mcMMO

Here you can find information about our mcMMO setup, levels, skills, disabled skills and reasons.

- Acrobatics
- Excavation
- Herbalism
- Mining
- Woodcutting
- Fishing

Acrobatics

Acrobatics is a skill that allows Graceful Roll, as well as combat damage negation with the passive skill "Dodge". In combat.

Server decision:

On United Factions we have disabled these Acrobatics skills of mcMMO, as it would form a threat to the PvP experience.

The skill is simply too overpowered to be rolled out. The impact of this skill between experienced players and new players would be so significant that new players would not even attempt to PvP with an experienced player. The battle for the experienced player would not be much of a challenge either, making the outcome of PvP fighting ridiculously predictable.

Excavation

Excavation is the ability in McMMO related to using a shovel to dig anything on the soil chart, including exotic materials like Soul Sand. High-level Excavators can produce diamonds from dirt easily. (Like most McMMO abilities, it will only work if McMMO drops can spawn on the blocks, and not if they are funnelled into the player's inventory like with some plugins.)

- **The mcMMO Excavation Skill Level is maxed at level 1000 on United Factions.**

Abilities

EXCAVATION HAS NEW ABILITIES. LIST THEM HERE!

Increasing skill level

You level up by digging materials that are mined faster with a shovel.

Scouring the entire surface, or at least large hills, is the fastest way to level Excavation.

Another good way is to stock up on shovels and make a trapped snowman. This will allow you to dig the snow underneath it which is constantly refreshed. As the snow is fast to break, it will wear out your tools very quickly, but it will also help you to level very quickly in the comfort of your own home without having to worry about finding stuff to excavate. Keep an iron block nearby and use an iron shovel to clear the snow. When you are running low on durability, just repair the shovel and keep on digging. This method trains up Excavation and Repair at the same time. Stone can also be used at the cost of maintanance and XP. With the right scripting tools and settings, this can be automated as a client-side bot. It can also be automated with dispensers and a timer, and shovels can be gained through a mob grinder if you're lucky, or in the newest update of Minecraft, automatically crafted from iron ore, coal, and wood through hoppers and recipe selection.

You can also use Giga Drill Breaker in bursts to speed up digging, at the expense of extra durability wear on your shovel. To counteract this, use diamond shovels. Past level 350, it is more common than not to get at least 1 diamond from a single Giga Drill Breaker, allowing you to repair the shovel whenever durability starts to drop.

Drops	Block	Skill Req.	XP Rewarded	Chance
Image not found or type unknown **Dirt**	Image not found or type unknown Grass	0	40	100%

Image not found or type unknown **Dirt**	Image not found or type unknown Mycelium	0	40	100%
Image not found or type unknown **Dirt**	Image not found or type unknown Dirt	0	40	100%
Snow	**Snow Layer**	**0**	**20**	**100%**
Image not found or type unknown **Gravel**	Image not found or type unknown Gravel	0	40	90%
Image not found or type unknown **Flint**	Image not found or type unknown Gravel	0	40	10%
Image not found or type unknown **Sand**	Image not found or type unknown Sand	0	40	100%
Image not found or type unknown **Soul Sand**	Image not found or type unknown Soul Sand	0	40	100%
Image not found or type unknown **Clay (x4)**	Image not found or type unknown Clay Block	0	40	100%
Image not found or type unknown **Empty Map**	Image not found or type unknown Clay Block	25	200	2%
Image not found or type unknown **Glowstone Dust**	Image not found or type unknown Grass	25	80	5%
Image not found or type unknown **Glowstone Dust**	Image not found or type unknown Mycelium	25	80	5%
Image not found or type unknown **Glowstone Dust**	Image not found or type unknown Dirt	25	80	5%
Image not found or type unknown **Glowstone Dust**	Image not found or type unknown Sand	25	80	5%
Image not found or type unknown **Gunpowder**	Image not found or type unknown Gravel	75	30	10%
Image not found or type unknown **Slimeball**	Image not found or type unknown Clay block	150	10	1%
Image not found or type unknown **Bone**	Image not found or type unknown Gravel	175	30	10%
Image not found or type unknown **Egg**	Image not found or type unknown Grass	250	100	1%
Image not found or type unknown **Music Disc (13)**	Image not found or type unknown *Any*	250	3000	0.05%
Image not found or type unknown **Apple**	Image not found or type unknown Grass	250	100	0.1%

