



JERRY'S GUIDE TO SKYBLOCK



HOMEBREW

The great villager Jerry reveals the secrets of the amazing realm
known as Skyblock

JERRY'S GUIDE TO SKYBLOCK V0.1.0



CREDITS

Lead Designer: Themadpunter

*Disclaimer: Jerry does not recommend angering
humanoid pigs with crowns, spending billions of coins
to get a Kuudra follower to give you armor, voiding 50
billion coins, or watching Rick and Morty without
924,429 Intelligence.*

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CHAPTER 1: FITTING SKYBLOCK INTO 5E



KYBLOCK IS A MODE FOR MINECRAFT ON THE Hypixel minecraft game server. Here, the famous (or infamous) villager Jerry has decided to create a set of rules for 5e to allow any adventurer to explore these realms.

The first thing the great Jerry covers in this book is how to translate Skyblock yourself into 5e.

JERRY JERRY. JERRY.

—Jerry

STATS

HEALTH

Health can be affected into 5e: To convert 5e hit points to Skyblock Health, multiply the hit point value by 10. To convert Skyblock Health to 5e hit points, divide the Skyblock Health value by 10 and round down.

DEFENSE

The Defense stat is equal to 100 times your Constitution modifier. To implement this, divide your Defense by $(100 + \text{your defense})$. Change the decimal to a percentage and reduce any damage you take by this much.

Example: with 100 Defense you would reduce 50% of all damage you.

Using this stat, your Effective HP is equal to your HP times (your defense divided by 100) plus one.

STRENGTH

The Strength stat is equal to 100 times the average (or higher value) of your Strength and Dexterity modifiers, plus your proficiency bonus. This is the same as vanilla 5e.

INTELLIGENCE

The Intelligence stat is equal to 100 times your spellcasting ability (Intelligence by default). This influences your Mana.

MANA

Your Mana is a stat used for spellcasting and item abilities. Your Mana maximum starts by 100 and increases by 1 per point in your Intelligence score. Your Mana increases by 12% of the maximum per turn; from 0 it should take roughly 9 turns to refill it.

CRT DAMAGE

Crit Damage is an alternate way to use critical hits. To implement this, use this alternative system for critical

hits. Your Crit Damage starts at 50% and cannot be increased by vanilla 5e means.

When you roll, take your Crit Chance and multiply it by 20 (or divide by 5 and multiply by 100). This should generate a value between 1 and 20. Subtract this value from 21 to find a number - round up. If you roll this number or higher, you get a critical hit.

By default, with the default Crit Chance, you will get a critical hit on 15 or higher. Please note that this does not mean you automatically hit; if you get a 1 you automatically miss.

CRT CHANCE

Your Crit Chance starts at 33% and cannot be increased by vanilla 5e means. To play vanilla 5e, you can use 5% for this at default; it will simulate default critical hits.

FEROCITY

Your Ferocity starts at 0. Your Ferocity cannot be increased by vanilla 5e means. This is a similar type to critical hits, just take your Ferocity, multiply by 20, and subtract the value from 21. If you have less than 1, add 20 and automatically hit one extra time, this repeats. With max Ferocity (500) you would automatically hit 5 times.

BONUS ATTACK SPEED

This statistic has no value in 5e Skyblock, and starts at 0. You can add this to Ferocity if you would like.

ABILITY DAMAGE

Add your Intelligence modifier to your Ability checks, and add Ability Damage/100. This stat starts at 0 and functions the same as Strength.

HEALTH REGENERATION

Every turn, regenerate 3 health for every 100 Health Regeneration points after the first 100.

VITALITY

Vitality starts at 100. Divide Vitality by 100 and multiply any healing you take by it.

MENDING

Mending starts at 100. Divide Mending by 100 and multiply any healing you give out by it.

TRUE DEFENSE

This does the same thing as Defense, except it starts at 0 and cannot be added by vanilla 5e means. This changes amounts of damage you take from natural forces (True Damage).

SWING RANGE

Multip

SPEED

This statistic is easily confused with the vanilla 5e stat. For every 20 Skyblock speed points past 100, increase your walking speed by 5 feet.

SEA CREATURE CHANCE

Sea Creature Chance starts at 20% and does not increase via vanilla means. When you fish, use the method with critical hits to find the chance of fishing up a sea creature.

