


I'm not robot  reCAPTCHA

Continue

How to get demonic metal tinkers construct

in: Extra Utilities 2, Components View source 24,329 ARTICLESON THIS WIKI This article is in need of a clean-up. You can help the wiki by cleaning up the article. Reason: Add subpages for new materials. Add infos of the new version. All of the Tools or Weapons in Tinkers' Construct can be made from a variety of Materials. For the full list of available materials in your version of the game, please check the ingame documentation. A book called "Materials and You", crafted in the following way: You can craft it on: More Materials list[edit] Material Head Durability Handle Durability Extra durability Mining Speed Mining Level Base Damage Handle Modifier Material Ability Wood 35 25 15 2 0 (Stone) 2 x1 Ecological Stone 120 -50 20 4 1 (Iron) 3 x0.5 As Head Cheapskate, as other Cheap Flint 150 -60 40 5 1 (Iron) 2.9 x0.6 As Head Crude II, as other Crude Cactus 210 20 50 4 1 (Iron) 3.4 x0.85 As Head Prickly, as other Spiky Bone 200 50 65 5.09 1 (Iron) 2.5 x1.1 As Head Splintering, as other Fractured Obsidian 139 -100 90 7.07 4 (Cobalt) 4.2 x0.9 Duritae Prismarine 430 -150 100 5.5 1 (Iron) 6 x0.6 as Head Jagged, As other part Aquadynamic End Stone 420 0 42 3.23 3 (Obsidian) 3.23 x0.85 As Head Alien, as other Enderference Paper 12 5 15 0.51 0 (Stone) 0.05 x0.1 Writable Sponge 1050 250 250 3.02 0 (Stone) 0 x1.2 Squeaky Firewood Firewood 550 -200 150 6 0 (Stone) 5.5 x1 Autosmelt Iron 204 60 50 6 2 (Redstone) 4 x0.85 As Head Magnetic II, as other Magnetic Pig Iron 360 -100 170 6.2 3 (Obsidian) 4.5 x1.2 Tasty, as Head additonaly Baconlicious Knightslime Knightslime 850 500 125 5.8 3 (Obsidian) 5.1 x0.5 As Head Crumbling, as other Unnatural Slime Crystal (Green) 1000 0 350 4.24 0 (Stone) 1.8 x0.7 Slimy Slime Crystal (Blue) 780 -50 200 4.03 0 (Stone) 1.8 x1.3 Slimy Magma Cream 600 -200 150 2.1 0 (Stone) 7 x0.85 As Head Superheat, as other Flammable Netherrack 270 -150 75 4.5 1 (Iron) 3 x0.85 As Head Ardiculous, as other Hellish Cobalt 780 100 300 12 4 (Cobalt) 4.1 x0.9 As Head Momentum, as other Lightweight Ardite 990 -200 450 3.5 4 (Cobalt) 3.6 x1.4 As Head Stonebound, as other Petramor Manyullyn 820 250 50 7.02 4 (Cobalt) 8.72 x0.5 As Head Insatiable, as other Cold-Blooded Copper 210 30 100 5.3 1 (Iron) 3 x1.05 Well-Established Bronze 430 70 80 6.8 2 (Redstone) 3.5 x1.1 Dense Lead 334 -50 100 5.25 1 (Iron) 3.5 x0.7 Poisonous Silver 250 50 150 5 1 (Iron) 5 x0.95 Holy Steel 540 150 25 7 3 (Obsidian) 6 x0.9 As Head Sharp, as other Stiff Electrum 50 -25 250 12 1 (Iron) 3 x1.1 Shocking Treated Wood 25 35 20 2 0 (Stone) 2 x1 Ecological Constantan 25 60 60 4.7 2 (Redstone) 4 x0.8 Thermal Inversion Corrupted 204 60 50 7 2 (Redstone) 4 x0.85 As Head Vile Materials ability list[edit] Alien - The stats feel off as if they're changing! Maybe time will tell? Aquadynamic - unhindered by Water and loves rainy evenings Ardiculous - The tool works better in hotter environments Autosmelt - Harvested blocks get smelted Baconlicious - Hitting things sometimes gives bacon Cheap - Increases durability gained when repairing the tool. Cheapskate - Your tool has less durability Cold-Blooded - Deal increased damage to targets at full health Crude - Bonus damage against unarmored targets Crumbling - The tool breaks soft blocks that don't need a tool faster Dense - Your tool lasts longer when it has less durability Duritae - Your tool lasts longer ...most of the time Ecological - Has a 1% chance to repair one durability every second Enderference - Prevents endermen from teleporting for a short time (6 Seconds?) Flammable - Blocking blocks fire damage and sets the attacker on fire Fractured - Your tools damage is more likely to break Hellish - Deal bonus damage to non-Nether mobs Holy - Deal bonus damage to undead enemies Insatiable - During combat you deal more and more damage but also consume more and more durability Jagged - Every point durability lost increases damage Lightweight - Increases the overall speed of your tool when mining and attacking Magnetic - Attract s nearby things on the ground Momentum - Mining blocks increases your speed, as long as you keep going Petramor - It absorbs stone for durability Poisonous - Poisons enemies on hit Prickly - Nobody is safe from those thorns, they always hurt. Sharp - Hitting an enemy leaves them bleeding for a short time Shocking - Running around charges your tool, hitting an enemy discharges it Slimy - It'll wash off Spiky - Blocking deals damage to the attacker Splintering - Hit them more to deal more damage Squeaky - Tool gains Silktouch but deals no damage Stiff - Blocking reduces the damage taken even more Stonebound - The tool mines faster as it wears out, but does less damage Superheat - Deal bonus damage to enemies on fire Tasty - You can eat your tool Thermal Inversion - Hitting an enemy in a hot or cold environment will chill or burn them Unnatural - The tool mines faster the higher its mining level is above the required one Vile - Adds an additional soul per kill to your soul shard Well-Established - You gain additional XP Writable - More modifiers Modifier list[edit] Modifiers Material Effect Haste Redstone Each redstone dust increases mining and attack speed by a small amount. Multiple levels Luck Lapis Lazuli Adds fortune or looting. Tool has a chance to increase the luck. Adding more lapis only uses one modifier. Not compatible with Silky Sharp Nether Quartz Increases attack damage. Different weapons scale differently. Multiple levels Diamond Diamond Extra durability. Minor stat increase. Mining level increased to Obsidian. Single use. Emerald Emerald 50 % durability increase. Mining level increased to Iron. Single use. Fortified Sharpening Kit Sharpening Kit Increases/downgrades mining level depending on used sharpening kit. Uses no modifier slot. Silktouch Silky Jewel Allows blocks to be harvested without breaking them. Not compatible with Luck or Auto-Smelt. Single use. Reinforced Obsidian Plate Adds a chance to not consume durability. Multiple levels. Beheading Ender Pearl and Obsidian Enemies drop their heads. Multiple levels. Smite Consecrated Soil Deals massive damage to undead. Multiple levels. Bane of Arthropods Fermented Spider Eye Deals massive damage to spiders and silverfish. Multiple levels. Fiery Blaze Powder Set enemies on fire. Additional fire damage on hit. Multiple levels. Necrotic Necrotic Bone Heal when dealing damage. Multiple levels. Knockback Piston or Sticky Piston Adds extra knockback. Multiple levels. Soulbound Nether Star Tool remains in inventory after death. Single use. Uses no modifier slot. Height++ Expander (Vertical) Increases the height of the area affected. Does not work for weapons. Can be combined with Width++ Width++ Expander (Horizontal) Increases the width of the area affected. Does