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Minecraft mining levels tinkers

From Feed The Beast Wiki < Mining Level Below is a list of the levels of exploitation of different pickaxes and the level of mining required to mine different types of objects from Tinkers' Construct. Tinkers' Pickaxe[edit | edit source] Construct Pickaxes is done by combining different (customizable) parts. However, the level of exploitation of Pickaxe depends on the level of extraction of Pickaxe Head. Mining Level Pickaxe Head 0 (Stone) Blue Slime Pickaxe Head Firewood Pickaxe Head Magma Slime Pickaxe Head Stone Pickaxe Head 2 (Diamond) Iron Pickaxe Head Pig Iron Pickaxe Head 3 (Obsidian) End Pickaxe Head Knightslime Pickaxe Head 4 (Cobalt) Ardite Pickaxe Head Cobalt Pickaxe Head Manyullyn Pickaxe Head Obsidian Pickaxe Head Ore | Edit source] Mining Level Ore 4 (Cobalt) Ardite Ore Cobalt Ore Tinkers' Construct is a mod originally created by mDiyo and progwml6, currently maintained by boni and KnightMiner. It adds new tools and weapons to Minecraft, along with other utility and aesthetic blocks. Tinkers' Building adds different patterns that allow players to make tool parts out of various materials such as cacti, paper and obsidian. Each material has a unique property for it and can enhance the capabilities of the final product. Tinkers' Building offers a large selection of tools from normal hoes and shovels to hammers that will clear any stone/ores in a 3x3 area and Mattock which is a combination of an axe, shovel and a hoe. Customizable arrows and bows are also available. Tinkers' Construction adds new types of toys through the world generation, including aluminum, Cobalt, and Ardite. They can be processed in Smeltery, a multi-block structure, to create more advanced tool parts. They can be processed in the machines of other mods if another One Bites The Dust mod is installed. Although Tinkers' Construct focuses heavily on creating tools, it adds blocks that can be used for other purposes, such as Clear Glass. Most of the information will be available in the material and you book is given to all players when they first spawn by default. Tinkers' Building works well with Natura, a mod of mDiyo that adds new types of trees, berries and crops. Addons available for Tinkers' Build include Tinkers' Mechworks, Tinkers' Steelworks, ExtraTIC, Tinkers' Building Tooltips, Another One Bites The Dust and Armory Building. The following documents can be used to make tools/weapons. These are the values for version 1.6.4; they are changed in newer versions of mods. Level of Material Extraction Durability Speed Mining Base Attack Processing Modification Ability Wood 0 59 2 0 1.0 Stone 1 131 4 0.5 0.5 Stonebound Iron 2 750 6 1 1.3 1.3 1 171 5.25 1 0.7 Cactus 150 5 1 1.0 Jagged bones 1 200 4 0.5 1.0 Obsidian 3 89 7 1 0.8 Reinforce x3 Netherrack 2 131 4 0.5 1.2 Stonebound Green Slime 0 500 1.5 0 1.5 Slimy mucous paperc 0 30 2 0.3 Can score Cobalt 4 800 11 1.5 1.75 Reinforce x2 Ardite 4 600 8 1.5 2.0 Stonebound x2 Manyullyn 5 1200 9 2 2.5 Bronze 1 180 5 1 1.15 Bronze 2 350 7 1 1.3 Former reinforced creatures 4 550 8 1.5 1.3 Reinforced steel x2 4 750 8 1.5 1.3 Reinforce x2 Blue mucus 0 1200 1.5 0 2.0 Slimy pig iron 3 250 6 1 1.3 Reinforce, Description deliciousness 10% chance for each level of non-endurance use. Stonebound Tools dig faster as it wears out, but no less damage. Jagged This tool causes more damage when it is worn out, but mines are slower. It is possible to write This tool has an additional plug-in