

Ascentius Combat Guide

Mastering the New Damage System & Custom Mechanics

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Damage & Defense Rework

Most sources of damages on Ascentius have been reworked into four categories. Here is a basic overview:

Blunt: Dealt by heavier weapons such as Axes and Maces, reduced by more shock absorbing armors such as Leather.

Slashing: Dealt by weapons such as Swords and Katanas, reduced by heavier armors such as Iron.

Piercing: Dealt by weapons such as Bows and Spears, reduced by most metallic armors.

Generic: This damage is dealt by all other sources in minecraft, including but not limited to fall damage, lava, and explosion damage. This stat is found on all armors.

When crafting weapons and armor, it's important to understand the mobs and opponents you will face on the server. An enemy that deals primarily Blunt damage might require you to craft armor that is stronger at mitigating Blunt damage. This damage system allows you to come up with and craft counters to specific enemies.

Armor Types

On top of each armor providing its base stats in all four defense types, they will provide buffs and debuffs depending on their type. This is often correlated to what material is used to craft the armor.

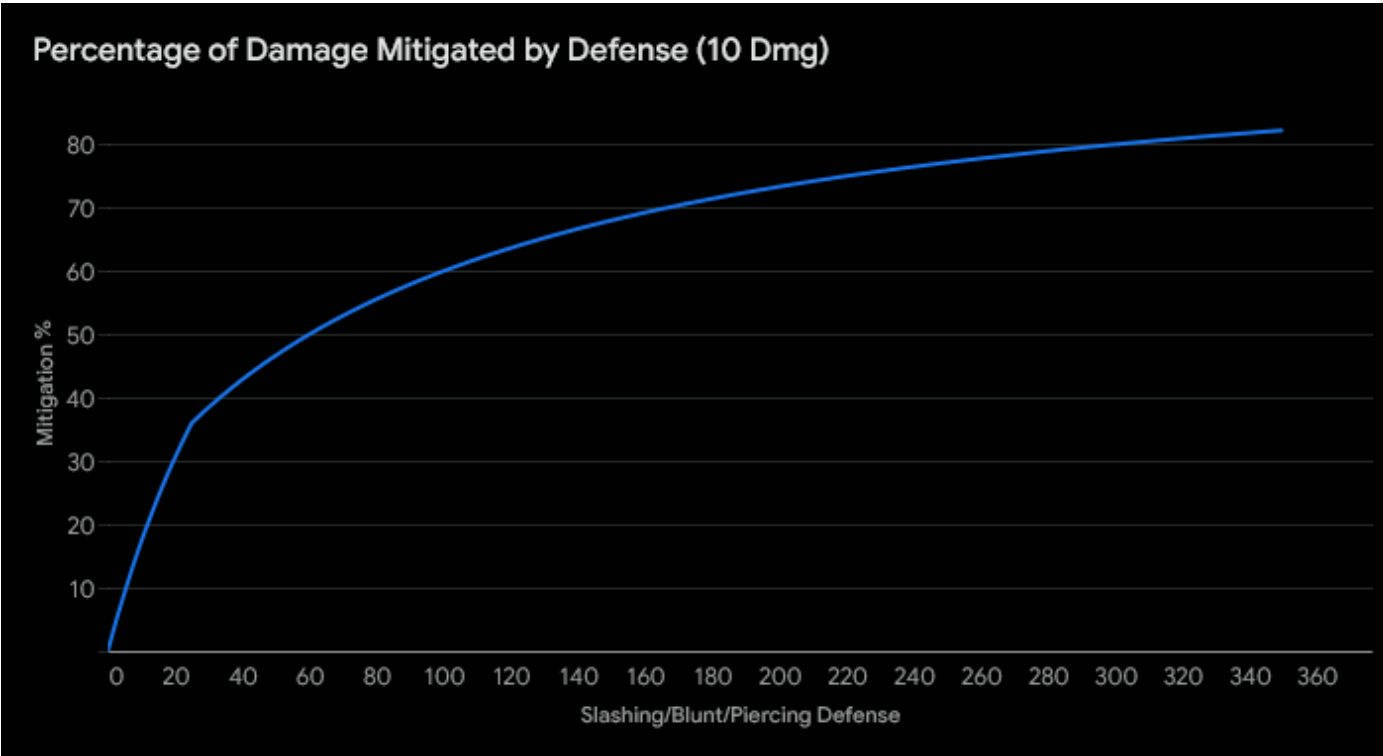
Light: Non-metallic armors, Leathers/Chitin/Lightweight materials. Good against Blunt Damage, Weak against Slashing and Piercing Damage. No speed penalty.