MAGIC FIND

Magic Find starts at 0% and does not increase by vanilla means. Magic Find is best explained by this formula: your chance to find a rare item is multiplied by 1 plus your magic find divided by 100. If the drop is a pet, add your Pet Luck to your Magic Find.

FISHING SPEED

This statistic starts with 0 and cannot be improved through vanilla 5e means. This stat changes the time per second - divide your Fishing Speed by 300 (or 350 if on the Crimson Isle) and subtract this percentage of the fishing time from the fishing time.

Example: if your fishing time is 3 seconds and your Fishing Speed is 150, your fishing time is 1.5 seconds.

“WISDOM” STATS

Wisdom stats all work the same way: multiply XP gained by 1 + Wisdom Stat divided by 100. The stats start at 0.

MINING SPEED

Mining Speed works the same as Fishing Speed. The cap is the time it takes to mine something in seconds, multiplied by 20. If above the cap, you break the block instantly. The stat starts at 0.

BREAKING POWER

Breaking Power starts at 0 and has a max of 11. This is gained from tools and affects what you can mine.

PRISTINE

Every point of Pristine increases your chance of getting a Flawed gemstone instead of a Rough gemstone by 1%.

SKILL FORTUNE

Skill Fortune works the same way as Magic Find except for skill drops. Over 100%, you automatically gain an extra drop and have a chance to get another extra drop.

ABSORBTION

Absorbtion works the same way as Health, but Temporary HP.

How DAMAGE IS CALCULATED WITH SKYBLOCK WEAPONS

With Skyblock weapons, damage is calculated in different ways. Multiply ($5 + \text{the base damage}$ of the weapon) by (1 + Strength divided by 100). Multiply by any damage multipliers, like your combat level bonus, enchantments, and weapon bonus. Add Crit Damage if you get a critical hit, as well as any other bonuses. Your damage reduction from Defense is to reduce ($\text{Defense} / (\text{Defense} + 100)$) percent of the damage. This is likely not the way you will calculate damage, but is included here anyways.

DAMAGE CALCULATION

To convert Skyblock weapon damage to damage dice, divide the Base Damage of the weapon by 10, add 1 to this, and find a dice expression that makes the average. The dice expression for the *Fancy Sword*, for example, is 1d6, as the Base Damage is 20 ($20 / 10 = 2$, $2 + 1 = 3$). The damage for the *axe of the shredded* would be 4d6 + 1, which is, on average, 15.

ENCHANTMENTS

Enchantments apply normally to Skyblock weapons. Remember to convert HP values from Skyblock HP to 5e HP and vice versa.

ABILITY DAMAGE

Abilities do their base damage, multiplied by (1 + Intelligence divided by 100). Divide by 10.

CURRENCY

1 gp is equal to 100 Skyblock coins.

ENCHANTING

Enchanting an item requires an *enchantment table*. Each enchantment costs 10 XP Levels per enchantment level to apply, except for **ultimate enchantments**, which cost twice as much.

Enchantment levels do not work the same way as 5e levels - when you kill a monster, you get 1 enchantment level per CL of the enemy.

You can find what enchantments do on the Hypixel Skyblock Wiki. Some basic ones are detailed below. By default, all enchantments go up to V if nothing else is listed.

Giant Killer

Increases damage dealt by X% for each percent of extra Health that your target has above you, up to Y% per level.

Level	X%	Y%
I	0.1	5
II	0.2	10
III	0.3	15
IV	0.4	20
V	0.6	30
VI	0.9	45
VII	1.2	60

Knockback

Increases knockback 3 blocks per level.

Life Steal

Gain (0.5% * Level) of your health back every time you hit a mob.

Sharpness

Increase melee weapon damage by X% per level.

Level	X%
I	5
II	10
III	15
IV	20
V	30
VI	45
VII	65

Smite

Increase melee weapon damage by X% per level against Undead.

Level	X%
I	10
II	20
III	30
IV	40
V	60
VI	80
VII	100

Bane of Arthropods

Same thing against Arthropods.

First Strike

Increases damage on the first weapon strike by 25% per level.

Minions

Minions are automatic gatherers of resources. You can look on the Hypixel Skyblock Wiki for more information on crafting and how much they produce. Assume that they produce 100 times their *time between actions* per day.

Dungeon Levels / Skill Levels

In Dungeons and Dragons, you only have two types of levels: total levels and class levels. 1 5e level is equal to 2 dungeon levels. Consider your dungeon class level equal to your dungeon level.