Image not found or type unknown **Apple**	Please add this back [The previous content broke the entire chart.]	100	0.1%	
Image not found or type unknown **Soul Sand**	Image not found or type unknown Sand	650	80	0.5%
Image not found or type unknown **Spider web**	Image not found or type unknown Clay block	750	150	5%
Image not found or type unknown **Cake**	Image not found or type unknown *Any*	750	3000	0.05%
Image not found or type unknown **Netherrack**	Image not found or type unknown Gravel	850	3000	0.5%
Image not found or type unknown **Nether Quartz**	Image not found or type unknown *Any*	850	3000	0.5%

Block	Average XP/block
Dirt	80.33
Gravel	95.account6for \4

*Calculated with assuming you can receive every drop and your excavation level is over 900. XP/block can vary between servers as it's configurable by server admins.

Leveling Table (Theoretical Time)

Level	Total Blocks	Total XP	Total Time (seconds)
1	107.5	4300	
10	695	27800	500
25	1970	78800	900
50	4290	171600	1400
75	7500	300000	1900
100	11422.5	456900	3000
150	21392.5	855700	3500
175	27445	1097800	9300
250	49860	1994400	16300
350	80537.5	3221500	28100
500	149355	5974200	36100

650	187812.5	7512500	45600
750	224747.5	8989900	78886
850	293855	15260000	64100
1000	350245	19731200	71900

This table does not account for earning bonus items or dirt, or for breaking blocks besides dirt for more XP or different drops. Times may also vary based on the player's focus and efficiency at aiming and mining new blocks continuously, what enchants are used, , on tick lag, block lag, and latency, the player's skill level, and whether Giga Drill Breaker is in use continuously.

*It's calculated without receiving drops other than dirt from it. Times may vary depending on the shovel used or other variables, such as accuracy. These variables can be negated using client-side bots.

Trivia

- The 'Giga Drill Breaker' ability is a reference to the move 'Giga Drill Breaker' from the anime "Tengen Toppa Gurren Lagann".
  - The original name of the move was "Giga Drill Break" but "Giga Drill Breaker" stuck with the public due to Japanese pronunciation of English. It also was not used to harvest materials, instead being relegated to combat.

Herbalism

Herbalism is a skill in McMMO that governs the ability to harvest plants and crops excluding trees and other more structural occurrences of plants. It requires multiple tools to make the full use of its abilities.

- **The mcMMO Herbalism Skill Level is maxed at level 1000 on United Factions.**

Green Terra

Right-clicking empty farmland and breaking a plant or crop after Herbalism Level 50 activates the super move Green Terra. It increases in duration at certain levels. It has a cooldown of 240 seconds.

Effects while activated

- High chance to triple all drops from harvested plants or crops, including seeds.
- For farming, a potential to replant numerous seeds for free during the skill duration, saving time and seeds.
- Consumes 1 wheat Seed to convert one of the following blocks:
  - Cobblestone into Mossy Cobblestone
  - Stone Brick into Mossy Stone Brick
  - Dirt into Grass

Be mindful that **all** of the above can be configured by a server admin. Also, similarly to all other super moves in McMMO, if the hoe in use is unequipped, the skill will immediately stop and undergo the full cooldown.

Green Thumb (Wheat/Carrots/Potatoes/Nether Wart/Beetroot)

Green Thumb has the ability to more rapidly progress the growth of all single-block crops. The skill curve roughly follows the equation based on this table:
level*(13.3%/200)=chance
where level is your herbalism level and chance is the odds for instant growth to that stage.

Herbalism Level	Growth Stage	Chance
0 - 199	0	(Lvl 0) 0% - 13.3%
200 - 399	1	13.3% - 26.7%
400 - 599	2	26.7% - 40%
600 - 799	3	40% - 53.3%
800-1500	4	53.3% - 100%(Lvl 1500)

Shroom Thumb

Using a mushroom on a block of dirt while both a red and brown mushroom are in the inventory triggers "Shroom Thumb". It consumes a red and brown mushroom, and has a chance to turn the block of dirt into a block of mycelium. The chances of success increases with Herbalism level.

Farmer's Diet

This passive skill increases the amount of hunger that grown food will restore as the player's Herbalism level increases. One hunger is half of a piece of meat on the hunger bar.