slot for each component with this Slimy Tool ability that has the opportunity to give birth to a small slime. Looting increases the chances of laying eggs. Delicious This tool has the opportunity to drop food when it is used. TCon 2[edit | edit source] The following is taken from Tinkers' Construct 2.56b Materials[edit | edit source] Name Head Handle Bow Extra Durability Trai Dura. Spd. My Atk. My Lvl. Dura. Modify Paint Spd. Range Head Otherwise Ardite 990 3.5 3.6 Cobalt -200 1.4 0.45 0.8 450 Stonebound Petramor Blueslime 780 4.03 1.8 Stone -50 1.3 1.05 1 200 Slimey (Blue) Bones 200 5.09 2.5 Iron 50 1.1 0.95 1.15 65 Splinter Copper Fracture 430 6.8 3.5 Diamonds 70 1.1 0.55 1.5 80 Dense cactus 210 4 4 3.4 Iron 20 0.85 1,505 0.9 50 Spiky Cobalt 780 12 4.1 Cobalt 100 0.9 0.75 1.3 300 Momentum Light Copper 210 5.3 3 Iron 30 1.05 0.6 1.45 100 Electrum Well Established 50 12 12 3 Iron -25 1.1 1.5 1.250 Shocking last stone 4 20 3.23 3.23 Obsidian 0 0.85 0.2 0.4 42 Alien Enderference Firewood 550 6 5.5 Stone -200 1 1 1 150 Autosmelt Autosmelt Flint 150 5 2.2 9 Iron -60 0.6 0.2 0.4 40 Crude II Rough Iron 204 6 4 Diamonds 60 0.85 0.5 1.5 50 Magnetic II Magnetic II Magnetic Knightslime 850 5.8 5.1 Obsidian 500 0.5 0.4 2 125 Un natural lead collapse 334 5.25 3.5 Iron -50 0.7 0.4 1.3 100 Magmaslime Poison 600 2.1 7 Stone -200 0.85 1.1 1 1.05 150 Super hot easy Fire Manyullyn 820 7.02 8.72 Cobalt 250 0.5 0.65 1.2 50 Insatiable Cold-Blooded Netherrack 270 4.5 3 Iron -150 0.85 0.2 0.4 75 Aridiculous Hellish Obsidian 139 7.07 4.2 Cobalt -100 0.9 0.2 0.2 4 90 Duritae Paper 12 0.51 0.05 Stone 5 0.1 2 0.5 15 Scoring Pig Iron II Can Score 380 6.2 2 4.5 Obsidian -100 1.2 0.6 1.4 170 Delicious Prismarine 430 5.5 6 Iron -150 0.6 0,2 0.4 100 Jagged Aquadynamic Silver 250 5 5 Iron 50 0.95 1.2 0.8 150 Holy Slime 1000 4.2 4 1.8 Stone 0.7 0.85 1.3 1 350 Slimey (Green) Sponge 1050 3.02 0 Stone 250 1.2 1.15 0.75 250 Squeaky Squeaky Steel 540 7 6 Obsidian 6150 0.9 0.4 2 25 Sharp Stiff Stone 120 4 3 Iron -50 0.5 0.2 0 4 20 Cheapskate Cheap Wood 35 2 2 Stone 25 1 1 15 Axis ecological arrow [edit | edit source] Name Bonus Ammo Modifier Trait Blaze 3 0.8 Hovering Bone 5 0.9 Endrod Endrod 0.7 Endspeed Ice 0 0.95 Freeze Reed 20 1.5 Processed wood can break 0 1.2 Ecological wood 0 1 ecological fletchings [edit | edit source] Exact name Modifier Feather 1 1 Leaf 0.1 5 1.5 Blue Slime Leaf 0.8 1.25 Traits[edit | edit source] Trait Description Alien Tool has a random bonus to Durability 5 1.5 Blue Slime Leaf 0.8 1.25 Characteristics [editing | editing source] Characteristics Description Alien Tool has a random bonus to durability. Speed and Attack slowly take effect over time. Aquadynamic Speeding while underwater or it rains. Underwater, the tool will tap at a normal speed. Aridiculous Mine is faster and causes more damage when it is hot and dry. If it is only dry, fine it lightly instead. Autosmelt items tapped with this tool are melted as if in an oven. Baconlicious 5% chance to drop bacon when killing mobs, 0.5% chance when breaking blocks. Beheading each level adds a 10% chance to get the enemies head over to kill. Beheading II is applied to cleavers by default when building. Arrows that can break have a chance to break and cannot be removed. Cheap tool increases by 5% to restore durability when repairing. Cheapskate Tool is 20% less durable than the statistics of its components would suggest. Cold blood adds 50% damage if the target is in full health. Crude oil added 5% damage against unarmoured targets. Crude II adds 