Pets

Pets work, surprisingly, exactly the same in 5e as they do in Skyblock.

Dungeons

In Dungeons, you can treat this the same way as in a normal 5e dungeon - there would be a few chests within, and you can choose to spend coins to open them. You can look at the Skyblock Wiki for loot tables.

Reforging

At any blacksmith in 5e, you can choose to *reforge* your items. Reforging grants bonuses relative to the rarity of the item.

Reforging costs a set amount for each item rarity:

Level	Cost in gp
Common	250
Uncommon	500
Rare	1000
Epic	2500
Legendary	5000
Mythic	10000
Divine	15000
Special	25000
Very Special	50000

You can find a list of reforges on the Skyblock Wiki.

Reforge Stones

Reforge stones are combined in a Reforge Anvil. They have different costs than normal reforges do to apply. You can find this out on the Skyblock Wiki.

CHAPTER 2: ITEMS

NECRON'S BLADE VARIANTS

HYPERION



The Hyperion is a Legendary sword, one of the four refined Necron's Blade variants.

HYPERION

Weapon, Legendary

Gear Score: 615

Damage: 26 (7d6 + 1)

Strength: +150

Intelligence: +350

Ferocity: +30

Deals 50% extra damage to Aberrations (Withers). Grants +1 Damage and +2 Intelligence per Catacombs level.

WITH WITHER IMPACT:

Teleports 10 blocks ahead of you. Then implode dealing 10000 ability damage to nearby enemies.

Reduces damage taken by 10% for 1 turn. Also grants an absorption shield that gives 150% of your Crit Damage as health, after 1 turn 50% of the shield is converted into healing.

Mana cost: 300

VALKYRIE



The Valkyrie is a Legendary sword, one of the four refined Necron's Blade variants.

VALKYRIE

Weapon, Legendary

Gear Score: 505

Damage: 27 (7d6 + 2)

Strength: +175

Intelligence: +60

Ferocity: +60

Deals 50% extra damage to Aberrations (Withers). Grants +1 Damage and +1 Strength per Catacombs level.

WISE DRAGON ARMOR

Wise Dragon Armor is a LEGENDARY Armor Set that is focused on Mana and abilities. The full set can be crafted from Wise Dragon Fragment 240x Wise Dragon Fragments, and Wise Dragon Armor is one of eight different Dragon Armor sets.

WISE DRAGON ARMOR

Armor, Legendary

Stat	Helmet	Chestplate	Leggings	Boots
Health	70	120	100	60
Defense	120	160	140	90
Intelligence	125		75	

Requires Combat Level 16 (5e level 8).

FULL SET BONUS: WISE BLOOD

Abilities have 2/3 of the Mana cost.

CHARACTER SHEET

HEALTH _____

CURRENT _____

STRENGTH _____

DEFENSE _____

DAMAGE REDUCTION % _____

INTELLIGENCE _____

MANA _____

CRIT DAMAGE _____

CRIT CHANCE _____

FEROCITY _____

BONUS ATTACK SPEED _____

ABILITY DAMAGE _____

HEALTH REGENERATION _____

VITALITY _____

MENDING _____

TRUE DEFENSE _____

SWING RANGE _____

SPEED _____

SEA CREATURE CHANCE _____

MAGIC FIND _____

FISHING SPEED _____

COMBAT WISDOM _____

MINING WISDOM _____

FARMING WISDOM _____

FORAGING WISDOM _____

FISHING WISDOM _____

ENCHANTING WISDOM _____

ALCHEMY WISDOM _____

CARPENTRY WISDOM _____

RUNECRAFTING WISDOM _____

SOCIAL WISDOM _____

MINING SPEED _____

BREAKING POWER _____

PRISTINE _____

FORAGING FORTUNE _____

MINING FORTUNE _____

FARMING FORTUNE _____

HEAT _____

FEAR _____

RIFT TIME _____

RIFT DAMAGE _____

MANA

JERRY'S GUIDE TO EVERYTHING

Jerry has decided to write a compendium of everything Skyblock. Jerry is the record-setting, annoying villager from Hypixel Skyblock, and he's proud to tell you (or *hmmm* you) all he knows!

For use with the fifth edition *Player's Handbook*,
Dungeon Master's Guide, and *Monster Manual*.



