

Welcome to your handy guide for the trim set bonuses mod :)
If you find any bugs or issues please message Leah on Discord

This mod adds set bonuses for wearing specific trim *materials* (not the trims themselves) on your armor.

The set bonuses increase in power with each piece of armor that bears that material - and wearing all 4 pieces of armor with the same trim material will provide a special capstone bonus.

There are also some other aspects to the mod - so let's get to it!

Powers

Some capstone bonuses grant the use of a special power. You can activate a power by pressing the keybind (Z by default). Powers also have a cooldown before they can be used again.

Regarding Elytra

Elytra can also be trimmed (thanks to another mod we have) and the trims on elytra also contribute towards a set bonus, even when worn in the curios slot. However, keep in mind that set bonuses are capped at 4 pieces - so if wearing a full set of armor with the same trim material, equipping an elytra in your curios slot with that same trim material will have no bonus.

Armor Material Bonuses

Certain types of armor give bonuses to your trim set bonuses, increasing their effects slightly. The bonus per armor piece is 2% for iron, 4% for chain, 8% for gold and 6% for leather. This means a full set of gold armor grants a 32% bonus to your set bonus effect - e.g increasing the speed bonus of redstone from 40% to 52.8%.

Some effects are excluded from this bonus for balance or logic reasons - mainly damage reduction effects or those which can't scale.

Removing Trims

You can harvest the trim off a piece of armor by holding it and shift-right-clicking a smithing table! The material will be lost, though.

Trim Material Bonuses

Iron Ingot

1. Increases max health by 2 (1 heart)

2. Increases max health by 4 (2 hearts)
3. Increases max health by 6 (3 hearts)
4. Increases max health by 8 (4 hearts) and grants a power that grants Absorption IV (8 yellow hearts!) for 40 seconds (90 second cooldown).

(Note: due to a Minecraft quirk, bonus hearts will visually persist after deequipping iron trimmed armor - but they don't actually function anymore and will vanish when you next take damage)

Redstone

1. Increases movement speed by 10%
2. Increases movement speed by 20%
3. Increases movement speed by 30%
4. Increases movement speed by 40% and attack speed by 20%

Diamond

1. Increases knockback resistance by 25%
2. Increases knockback resistance by 50%
3. Increases knockback resistance by 75%
4. Increases knockback resistance by 100%, and halves any damage taken while health is full

Emerald

1. Increases armor toughness by 2
2. Increases armor toughness by 4
3. Increases armor toughness by 6
4. Increases armor toughness by 8, and provides a power which summons a friendly Iron Golem who disappears after 30 seconds (180 second cooldown)

Netherite Ingot

1. Increases unarmed damage by 2
2. Increases unarmed damage by 4
3. Increases unarmed damage by 6
4. Increases unarmed damage by 8, and reduces damage from critical hits and arrows by 30%

Blaze Rod

1. Reduces fire damage taken by 25%
2. Reduces fire damage taken by 50%
3. Reduces fire damage taken by 75%
4. Grants fire immunity, and Levitation (can be toggled with the power keybind)

Feather

1. Increases jump height by 50%
2. Increases jump height by 100%
3. Increases jump height by 150%
4. Increases jump height by 200% and provides a power which lets you dash forwards (5 second cooldown).

(Note: The dash can be used at almost any time, even in midair or while using elytra!)

Echo Shard

1. Boosts damage by 7.5% while invisible
2. Boosts damage by 15% while invisible
3. Boosts damage by 22.5% while invisible
4. Boosts damage by 30% while invisible, and crouching makes you invisible (can be toggled with the power keybind)

(Note: All damage dealt by you is boosted, even from weird sources like Fire Aspect)

Ender Pearl

1. 7.5% chance to dodge
2. 15% chance to dodge
3. 22.5% chance to dodge
4. 30% chance to dodge, and grants a guaranteed dodge against projectiles (5 second cooldown)

(Note: Dodging negates all damage taken but you still take knockback. You can dodge anything, even stupid stuff like lava or starvation damage)

Prismarine Shard

1. Increases swim speed by 50%
2. Increases swim speed by 100%
3. Increases swim speed by 150%
4. Increases swim speed by 200% and grants Conduit Power whilst in water or rain

Nether Quartz

1. Direct attackers take 1 thorns damage
2. Direct attackers take 2 thorns damage
3. Direct attackers take 3 thorns damage
4. Direct attackers take 4 thorns damage, and grants a power which temporarily grants Resistance III, Slowness III and doubled thorns damage for 5 seconds (30 second cooldown).

