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Minecraft protection enchantment

The first note that the Enchanting page on the wiki says that fire protection, explosion protection and missile protection are mutually exclusive, but it looks like you may have feather falling on your shoes with one of the other spells. The armor page connected in the question has a table of Enchantment Protection Factors provided by each spell. I have duplicated the relevant parts of the table below: Since increasing the level of enchantment only increases the EPF when trying to find the best protection, it is only worth looking at the highest level of enchantment. The article also says that in order to maximize protection against a certain type of damage, you would need 25 protection points for this type of damage. Since there are 3 different types of damage, you would need 75 effective protection points, but since each armor can add up to 11 points to one type of protection or 5 points to each type (which is like adding 15 total), the max is 60 effective protection points. Yes, you can't max out everything. And plain protection can't be maxed out at all. That's why the best armor depends on what you're looking for: If you want to maximize the minimum protection value: Place IV protection on each piece of armor. This gives you 20 points in any kind of protection. As a side bonus, if you place any level of falling feather on your shoes, you will reduce your accident protection as much as possible. EPF Protection: 20 Fire EPF: 20 Blast EPF: 20 EPF Shell: 20 Feather Falling EPF: 38 (limited to 25) If you want to maximize the average protection value: Again, place Protection IV on each piece of armor. Adding IV protection to a piece of armor adds 5 to each protection type, so it adds 5 to the average. Adding other protection spells adds at most 11/3&&t;5 EPF on average. EPF Protection: 20 Fire EPF: 20 Blast EPF: 20 EPF Shell: 20 Feather Falling EPF: 38 (limited to 25) If you want to prioritize a specific type of protection: Place IV protection on all 4 pieces of armor. EPF Protection: 20 Fire EPF: 20 Blast EPF: 20 EPF Shell: 20 Feather Falling EPF: 38 (limited to 25) Shell Protection, then Explosion Protection: Place projectile IV protection on two pieces of armor, Blast Protection IV on one piece of armor, and Protection IV on the last piece of armor. EPF Protection: 5 Fire EPF: 5 Blast EPF: 16 EPF Shell: 27 (Limited to 25) Feather: 23 Shell Protection, then Fire Protection: Place Projectile IV Protection on Two Pieces of Armor, Fire Protection IV on One Piece of Armor, and IV Protection on the last piece of armor. EPF Protection: 5 Fire EPF: 14 Blast EPF: 5 EPF Shell: 27 (Limited to 25) Feather Falling: 23 Blast Protection then Missile Protection: Place Blast Protection IV on two pieces of armor, IV Shell Protection on one piece of armor, and IV Protection on the last piece of armor. EPF: 5 Fire EPF: 5 Blast EPF: 27 (limited to 25) EPF Shell: 16 Feather Falling: 23 Blast Protection then Fire Protection: Put Blast Protection IV on two pieces of armor, Fire Protection IV on one piece of armor and IV Protection on the last piece of armor. EPF Protection: 5 Fire EPF: 14 Blast EPF: 27 (limited to 25) EPF Shell: 5 Feather Falling: 23 Fire Protection, then the other two Put Fire Protection IV for 2 pieces of armor and IV Protection on two pieces of armor. EPF Protection: 10 Fire EPF: 28 (Limited to 25) Blast EPF: 10 EPF Shell: 10 Feather Falling: 28 (limited to 25) Fire Protection, Then Shell Protection: Put Fire Protection IV for 3 armor and IV shell protection on one piece of armor. EPF Protection: 10 Fire EPF: 27 (Limited to 25) Blast EPF: 0 EPF Shell: 11 Feather Falling: 18 Fire Protection then Blast Protection: Put Fire Protection IV for 3 armor and Blast Protection IV on one piece of armor. EPF Protection: 0 Fire EPF: 27 (limited to 25) Blast EPF: 11 EPF Shell: 0 Feather Falling: 18 Enchantments (sometimes shortened to spells) are special bonuses or assets that can be applied to armor, tools or weapons using an enchanted table or anvil if you have enchanted books. Enchanted books can be purchased by trading, catching fish, finding them in generated structures, or placing a book in a enchantment table. Enchantment table overview. When an armor or tool is enchanted, it will glow (like an elixir) with an animated purple effect, allowing the holder and nearby players to see the item being enchanted. The enchanted item will display all current spells and their