Medium: Flexible armors made of lighter metals and other materials. Good against Slashing Damage, Weak against Blunt Damage, Slightly weak to Piercing Damage. Small speed penalty.

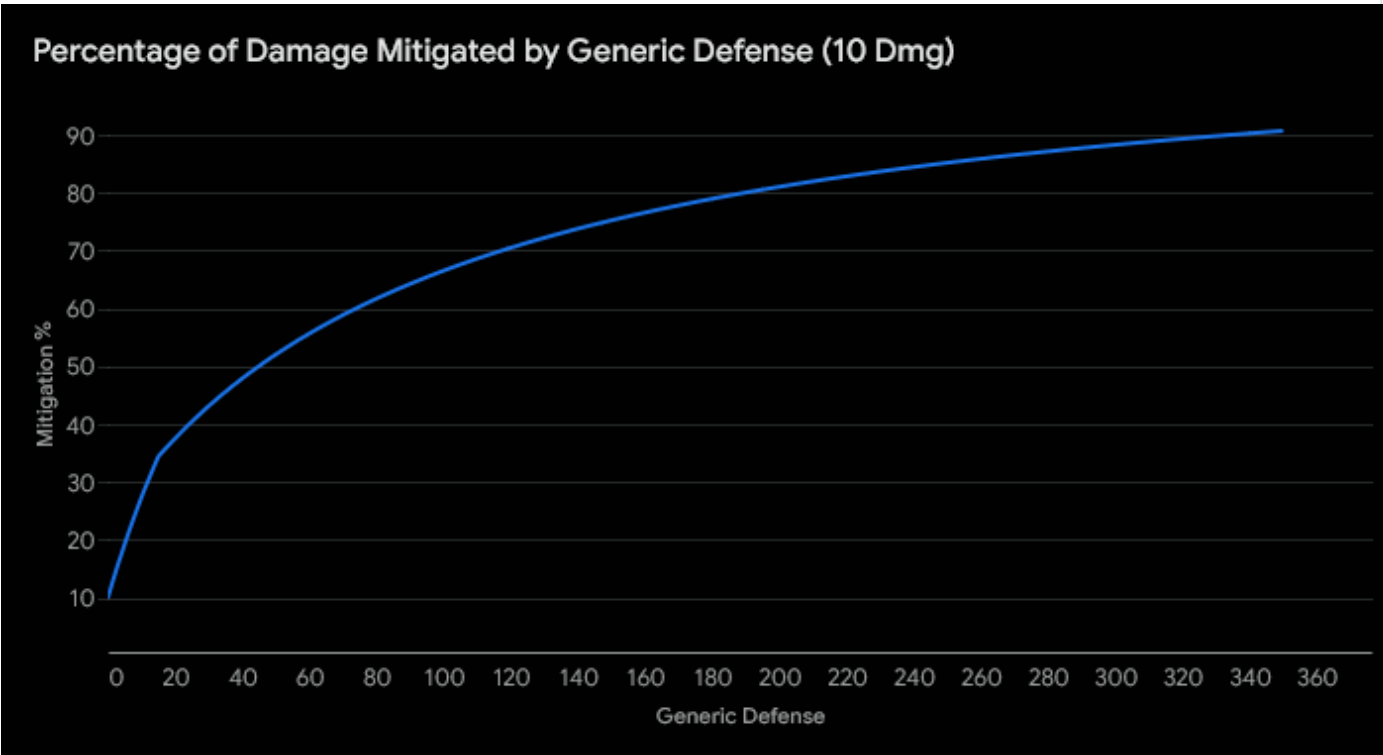
Heavy: Bulky metal armors designed for maximum protection. Great against Slashing Damage and Good against Piercing Damage, Weak against Blunt Damage. Large speed penalty with an HP increase tradeoff.