(Note: Unlike the Thorns enchantment, the thorns effect doesn't cause any durability damage to your armor. Naturally, thorns damage won't be triggered by another player's thorns.)

Copper Ingot

1. Boosts damage by up to 10% based on missing armor durability
2. Boosts damage by up to 20% based on missing armor durability
3. Boosts damage by up to 30% based on missing armor durability
4. Boosts damage by up to 40% based on missing armor durability, and grants a power that strikes lightning where you are aiming (5 second cooldown).

(Note: The damage boost scales linearly with the missing armor durability - e.g if missing half durability, you get half the bonus. It is based on the average missing durability of your entire armor set. All damage is boosted from any source just like copper trims)

(Note 2: The lightning power has a maximum range of about 8 blocks.)

Gold Ingot

1. Boosts XP from killing mobs by 20%
2. Boosts XP from killing mobs by 40%
3. Boosts XP from killing mobs by 60%
4. Boosts XP from killing mobs by 80%. Piglins won't attack unless provoked, and armor slowly regenerates durability in the Nether.

(Note: The mob kill does not need to be direct - any source of damage from you will drop bonus XP, including things like Thorns, Fire Aspect, arrows, or even other damaging trim effects)

(Note 2: Durability regeneration is random - each tick (1/20 second), each piece of armor has a 1/2000 chance to regain 1 durability, basically making the chance 1% each second for each piece - or in other words, on average, the armor regains 1 durability every 1 minute and 40 seconds)

Lapis Lazuli

1. Boosts XP from mining by 20%
2. Boosts XP from mining by 40%
3. Boosts XP from mining by 60%
4. Boosts XP from mining by 80%. Slowly generates XP over time.

(Note: XP generation is random - each tick (1/20 second), you have a 0.4% chance to gain 1 XP point, basically making the chance 4.8% each second, or an average of about 1 XP every 21 seconds)

Spider Eye

1. 40% chance on hit to apply Poison I for 5 seconds
2. 40% chance on hit to apply Poison II for 5 seconds
3. 40% chance on hit to apply Poison III for 5 seconds
4. 40% chance on hit to apply Poison IV for 5 seconds, and you can climb walls like a spider

(Note: You can crouch while climbing to cling to the wall and stop moving. You can't climb walls underwater. Flying an elytra into a wall will negate all crash damage and cause you to start climbing.)

Wither Skull

1. 10% chance to behead a mob on kill
2. 20% chance to behead a mob on kill
3. 30% chance to behead a mob on kill
4. 40% chance to behead a mob on kill. While health is below 50%, gain 'Wither Armor' which reduces damage taken by 20% and reflects any arrows that hit you.

(Note: Only mobs with an actual head item can be beheaded - Zombies, Skeletons, Creepers and Wither Skeletons)

(Note 2: Wither Armor sends arrows flying back the way they came at roughly 1.2x the speed, and the reflected arrows are considered your arrows so they can even trigger other trim effects.)

Amethyst Shard

1. Immunity to Nausea and Blindness
2. Immunity to Nausea, Blindness, Weakness and Mining Fatigue
3. Immunity to Nausea, Blindness, Weakness, Mining Fatigue, Slowness and Hunger
4. Immunity to Nausea, Blindness, Weakness, Mining Fatigue, Slowness, Hunger, Poison, Wither and Darkness, and also grants permanent Night Vision (can be toggled with the power key)

Secret Synergies

Ooh, a fun secret!

Combining certain types of armor with certain trim materials will provide special exclusive bonuses!

You can only receive the bonus if you are wearing the entire set of that armor *and* have the capstone active. Some of them are pretty strong though.

You might wish to discover these by yourself - but for those who hate surprises, I have included the secret synergy list in a separate document here:

<https://docs.google.com/document/d/1FYIC04hMLrRgZFfu8FifGZSs8SaOBDAG9joPMv7Ie8c/edit?usp=sharing>