Herbalism Level	Rank	Bonus Hunger Restoration
0 - 199	0	0
200 - 399	I	1
400 - 599	II	2
600 - 799	III	3
800 - 999	IV	4
1000+	V	5

Note: Farmer's Diet is similar to the healing effect herbalism gave pre-1.8.

Hylian Luck

Hylian Luck gives a small chance to obtain special items when certain blocks are broken with a sword. Currently, the blocks that are affected by this are:

- Grass (Melon seeds, pumpkin seeds, cocoa beans)
- Saplings (Melon seeds, pumpkin seeds, cocoa beans)
- Dead Bushes (Melon seeds, pumpkin seeds, cocoa beans)
- Flowers (Potatoes, carrots, apples)

The chance for a drop goes up by 0.01% every level. However, the stats menu only displays whole percentage points. At Level 1000, the chances are 10%.

The drops can be edited in the config files.

Double Drops (All Corresponding Blocks)

This skill doubles the drops obtained from crops and plants. The chance is increased by 0.1% each Level, mathematically guaranteeing double drops at level 1000. In the stats menu, however, the increased percentage will only be visible every 10 levels due to flooring.

Experience Table

This chart details the amount of experience gained from harvesting the respective crops:

(servers may have custom experience set)

Crop	EXP Gained (per unit)
Grass	1
Vine	10
Pumpkin	20
Watermelon	20
Cocoa Bean	30
Sugar Cane	30

Cactus	30
Potatoes	50
Carrot	50
Wheat	50
Nether Wart	50
Flowers/Lilypads	100
Mushrooms	150

Training Methods

Below are listed the best methods for each crop.

Bonemeal: Set up a dispenser with a timer to automatically use bone meal on grass. The flowers grown will give 100 exp and the grass gives 10 exp. It doesn't give as much exp per minute as sugarcane/nether wart if farm size for both crops are massive but with advantage of not needing to wait. An optimized design may even have a skeleton spawner or dark room connected to create an unlimited supply of bones.

- Pros: No replanting required, nor a huge amount of space
- Cons: Expensive materials. High amount of bonemeal required. Server redstone restrictions may hinder efficiency.

Cocoa Beans: give 30 exp each, a moderate amount, but they grow very quickly. An optimized design will be one chunk wide farm to have enough cocoa beans growing quickly enough (at 4 blocks high of jungle logs) that the player can constantly harvest them.

- Pros: Very fast growing crop, does not require water/light.
- Cons: Moderate amount of exp per crop, also requires jungle logs to build the farms.

Sugarcane: An optimum farm is patterned to maximize space efficiency. A large enough farm can be harvested non-stop. Sugarcane can grow up to three blocks high, and breaking the middle of a full-grown stalk yield 60s exp total.

- Pros: No replanting, doesn't need light
- Cons: Sugarcane requires water next to the block it is planted on, making it less space efficient than other crops. Regrows at a fairly slow pace. Require massive space for optimization.

Cactus: A cactus farm of the same size as a sugarcane farm has fewer plants, since all adjacent spaces around cacti need to be empty.

- Pros: Same growth rate as sugarcane, but does not require water or light. Does not require replanting.
- Cons: Need sand to place cactus. Causes damage on contact. Drops can be destroyed by cacti. Can only be placed with nothing adjacent to it.

Nether Wart:

- Pros: Fastest growth rate among all crops without water or light.
- Cons: Soul Sand is required to plant. The slow walking speed on top of Soul Sand might also impede harvest and replanting, unless you have the Soul Speed enchantment.

Wheat/Carrot/Potato:

- Pros: Very space efficient, can be built vertically. Optimal conditions require only one water block for every 9x9 farm area.
- Cons: Requires heavy maintenance and offers no speed advantages compared to other farm-based methods. Cannot be automated, and the farm must be fully grown at each visit to gain the maximum amount of skill points, wasting time whether one micromanages one's farm or not.

Flower/Lily pad (For some servers)/Mushroom: Secondary training method. Swamps are best to find plants.

- Pros: Highest exp yield per crop.
- Cons: Unsustainable method since it requires finding a fresh biome every time it is done.

Flower Forest/Flower Clusters: Secondary training method. Flower forests contain large quantities of flowers which can earn you thousands of skill EXP.

- Pros: Highest exp yield per crop.
- Cons: Same as above

Mushroom Plantation: A imitation of a Mushroom Biome through placing mushroom on mycelium (obtained by Shroom Thumb, Silk Touch, or slowly spreading mycelium to dirt). An optimum plantation will be on top of the Nether without worries of lots of mobs, space, mycelium blocks, and lighting.