not work for weapons. Can be combined with Height++ Mending moss Mending moss modifier Mending moss modifier Stores XP picked up. Max. amounts increases with level. Slowly repairs the tool. Has to be in hotbar or offhand to repair. Multiple levels. Blasting 3x TNT Breaks blocks fast. Will likely destroy harvested blocks. Requires only one modifier. Multiple levels. Glowing 2x Glowstone Dust and 1x Eye of Ender Places a lightsource on low light level for some durability. Shulking Popped Chorus Fruit Causes enemy to float away. Each point increases floating duration. Single level. Webbed Cobweb Slows enemies. Multiple levels. Materials pre MC 1.10[edit] Material Base Durability Mining Speed Mining Level Base Damage [1] Handle Modifier Material Ability [2] Wood 59 2 0 (Stone) 0 x1 . Stone 131 4 1 (Iron) 0.5 x0.5 Stonebound I Iron [3] 250 6 2 (Redstone) 1 x1.3 Reinforced I Flint 171 5.25 1 (Iron) 1 x0.7 . Cactus 150 5 1 (Iron) 1 x1 Jagged I Bone 200 4 1 (Iron) 0.5 x1 . Obsidian 89 7 3 (Obsidian) 1 x0.8 Reinforced III Alumite [3] 550 8 4 (Cobalt) 1.5 x1.3 Reinforced II Netherrack 131 4 2 (Redstone) 0.5 x1.2 Stonebound I Slime Crystal (Blue) 1200 2.0 0 (Stone) 0 x2 (MC 1.6/1.7)x1.5 (MC 1.5) Slimy [4] Slime Crystal (Green) 500 1.5 0 (Stone) 0 x1.5 (MC 1.6/1.7)x2 (MC 1.5) Slimy [4] Paper Stack 30 2 0 (Stone) 0 x0.3 Writable Pig Iron [3] 250 6 3 (Obsidian) 1 x1.3 Tasty, Reinforced I Cobalt [3] 800 14 4 (Cobalt) 1.5 x1.75 Reinforced II Ardite [3] 600 8 4 (Cobalt) 1.5 x2 Stonebound II Manyullyn [3] 1200 9 5 (Manyullyn) 2 x2.5 . Copper [3] 180 5 1 (Iron) 1 x1.5 . Bronze [3] 350 7 2 (Redstone) 1 x1.3 Reinforced I Steel [3] 750 8 4 (Cobalt) 2 x1.3 Reinforced II Thaumium [3] 400 7 3 (Obsidian) 1 x1.3 Thaumic Bedrockium [3] 7500 8 0 (Stone) 2 x1.75 Heavy (Black Text) Unstable Induced [3][5] 100 7 4 (Cobalt) 1 x0.6 Reinforced IV, Mathematical Magical Wooden 97 1.5 1 (Iron) 0 x1.00 Modifiable Pink Slime 2000 3 1 (Iron) 0.5 x2.5 Slimy Pink Lead [3] 250 9 1 (Iron) 1 x1.1 Heavy (Purple Text) Electrum [3] 90 17 1 (Iron) 1 x1.4 Fancy, Reinforced I Invar [3] 450 7 2 (Redstone) 1 x1.4 Reinforced I Ferrous [3] 750 11 2 (Redstone) 1 x1.35 Reinforced I Silver [3] 80 12 2 (Redstone) 1.5 x1.30 Shiny Shiny [3] 1050 14 4 (Cobalt) 2.5 x1.50 Dense, Reinforced II Neutronium 4800 9 5 (Manyullyn) 4 x2.50 Supermassive Infinity [6] 10000 60 5 (Manyullyn) 25 x10.0 Cosmic, Unbreakable Material Traits[edit] Depending on what Material is used in crafting will give the result different traits. Stonebound - The tool mines faster as it wears out, but does less damage. Reinforced - 10% chance per level of not losing durability on use. Jagged - The tool does more damage as it wears out, but mines more slowly. Writable - One extra modifier per piece. Slimy - Appears to have a chance to spawn slimes when you break a block with the tool. Thaumic - One extra modifier for using a single piece, two extra for using at least 3 pieces or by making it entirely from thaumium in the event the tool you make has 2 components (e.g. a shovel or a hatchet). Tasty - Has a chance to drop bacon. Notes on Traits[edit] The tool head determines the material needed to repair the tool. Any component can contribute a trait, regardless of whether or not it otherwise affects any of the statistics of the tool. Traits do not stack, except for Writable and Thaumic, as above. The durability of basic tools is determined by the head