operation @a[tag=Damaged] DamageTaken < #0 Const	条件付き	
33	/scoreboard players tag @a[tag=Damaged] remove Damaged	条件付き	
34	/execute @a[score_DamageTaken_min=0] ~ -200 ~ /kill @a[dy=-40]		奈落介錯
35	/scoreboard players tag @a[score_IronWill_min=1,score_DamageTaken_min=0] add IronWill		アイアンウィル発動 DamageTaker IronWill
36	/clone -1920 11 ~ -1920 11 ~ -1920 11 ~ filtered force minecraft:command_block 5 ###アイアンウィル継続判定	条件付き	
37	/execute @a[tag=IronWill] ~ ~ ~ /summon AreaEffectCloud ~ ~ ~ {Invulnerable:true,Radius:0f,RadiusOnUse:0f,DurationOnUse:0f,Duration:0,RadiusPerTick:0f,WaitTime:0,Age:0,Particle:take,Tags: [IronWillPoint,SystemEntity,TypeChecked]}	条件付き	
38	/execute @a[tag=IronWill] ~ ~ ~ /tp @e[dx=0,tag=IronWillPoint,c=1] @a[c=1]	条件付き	
39	/execute @a[tag=IronWill] ~ ~ ~ /tp @a[c=1] @e[r=4,tag=IronWillPoint,c=1]	条件付き	

## 詳細

1. **Mokuso**を持ち、**WalkOneCm**が5以上であるすべてのプレイヤーに**MokusoEnd**を付与