- Pros: Highest exp yield per crop.
- Cons: Slowest grow rate, making farms not very efficient. Stunt growth after mushroom grew approximately seven blocks away from originally placed mushroom. Required massive area with lots of mycelium blocks.

Trivia

- At high levels, Herbalism users can gain more hunger points from crop-based foods than Steak, and the bonus flowers can be used to create Saturation/Regeneration Suspicious Stew.
  - However, Steak still has more points of saturation than crop foods and may be better for players who want additional HP regenerated on the go, and unlike Suspicious Stew, stacks.
- Hylian Luck is a reference to The Legend of Zelda, a video game in which treasures and in-game money can be found by cutting grass with a sword.
- Green Terra is likely taken from the name Terra, meaning Earth.

Mining

Mining is a skill focused around mining stone and ore. A notable perk of this skill is the higher potential yield from each ore, increased even further when using an active skill. Mining also adds new functionality to TNT, by allowing remote detonation. Mining is a parent skill of Smelting.

- **The mcMMO Mining Skill Level is maxed at level 1000 on United Factions.**

Special Abilities

Super Breaker

unlocked by reaching level 50.

Speed + Triple drop chance

Super Breaker (activated by right-clicking with a pickaxe in hand), will temporarily add 5 Efficiency levels to the held pickaxe, triple the double drop rate, and replace normal-rate double drops with triple drops. In other words, Super Breaker stacks with fortune 3 enhancements.

The duration of the skill starts at 2 seconds, and increases by 1 second every 50 levels. There is no maximum duration. Like all skills, its default cooldown time is 240 seconds. The effects and duration of this Super Move can be altered in the server config, along with other information on this page. Unequipping the pickaxe will cause the remaining time with the ability to be wasted and cooldown time to start sooner.

Double Drops

Double the normal loot

Double drops is a passive skill that allows the player to gain two items instead of the usual one when mining any naturally generated block found in the experience table below. The odds of this happening increase by 0.1% per level to a maximum of 100% at level 1000. It does not stack with the Fortune enchantment, but does work with Silk Touch.

Blast Mining

Bonuses to mining with TNT
Locked until level 125 mining

Instead of using a pickaxe to break blocks, Blast Mining utilizes TNT to destroy and mine blocks. It is activated by using a flint & steel outside of the standard ignition range (shift and right-click the air between yourself and the TNT). Unlike ignition in vanilla, the TNT explodes instantly.

With Blast Mining, the range at which the TNT ignites is extended. Higher Mining levels will yield more ores and less debris. By default, TNT drops 30% of what is blown up, and is increased further with each level.

Bigger Bombs

Increases TNT explosion radius
Locked until level 375 mining

The Bigger Bombs ability increases the explosive range of TNT ignited with Blast Mining. At level 375, it adds 2 to the radius of the explosion. At level 625, this bonus is increased to 3. And at level 875, the radius gains its maximum bonus of 4.

Demolitions Expertise

Decreases damage from TNT explosions

Locked until level 500 mining

Demolitions expertise is a passive ability that reduces the damage done by TNT with Blast Mining by 25%. At level 750, the damage is decreased by 50%. At level 1000, damage reduction is 100%.

Note that TNT ignited through standard means still causes harm, and only when ignited through Blast Mining is the damage negated.

Techniques

Usage

- When mining, leave any ore blocks behind and continue exploring. When the area is clear and the ores are more exposed, activate super breaker for a chance at triple drops.

Leveling

- Collect all the ores that you can find while mining, including coal.
- Due to its low hardness value, netherrack is among the fastest blocks to mine. Go to the nether with an Efficiency II or more diamond pickaxe and mine netherrack for quick leveling, though be wary of lava pockets.
- The Haste II buff (obtainable via potion or beacon), combined with an Efficiency V diamond pickaxe, allows stone to be instantly broken.
- Endstone gives the second-highest exp for non-ore blocks. Mining in The End with an Efficiency pickaxe is a very fast method to level this skill.
- End City blocks give high amounts of XP (200-250) and can be instantly mined with Haste II and Efficiency V. Wearing Elytra will prevent falling. Since End Cities can be very large, it is the fastest way to level Mining.

Experience Table

Please note that the values listed below are the default values, and may be different on servers with custom configurations.

