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.

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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)

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