strength level on the item (unless enchantment is limited to Level 1 Java Edition only) is analyzed in the inventory menu. Using the enchantment table method allows the player to enchant armor, shovels, pickaxes, axes, swords and bows. Many more things can be enchanted. However, this can only be done with an anvil and/or an enchanted book. This process is very useful, if the books are in close range of the enchantment table, higher-level spells and more enchantment can be applied to the tool. 15 bookseekers reach the maximum level of spells. Enchanting procedure Enchant, you need a enchantment table, a few experience points, and an item that you want to enchant. From 1.8 The Bountiful Update, lapis lazuli is also needed. Up to 15 racks can be placed around the table to allow for higher level enchantment. First, set the charming area. After placing the enchantment table, book shelves should be placed 1 block from all sides of the enchantment table (leaving a block of air on all sides). Carpet or torches laid on the floor between the table and bookse shelves shelf bonus before reaching the enchantment table. Because minecraft only checks up to 15 15 Bookshelves, there is no reason to put more bookcases. When this process is complete, you should see white symbols floating toward the book and table. This means that more spells have been added to use. You can't be charmed by books with Mending from the Enchanted Table. The Enchantment table can be used by right-clicking it and placing the item to be enchanted in the nest in the enchanted interface. Lapis lazuli should also be added to a separate socket in the interface. Then you will get 3 inspiring options with different levels, requiring up to 30 levels of experience and lowering to 3 levels. the higher the amount of experience points used to enchant, it is more likely that the enchanted item will receive better rapture and more than 1 spell. However, this is not guaranteed. A charming book will make you an enchanted book with a random spell in it. Books can absorb any enchantment table enchantment you may bestow, but the book only acts as a place to store enchantment in your inventory before it is transferred to a real item. To use an enchanted book, place it in an anvil along with the item to be enchanted. The book will be consumed and the item (if compatible) will be enchanted by the book it has captured. Be careful that it also has XP. In Creative, you can use the book enchantment method to enchant any item, with every infatuation you want. Some of these enchant combo items can be completely useless (e.g. silk touch paper, sword with flame, etc.). You can add additional spells to an item by using one item to fix another from the same ilk on the anvil. Any spells from the item will be applied to the fixed item if the enchantment is to be used on that item. This process can be repeated to add additional spells. The performance of enchantment tools increases the speed of the tool (the speed at which it locks). This can be especially helpful for diamond picks used to collect obsidian, which has a very high durability. Performance is also useful for cutting down trees with an axe. It is not recommended to use efficiency per pickaxe if it is designed to mine Netherrack, because Netherrack is very brittle against higher-level picks, for starters. The speed increase applies to all blocks that drop an item after extraction. Using the wrong tool does not give so much speed increase. It can have a power level up to V. However, it can have a higher level using commands/external programs. If the axe is enchanted by its effectiveness, it will have an additional 5% chance to disable the shield (Java version only). Please note, however, that all blocks extracted from the Performance/pickaxe/shovel continues to count as a block mined in the tool health bar, so these tools tend to wear out quickly. Speed bonus II III IV V Wood +250% +500% +850% +1300% Stone +50% +125% +250% +425% +650% Iron +33% +83% +167% +283% +433% Diamond +4 33% 25% +63% +125% +213% +325% Gold +17% +42% +83% +142% +217% Fortune fortune is a unique spell that gives the enchanted welder tool a chance to get a copy of the extracted item. Keep in mind that Fortune only works on ores such as diamonds, charcoal and emerald ores, and cannot be used in conjunction with an item with an enchanted Silk Touch. The higher the level, the more likely you are to delight. It also makes you more likely to get more than 2. For coal, diamond, emerald,