	Block Name	Experience
Image not found or type unknown	Hard Clay	30
Image not found or type unknown	Mossy Cobblestone	30
Image not found or type unknown	Netherrack	30
Image not found or type unknown	Sandstone	30
Image not found or type unknown	Stone	30
Image not found or type unknown	Packed Ice	50
Image not found or type unknown	Stained Clay	50
Image not found or type unknown	Prismarine	70
Image not found or type unknown	Coal Ore	100
Image not found or type unknown	Red Sandstone	100
Image not found or type unknown	Quartz Ore	100
Image not found or type unknown	Redstone Ore	150
Image not found or type unknown	End Stone	150

Image not found or type unknown	Obsidian	150
	Purpur	200
Image not found or type unknown	Iron Ore	250
Image not found or type unknown	Gold Ore	350
Image not found or type unknown	Lapis Ore	400
Image not found or type unknown	Diamond Ore	750
Image not found or type unknown	Emerald Ore	1000

Trivia

- Super Breaker is likely based on the name Giga Drill Breaker because stone is harder to break than dirt.

Woodcutting

Woodcutting is a skill that is based around chopping trees down with an axe. Levelling the skill gives you increased chances of extra wood dropping from trees, as well as extra duration on the tree feller ability.

- **The mcMMO Woodcutting Skill Level is maxed at level 1000 on United Factions.**

Abilities

Tree Feller

Make trees explode

Tree Feller is an active skill that allows you to chop down entire trees by only breaking one block. To use Tree Feller, right-click while holding an axe to ready your tool. With the tool ready, chop a block of wood or giant mushroom to activate the skill. Tree Feller only breaks blocks at the same height and higher than the block that is chopped, so cutting the middle of a tree will leave a stump. At level 0, tree feller is unavailable, it unlocks at level 50, and it increases by 1 second every 50 levels. This gives it a max duration of 22 seconds at level 1000. The ability has a cooldown between uses that lasts 240 seconds (4 minutes). Tree feller does not break trees larger than 500 blocks by default and at lower levels, it breaks much less.

When using Tree Feller, the durability of one's axe will be decreased by as much as if each log/huge mushroom block had been broken individually. If one's axe should break while Tree Feller is active, the user will suffer eight damage (Image not found or type unknown) and a message will appear reading, "Your axe splinters into dozens of pieces!". The surrounding logs/huge mushroom blocks will remain intact, apart from the one on which the axe was broken.

Leaf Blower

Blow away leaves
Locked until level 150 woodcutting

Leaf Blower is an ability that will cause leaf blocks to break instantly when hit with an axe. When destroyed using Leaf Blower, a leaf block has a 10% chance of dropping its respective sapling. The leaves do durability damage to the axe and make a popping sound when broken.

Double Drops

Double the normal loot

Double drops is a passive skill that allows you to gain two items instead of one when chopping any log or giant mushroom block that was either generated by the world or grown. The chance to get double drops increases by 0.1% per level to a maximum of 100% at level 1000.

Techniques

Levelling

- Create a large grove of birch trees, then chop down and replant as many trees as possible. This is because birch trees will not grow into the big trees that oak saplings can grow into, allowing for an easier time cutting down the trees when Tree Feller is on cooldown.
- Create a mushroom tree by using bone meal on mushrooms planted on mycelium.
- Most compactible tree to grow is spruce trees without letting the trees too big for tree feller to work. Put two blocks between each spruce tree.
- 2x2 spruce trees have the best advantage of being able to cut down the entire tree easily, with or without Tree Feller.
- Cut trees using an Efficiency V axe and run with speed potions to maximize the number of trees you can cut down during a single duration of Tree Feller.
- Haste II Potions are can be brewed from the Alchemy skill after level 125 Alchemy. They'll allow you to cut down trees faster.

Experience

Experience setings for woodcutting

Block	Experience
Acacia Wood	90
Birch Wood	90
Dark Oak Wood	90
Jungle Wood	100
Oak Wood	70

Spruce Wood	80

Watch mcMMO Woodcutting in action!

https://www.youtube.com/embed/L0dCnkuHhOk

Fishing

Fishing is a skill which increases the chance of finding catches, and can pull up useful loot. It also has the Shake ability, which pulls drops from mobs without having to kill them.

- **The mcMMO Fishing Skill Level is maxed at level 1000 on United Factions.**

Ranks

Instead of being based directly off skill level like most skills, fishing uses a rank value that determines the strength of most abilities. There are 8 ranks in fishing that are unlocked through obtaining certain levels.