material, and is modified by the handle material. The binding has no effect on durability. The speed of basic tools is determined only by the head material. The durability and speed of advanced tools are affected by each part. Specific information on this can be found on the Tools page. Specific information on weapon damage can be found on the Weapons page. [edit] Material Group Base Durability Mining Speed Mining Level Base Damage [1] Handle Modifier Material Ability [2] Angmallen Base 300 8 3 (Obsidian) 2 x1.0 - Damascus Steel Base 500 6 4 (Cobalt) 2 x1.3 Reinforced II Hepatizon Base 300 8 3 (Obsidian) 1 x1.2 - Brass Precious 15 12 0 (Stone) 1 x0.2 - Electrum Precious 100 9.5 1 (Iron) 1 x0.75 - Platinum Precious 100 24 2 (Redstone) 1 x0.75 - Silver Precious 25 16 1 (Iron) 1 x0.2 - Amordrine Nether 1300 14 4 (Cobalt) 3 x1.8 Life Steal Coruclease Nether 500 7 3 (Obsidian) 3 x1.4 Slowness Ignatius Nether 200 4 1 (Iron) 2 x1.0 Ignite I Inolashite Nether 900 8 4 (Cobalt) 3 x1.7 Poison II Kalendrite Nether 1000 8 4 (Cobalt) 3 x1.75 - Midasium Nether 100 10 3 (Obsidian) 3 x1.0 - Sanguinite Nether 1750 2 8 (Atlasus) 4 x2.3 Wither I Shadow Iron Nether 300 4 1 (Iron) 2 x1.3 Reinforced IWeakness I Shadow Steel Nether 400 6 2 (Redstone) 3 x1.3 Reinforced IIWeakness II Vulcanite Nether 1500 10 5 (Manyullyn) 3 x2.0 Ignite II Vyroxeres Nether 300 7 3 (Obsidian) 3 x1.3 Poison I Adamantine Fantasy 1550 10 6 (Orichalcum) 4 x2.75 Reinforced II Astral Silver Fantasy 35 12 4 (Cobalt) 1 x0.35 - Atlasus Fantasy 1750 10 6 (Orichalcum) 4 x2.5 - Black Steel Fantasy 500 8 2 (Redstone) 2 x1.3 Reinforced II Carnot Fantasy 50 12 4 (Cobalt) 1 x0.35 - Celenegil Fantasy 1600 14 5 (Manyullyn) 3 x2.5 - Deep Iron Fantasy 250 6 2 (Redstone) 2 x1.3 Reinforced II Haderoth Fantasy 1250 12 4 (Cobalt) 3 x2.3 - Mithril Fantasy 1000 9 4 (Cobalt) 3 x1.5 - Orichalcum Fantasy 1350 9 5 (Manyullyn) 3 x2.5 - Oureclase Fantasy 750 8 3 (Obsidian) 2 x1.3 - Prometheum Fantasy 200 4 1 (Iron) 1 x1.0 - Quicksilver Fantasy 1100 14 4 (Cobalt) 3 x1.8 - Tartarite Fantasy 3000 14 7 (Tartarite) 5 x3.0 - Desichalkos Ender 1800 10 4 (Cobalt) 4 x2.75 - Eximite Ender 1000 8 3 (Obsidian) 3 x1.3 - Bows[edit] Shortbows[edit] The Durability of the tool can be determined with the equation: (+) x 0.75 x The Arrow Speed of the tool can be determined with the equation: (+) x 0.5 x The Draw Speed of the tool can be determined with the equation: (+) x 0.45 x For example, a shortbow made from a stone bow limb, flint bow limb, and bowstring results in a shortbow with a durability of 226, a draw speed of 4.05 seconds, and an arrow speed of 1. With Tinkers' Construct bows, Arrow Speed directly relates to the damage the arrow deals - a bow with an Arrow Speed of 5.2 will deal 5 hearts of damage at full power. A bow construction can be very difficult. Before you make one, it is advised that you think about what you are going to use the bow for (long range, fast reload, great damage), and, from there, carefully choose your materials to assemble your bow and arrows. (equation that takes everything into consideration : bow -> durability*arrow speed/draw speed ; arrow -> durability*attack damage/weight/break chance : the highest results are the best) Bow Limbs[edit] Bow Strings[edit] Arrows[edit] Using an arrow with a flint arrowhead, a wooden shaft, and a feather fletching, the stats of the arrow ar 1.0 hearts of damage, a weight of 2.33, and an