

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.

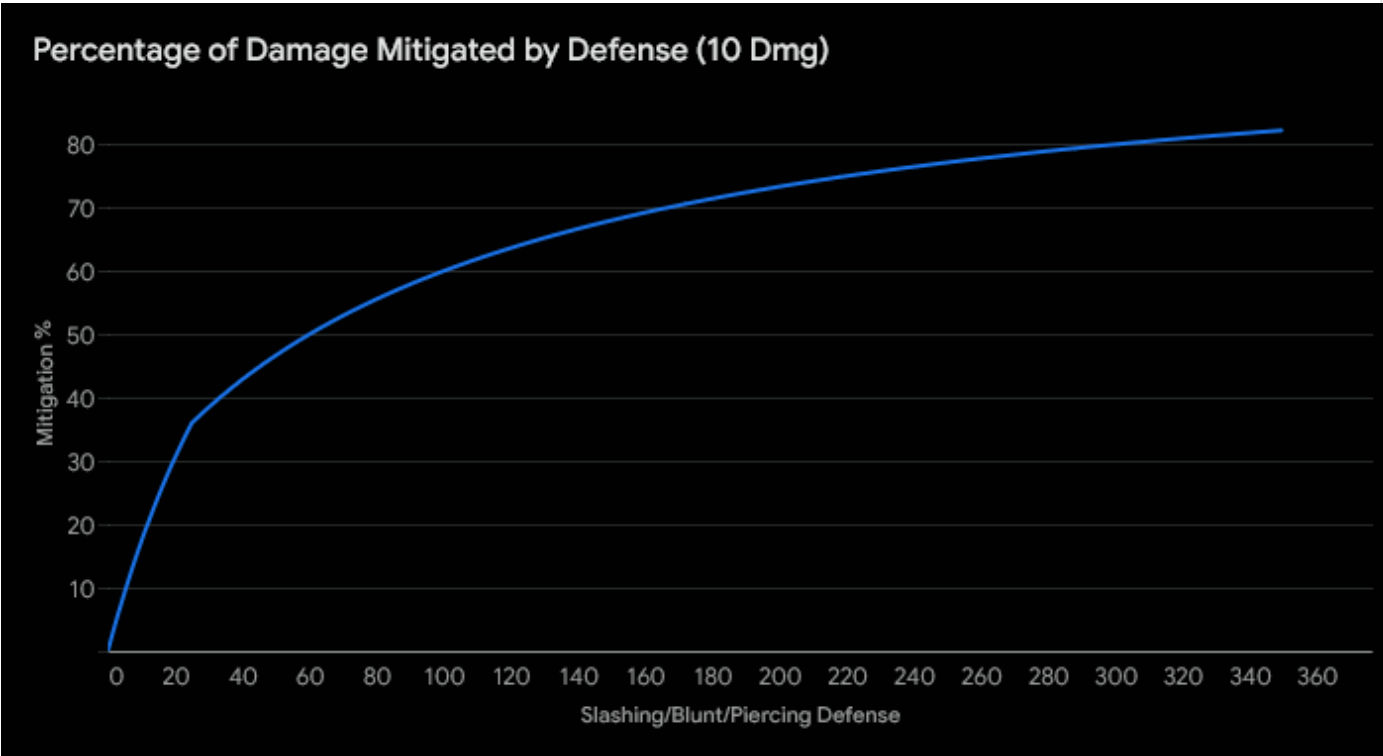
Light: Non-metallic armors, Leathers/Chitin/Lightweight materials. Good against Blunt Damage, Weak against Slashing and Piercing Damage. No speed penalty.

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.

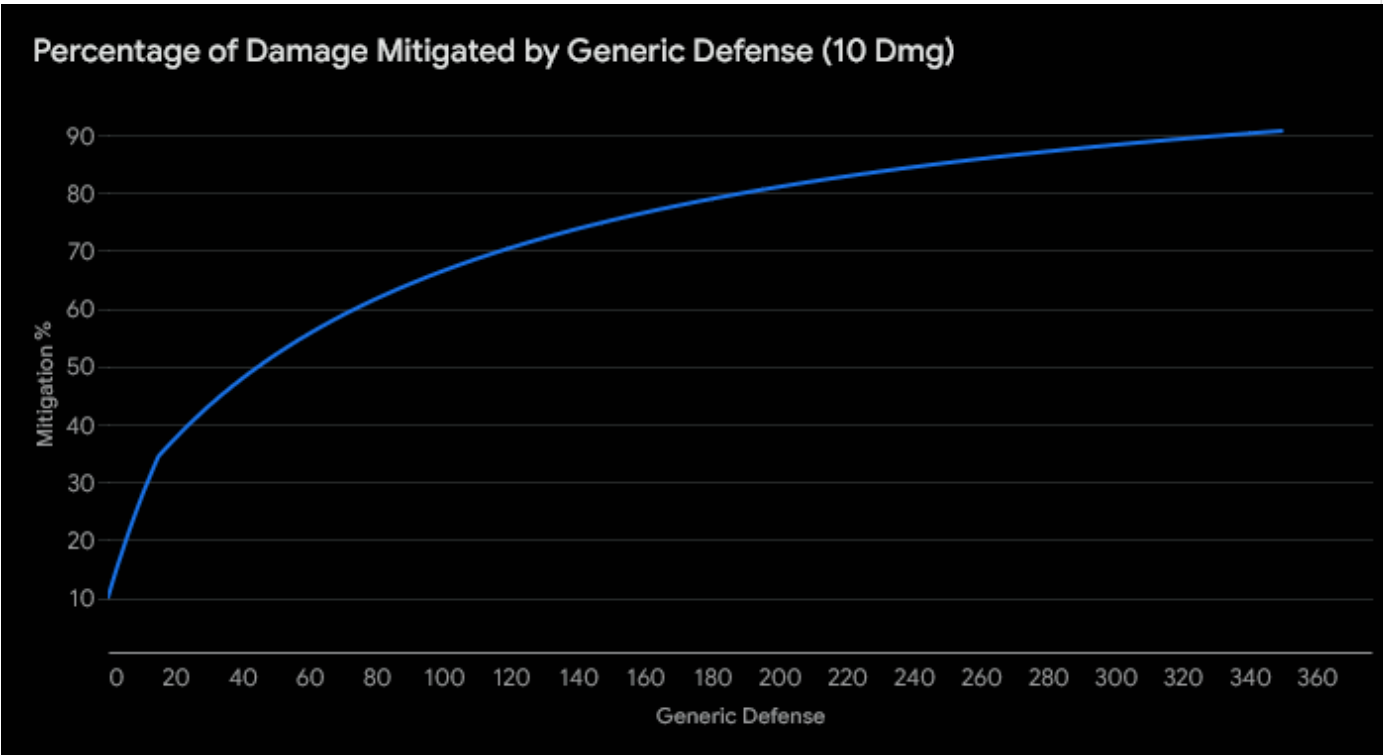
Heavy: Bulky metal armors designed for maximum protection. Great against Slashing Damage and Good against Piercing Damage, Weak against Blunt Damage. Large speed penalty with an HP increase tradeoff.

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.



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