:

Rank	Fishing Level
1	0
2	125
3	250
4	375
5	500
6	625
7	700
8	875+

- *Note: The fishing level required usually increments by 125, but rank 6 (625-699) and rank 7 (700-874) do not match this pattern.*

Abilities

Treasure Hunting

Treasure Hunting is an ability increases the chance to give useful items when fishing.

Note: Server admins can tweak the plugin configuration to add or remove certain objects to specific tiers and levels.

Rarity	**Tier 1 lvl 0**	**Tier 2 lvl 125**	**Tier 3 lvl 250**	**Tier 4 lvl 375**	**Tier 5 lvl 500**	**Tier 6 lvl 625**	**Tier 7 lvl 700**	**Tier 8 lvl 875**
Traps	***7.68%***	2.5%	1.5%	1%	0.25%	0.1%	0.05%	0.01%
Common	*7.5%*	**6.5%**	**3.5%**	2%	1.5%	1%	0.25%	0.1%
Uncommon	1.25%	1.75%	2.75%	**3.5%**	***3.75%***	3.25%	2.75%	1.5%
Rare	0.25%	0.75%	1.25%	2.25%	2.5%	**3.75%**	4%	*6%*
Epic	0.1%	0.5%	1%	1.5%	2%	2.5%	**5%**	***7.5%***
Legendary	0.01%	0.05%	0.1%	1%	1%	1.5%	2.5%	*5%*
Record	0.01%	0.01%	0.01%	0.01%	0.01%	0.05%	0.10%	*0.25%*
Total	16.80%	12.06%	10.11%	11.26%	11.01%	12.15%	14.65%	20.36%
Fish	83.2%	87.94%	89.89%	88.74%	88.99%	87.85%	85.35%	79.64%

Rarity	**Items Dropped**
Traps	TNT, Splash Poison Potion entity (0:15)
Common	Wooden Tools Leather Armor Lapis Lazuli (1 - 20)
Uncommon	Stone Tools Gold Armor Gold Tools Iron Ingots (1 - 5) Gold Ingots (1-5)
Rare	Iron Tools Blaze Rod Bow Ender Pearl
Epic	Diamonds (1 - 5) Iron Armor (Any) Ghast Tear
Legendary	Diamond Armor Diamond Tools

Records	Music Discs: mall, mellohi, stal, strad, ward, blocks, and 11

Magic Hunter

Magic Hunter is an ability that allows armor and tools obtained from Treasure Hunter to be enchanted, the chances of which are shown in the table below.

Some servers disable this skill, as the rare items can be farmed.

Magic Hunter is able to catch tools and armor with enchantment combinations that are unavailable by normal means, such as Silk Touch and Fortune together or Smite and Bane of Arthropods together.

Enchantment	Common	Uncommon	Rare	Epic	Legendary
Efficiency	1	2	3	4	5
Unbreaking	1		2		3
Fortune	1			2	3
Protection	1	2	3		4
Fire Protection	1	2	3		4
Feather Falling	1	2	3		4
Blast Protection	1	2	3		4
Projectile Protection	1	2	3		4
Respiration	1		2		3
Aqua Affinity				1	2
Thorns	1			2	3
Sharpness	1	2	3	4	5
Smite	1	2	3	4	5
Bane	1	2	3	4	5
Power	1	2	3	4	5
Punch		1			2
Flame				1	
Knockback		1			2
Looting		1	2		3
Fire Aspect			1		2

Infinity					1
Silk Touch					1

Rank	Common Enchantment	Uncommon Enchantment	Rare Enchantment	Epic Enchantment	Legendary Enchantment	Total Chance
1	5%	1%	0.1%	0.01%	0.01%	6.12%
2	7.5%	1%	0.1%	0.01%	0.01%	8.62%
3	7.5%	2.5%	0.25%	0.1%	0.01%	10.36%
4	10%	2.75%	0.5%	0.1%	0.05%	13.40%
5	10%	4%	0.75%	0.25%	0.1%	15.10%
6	9.5%	5.5%	1.75%	0.5%	0.25%	17.50%
7	8.5%	7.5%	2.75%	0.75%	0.5%	20.00%
8	7.5%	10%	5.25%	1.50%	0.75%	25.00%

Master Angler

As of the 1.7 update, Master Angler is unlocked at level 125 (by default) and can grant 2 different multipliers for your bite chance. By default, the bite chance is 0.2% per tick. This chance by default by either being in a river or ocean biome, being in a boat, or fishing during rain. All of these methods stack.