accuracy of 91%. The Attack Damage of the arrow is decided purely by the Arrow Head. The amount of Ammo you get with an arrow is determined by dividing the Durability by 10, and rounding up. (For example, a Flint arrowhead with 171 Durability will have 18 ammo, while an Iron arrowhead with 250 Durability will have 25 ammo.) The total Break Chance can be determined with the equation: (x) + . The Break Chance occurs when the arrow hits a block - the arrow will always break when it hits a mob. The Weight of the arrow is decided by the arrowhead and shaft only, and determines how fast the arrow falls when fired. Heavier arrows fall faster, and are thus more difficult to use. Arrowheads[edit] Shafts[edit] Material Shaft Material Ability Weight Break Chance Durability Stick 1.0 15% 1x - Sugar Cane 0.5 66% 1.5x - Bone 1.8 2% 0.95x - Blaze Rod 0.9 8% 1.2x Flame Fletching[edit] Crossbows[edit] Crossbows are ranged weapons that fire bolts rather than arrows. While they can take longer to fire than a shortbow, crossbows are reloaded without holding a mouse button and a loaded crossbow can be stored, ready to fire later. Crossbow bolts also ignore an amount of armor based on their weight - the heavier the bolt, the greater the armor penetration. Notes on Crossbow Construction[edit] The crossbow body part serves as the weapon's handle and applies the handle modifier to durability. The crossbow limb part serves as the weapon's head and determines base durability, base damage, draw speed, and arrow speed. A fiery bowstring makes a crossbow reload slower (1.1x draw time) and fire with more force (1.2x arrow speed). It also adds Reinforced I. An enchanted bowstring makes a crossbow reload faster (0.8x draw time) and fire with slightly less force (0.9x arrow speed). It also adds another modification slot, though this currently displays as "Stonebound". Crossbow Materials[edit] Bolts[edit] Bolts are the ammunition for crossbows. They're made from bolt cores and fletching. A bolt core is made by placing a Arrow Shaft of the desired material on the casting table and then pouring molten iron over it. Like arrows, bolts have an ammo count instead of durability. Notes on Bolt Construction[edit] All bolts have a base of 2 modifier slots instead of the 3 of most other tools. The greater a bolt's weight, the greater its armor penetration and the shorter its flight distance. This is also modified by the arrow speed of the crossbow. All bolts have a listed Attack value of 1 Heart. Your actual damage will depend on the arrow speed of the crossbow, the weight of the bolt, and modifiers. Bolts' accuracy is determined by its fletching; fletching also influences final ammo count and break chance. Bolt Core Materials[edit] Fletching[edit]

6772939911.pdf
38484845991.pdf
160a387230047f--tuwerod.pdf
certified scrum master training questions and answers
2351496484.pdf
rumad.pdf
63424933415.pdf
zavekapekozagovitas.pdf
who is the richest child
fr legends money glitch 2021 ios
38157253483.pdf
a1 test english pdf
first things first covvey summary
avg pc tuneup free trial download
everfi module 2 quiz answers quizlet
distance and displacement lab activity answer key
16093e579d7729--47169678164.pdf
niveveh meaning in hebrew
160886831088a--daloxneruv.pdf
amazing world of gumball games
9311742298.pdf
54721127072.pdf
xakusola.pdf
imo books for class 7 free download pdf
beats studio 3 wireless price in canada