10% damage against unsarmamented targets. Collapse the extraction speed twice if the block does not require a tool to break. Dense Reduces the chances of using durability if the tool has been damaged. The faster digging depth is lower than the player is (about 1.03x faster per y subordinate = 72). Duritae Every time the tool is used, 10% chance of using double durability, 40% chance of using none. Ecology 1 in 800 chances of fixing a durable point per tick. Enderference Endermen was unable to move away for a few seconds after being damaged. Endspeed Arrows moves immediately to where the player is aiming, no travel time. Fire Storm Bonus damages the fire and puts hit mobs on fire. Prevent flammable with this weapon put the attacker on fire and prevent the player from being damaged by fiery attacks. The transaction snapped 3 () bonus damage points. Freezing mobs move slower and slower as they are hit more. Hellish Deals 4 () of bonus losses for Mobs that don't usually appear in the Nether. Holy Deals 6 () bonus damage points for undead enemies. Hovering Arrow moves more slowly but ignores gravity. Insatiable Hits after the first will deal gradually more bonus losses but also consume more and more endurance. The Jagged Tool causes more damage because it loses durability, but the mine is slower. Lightweight 10% speed of money extraction and attack speed. From the droplet item is drawn to the player. Magnetic II Item drops are drawn to players at a wider range than magnetic. Motivation Mining blocks increase the player's speed as long as they continue to tap. Petramor When mining stones, there is a 10% chance to repair some durability. Durable. The poison is inflicted on the target when attacked. The precipitator speed is inversely proportional to the health of the remaining players. Prickly Enemy maintains an additional 1 () to 3.5 () armor-piercing damage points when hit. Sharp inflicts bleeding effect on the enemy when hit, causing 1 () damage point per second in seconds. Shocking Run around, break blocks, or hit things that charge the player's stuff. Hit an enemy to discharge it, deal damage and provide a speed boost. Mining a block discharges it, giving a speed of mining. Slimey (Green) Tool has the opportunity to give birth to a green Slime. Slimey (Blue) Tool has the opportunity to give birth to a Blue Slime. Spiky When hit, cause 1/3 of the damage value of the tool to the enemy such as cactus damage. There is a short cooldown before the effect occurs again. Splintering Consecutive hits on the same crowd caused much more damage. Divide the chance to shoot 2 arrows instead of 1 when shooting. The second arrow does not have 100% accuracy. Squeaky Grants Silk Touch but denies all the damage. Stiff Reduces damage to up to 2 () damage points when blocking. Stalwart Hits an antibody that can give resistance in 30 seconds. Stonebound Tool harnesses faster because it loses durability, but causes less damage. Superheat Deal damages bonuses for enemies on fire. Tasty Tool has the opportunity to drop food when hitting a Twilight mob that works faster in the Twilight Forest; it inflicts more damage outside the Twilight Forest. It is not natural that the extraction tool is faster than the extraction level higher than the required level. Well-Established Slightly increased XP drop rate, and XP drops are larger. The add-in location can write +1. Writeable add-on slots II +2. Veiled Projectile will be invisible Guides[edit | edit source]

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