There are 20 ticks per second, but due to lag, ticks don't happen uniformly, and on laggier servers, one may have a harder time catching fish.

Shake

Shake is an ability that can pull drops and held items from mobs by hooking them with a fishing rod. It can be used repeatedly for a large number of items depending on the remaining health of the mob. However, this reduces the durability of the fishing rod drastically. The fishing rod, when used in this method, will always deal damage equivalent to 25% of the maximum health of the mob. Keep this in mind when fighting tougher creatures such as Iron Golems, as a single shake will deal a considerable amount of damage. If fighting tiny magma cubes it will kill the mob.

Rank (Level)	Shake Chance
1 (0)	15%
2 (125)	15%
3 (250)	25%

4 (375)	35%
5 (500)	45%
6 (625)	55%
7 (700)	65%
8 (875)	75%

Note: Spamming your fishing rod can cause a kraken to spawn. You will lose your fishing rod forever.

Type	Item
BlazeFace.png Image not found or type unknown Blaze	100% Blaze Rod
GhastFace.png Image not found or type unknown Ghast	50% Ghast Tear 50% Gunpowder
ZombiePigmanFace.png Image not found or type unknown Zombie Pigman	50% Rotten Flesh 50% Gold Nugget
ZombieFace.png Image not found or type unknown Zombie	2% Zombie Head 98% Rotten Flesh
SpiderFace.png Image not found or type unknown Spider	50% String 50% Spider Eye
CaveSpiderFace.png Image not found or type unknown Cave Spider	49% String 49% Spider Eye 1% Potion of Poison (0:45) 1% Cobweb
PigFace.png Image not found or type unknown Pig	100% Porkchop
ChickenFace.png Image not found or type unknown Chicken	33.3% Egg 33.3% Raw Chicken 33.3% Feather
CreeperFace.png Image not found or type unknown Creeper	1% Creeper Head 99% Gunpowder
SkeletonFace.png Image not found or type unknown Skeleton	2% Skeleton Skull 49% Bone 49% Arrow (1 - 3)
WitherSkeletonHead.png Image not found or type unknown Wither Skeleton	1% Wither Skeleton Skull 50% Bone 49% Coal (1 - 3)
SlimeFace.png Image not found or type unknown Slime	100% Slimeball
Magma Cube Face.png Image not found or type unknown Magma Cube	100% Magma Cream

CowFace.png Image not found or type unknown Cow	2% Milk Bucket 49% Leather 49% Raw Beef
MooshroomFace.png Image not found or type unknown Mooshroom	5% Milk Bucket 5% Mushroom Soup 30% Leather 30% Raw Beef 30% Red Mushroom (1 - 3)
EndermanFace.png Image not found or type unknown Enderman	100% Ender Pearl (teleportation causes pearls to appear in odd places)
SheepFace.png Image not found or type unknown Sheep	100% Wool (1 - 6)
SquidFace.png Image not found or type unknown Squid	100% Ink Sac
Vg face.png Image not found or type unknown Iron Golem	3% Pumpkin 12% Iron Ingot 85% Red Flower
SnowGolemFace.png Image not found or type unknown Snowman	3% Pumpkin 97% Snowballs (1 - 4)
Witchface2.png Image not found or type unknown Witch	1% Potion of Healing 1% Potion of Fire Resistance 1% Potion of Swiftness 9% Glass Bottle 12% Sugar 12% Gunpowder 12% Spider Eye 13% Water Bottle 13% Glowstone Dust 13% Redstone 13% Stick
Shulkerface.png Image not found or type unknown Shulker	25% Shulker Shell 75% Purpur Block

Fisherman's Diet

This passive skill increases the amount of hunger that fished food will restore as the player's Fishing level increases. One hunger is half of a piece of meat on the hunger bar.

Fishing Level	Rank	Bonus Hunger Restoration
0 - 199	0	0
200 - 399	I	1
400 - 599	II	2

600 - 799	III	3
800 - 999	IV	4
1000+	V	5

EXP Gain

These values vary from server to server; some servers give you different amounts of experience for each type of fish.

Activity	Exp gained
Catching a Fish	800
Getting Treasure	1000 (Calculated as "Catching a Fish" + 200)
Successful Shake	50 (mob spawners work)