Advanced Defense Mechanics

The formula for Slashing/Blunt/Piercing Defense varies slightly from Generic Defense. As Slashing/Blunt/Piercing is the primary incoming damage (from other players and mobs), the formula prioritizes a PvPvE system that allows for a diversity in weapon and armor metas.



As Generic Damage is more common from vanilla sources, it has an inherent reduction even without players having the stat. This is designed to encourage combat using the Slashing/Blunt/Piercing Damage system above as opposed to using vanilla mechanics for PvPvE.



[Advanced] Jewel Crafting & Socketing

Jewel Crafting is a powerful, late-game, system that allows players to craft Jewels to socket onto Weapons and Armors.

INSERT HOW TO GET JEWELS ONCE FINALIZED

Jewels are divided into two types, Circle Jewels (Defense) and Star Jewels (Offense).

Once a player crafts a Jewel, it will be produced with a Tier, which decides its modifier capacity. The Tier follows the typical Tier system used across the server.

Modifier Capacity by Tier
Common: 2
Rare: 3
Epic: 4
Legendary: 5
Mythic: 6
Godlike: 7

A Modifier is what provides the stats on the jewel. Modifiers are also divided into Tiers, following the typical Tier system used across the server. The higher the Tier, the lower the chance of generating onto a Jewel. Modifiers are unique, often providing trade-offs in stats. Modifiers are also divided into positive and negative Modifiers, these are delineated with plus and minus signs in the Jewels name. You can also tell by if the Modifier's name is italicized or not, italicized names are negative Modifiers, normal names are positive. With over 500+ Modifiers to discover, this provides players the ability to produce powerful augments to their equipment.

How to use a Jewel

Using a Jewel is simple, drag and drop the Jewel item onto an item with an empty Jewel Socket. The Jewel will be consumed and added to the item.

New Weapons

Ascentius offers players the unique opportunity to play with different and unique weapons that might suite your preferred playstyle more than the traditional sword and bow. Below is the current custom weapons minus cavalry weapons & individual custom weapons.

Dagger

- **Damage Type:** Slashing
- **Attack Speed:** Very Fast
- **Other:** Decreased attack range

Spear

- **Damage Type:** Piercing
- **Attack Speed:** Slow
- **Other:** Increased attack range

Gauntlet

- **Damage Type:** Blunt
- **Attack Speed:** Fast
- **Other:** Shield Breaker

Staff

- **Damage Type:** Blunt
- **Attack Speed:** Medium
- **Other:** Ranged

Lute

- **Damage Type:** Slashing
- **Attack Speed:** Fast
- **Other:** Ranged
- **Ability:** Minor Heal (*Shift + Left Click*)

Greatsword

- **Damage Type:** Slashing
- **Attack Speed:** Very Slow
- **Other:** Two Handed + Shield Breaker

Broadsword

- **Damage Type:** Slashing
- **Attack Speed:** Slow
- **Other:** N/A

Katana

- **Damage Type:** Slashing
- **Attack Speed:** Fast
- **Other:** Every 3rd hit activates Flurry of Blows for 5 seconds, increasing your Attack Speed. 15s Cooldown

Mace

- **Damage Type:** Blunt
- **Attack Speed:** Fast
- **Other:** Shield Breaker
- **Ability:** Every 5th hit applies a Crippled debuff, increasing incoming Blunt damage by 5% and applying a short slow

Rifles

- **Damage Type:** Piercing
- **Attack Speed:** Very Slow
- **Other:** Extreme Range

Handcannon

- **Damage Type:** Blunt
- **Attack Speed:** Slow
- **Other:** Close Range

Cavalry