

- 位置(-1920,16,-191)
- 基礎体力増加によるHP増加処理

コマンド群

| No. | コマンド |
|-----|--|
| 1 | /effect @a[score_RefreshHPMax_min=2,score_HPMax_min=12,score_HPMax=13] minecraft:health_boost 1000000 0 true |
| 2 | /effect @a[score_RefreshHPMax_min=2,score_HPMax_min=14,score_HPMax=15] minecraft:health_boost 1000000 1 true |
| 3 | /effect @a[score_RefreshHPMax_min=2,score_HPMax_min=16,score_HPMax=17] minecraft:health_boost 1000000 2 true |
| 4 | /effect @a[score_RefreshHPMax_min=2,score_HPMax_min=18,score_HPMax=19] minecraft:health_boost 1000000 3 true |
| 5 | /effect @a[score_RefreshHPMax_min=2,score_HPMax_min=20,score_HPMax=21] minecraft:health_boost 1000000 4 true |
| 6 | /effect @a[score_RefreshHPMax_min=2,score_HPMax_min=22,score_HPMax=23] minecraft:health_boost 1000000 5 true |
| 7 | /effect @a[score_RefreshHPMax_min=2,score_HPMax_min=24,score_HPMax=25] minecraft:health_boost 1000000 6 true |
| 8 | /effect @a[score_RefreshHPMax_min=2,score_HPMax_min=26,score_HPMax=27] minecraft:health_boost 1000000 7 true |
| 9 | /effect @a[score_RefreshHPMax_min=2,score_HPMax_min=28,score_HPMax=29] minecraft:health_boost 1000000 8 true |
| 10 | /effect @a[score_RefreshHPMax_min=2,score_HPMax_min=30,score_HPMax=31] minecraft:health_boost 1000000 9 true |
| 11 | /effect @a[score_RefreshHPMax_min=2,score_HPMax_min=32,score_HPMax=33] minecraft:health_boost 1000000 10 true |
| 12 | /effect @a[score_RefreshHPMax_min=2,score_HPMax_min=34,score_HPMax=35] minecraft:health_boost 1000000 11 true |
| 13 | /effect @a[score_RefreshHPMax_min=2,score_HPMax_min=36,score_HPMax=37] minecraft:health_boost 1000000 12 true |
| 14 | /effect @a[score_RefreshHPMax_min=2,score_HPMax_min=38,score_HPMax=39] minecraft:health_boost 1000000 13 true |
| 15 | /effect @a[score_RefreshHPMax_min=2,score_HPMax_min=40,score_HPMax=41] minecraft:health_boost 1000000 14 true |
| 16 | /effect @a[score_RefreshHPMax_min=2,score_HPMax_min=42,score_HPMax=43] minecraft:health_boost 1000000 15 true |

No. コマンド

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|----|--|
| 17 | /effect @a[score_RefreshHPMax_min=2,score_HPMax_min=44,score_HPMax=45] minecraft:health_boost 1000000 16 true |
| 18 | /effect @a[score_RefreshHPMax_min=2,score_HPMax_min=46,score_HPMax=47] minecraft:health_boost 1000000 17 true |
| 19 | /effect @a[score_RefreshHPMax_min=2,score_HPMax_min=48,score_HPMax=49] minecraft:health_boost 1000000 18 true |
| 20 | /effect @a[score_RefreshHPMax_min=2,score_HPMax_min=50] minecraft:health_boost 1000000 19 true |
| 21 | /effect @a[score_RefreshHPMax_min=3] minecraft:instant_health 1 6 true |
| 22 | /scoreboard players reset @a[score_RefreshHPMax_min=2] RefreshHPMax |

詳細

1. RefreshHPMaxが2以上のプレイヤーでHPMaxの値に対応した基礎体力増加を1000000秒間付与(Lvについては以下の表を参照)
2. RefreshHPMaxが3以上であるプレイヤーに即時回復Lv.6を1秒間付与(増加分のHPを回復させるため)
3. RefreshHPMaxが2以上であるプレイヤーのRefreshHPMaxを0に設定

基礎体力増加について

| HPMax | health_boost Lv. |
|-------|------------------|
| 12,13 | 0 |
| 14,15 | 1 |
| 16,17 | 2 |
| 18,19 | 3 |
| 20,21 | 4 |
| 22,23 | 5 |
| 24,25 | 6 |
| 26,27 | 7 |
| 28,29 | 8 |
| 30,31 | 9 |
| 32,33 | 10 |
| 34,35 | 11 |
| 36,37 | 12 |
| 38,39 | 13 |

| HPMax | health_boost Lv. |
|-------|------------------|
| 40,41 | 14 |
| 42,43 | 15 |
| 44,45 | 16 |
| 46,47 | 17 |
| 48,40 | 18 |
| 50~ | 19 |