? mcMMO Level Ups

/mcmmo

mcMMO provides an RPG-like experience in Minecraft that allows for skill leveling that unlocks special abilities, rare loot, new abilities, and more. Depending on how much you do minecraft actions, the more experience you gain, and the more bonuses you unlock!

You can read more on the user-powered mcMMO wiki here. There is a page for each and every skill that outlines what power ups are, and what blocks will give you the most experience to level up your skills. Hover over or click any of the skills below to see specifically when things unlock in Mineseed.

The skills that include mcMMO level-ups include:

- Mining 
- Woodcutting 
- Herbalism  (farming and plant-related actions)
- Excavation (digging)
- Fishing 
- Unarmed  (punching)
- Archery 
- Swords 
- Maces
- Crossbows
- Axes  (as a weapon, not to cut wood)
- Taming 
- Tridents
- Repair (adding durability to items)
- Acrobatics (get points for falling)
- Alchemy  (brewing)
- Salvage (turn gear and tools into the original materials used to craft them)
- Smelting

On Mineseed, most of the skills can be leveled up to 100 to gain all of the abilities available to mcMMO.

Mineseed adjustments to mcMMO include:

- Instead of going to 1,000 levels like the original mcMMO, our server goes up to 100. The same stuff applies, just at every 10th level instead of 100th
- Repair only goes to level 10.
- Salvage only goes to level 55. This means you cannot salvage any netherite gear.
- We do not have mcMMO for climbing, crafting, crossbows, diving, falling, flying, jumping, maces, and macho.
- We do have mcMMO parties, but it is buggy, and we cannot help troubleshoot this. Feel free to create parties at your own risk. If you like teaming up with people on the server, another option would be to create or join a team!

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