

(Dark Theme Recommended)

v1.3.9 (7/17/22 3:00pm CDT)

Origins Update v1.3.9

- Updated to 1.19.10.
- Fixed players joining occasionally not being detected properly, causing the selection ui to have issues appearing.
- Fixed resource bars and tints not appearing.

Extra Origins Update v1.0.8

- Updated to 1.19.10.
- Fixed resource bars not appearing.

Weird People Origins v1.0.3

- Updated to 1.19.10.
- Fixed resource bars not appearing.

Technoblade Origin Update v1.0.1

- Updated to 1.19.10.
- Fixed resource bars not appearing.

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[https://www.mediafire.com/file/pksrouvpkijqt7l/Origins\\_Weird\\_People\\_Origins\\_v1.0.3.mcaddon/file](https://www.mediafire.com/file/pksrouvpkijqt7l/Origins_Weird_People_Origins_v1.0.3.mcaddon/file)

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v1.3.8 (7/8/22 4:00pm CDT)

Origins Update v1.3.8

- Added a settings ui for command and config functions. (.origins settings)
- Added back the origins:lava\_walker entity.
- Added damage modification tags for scales 0.25x, 0.75x, 1.25x, and 1.75x.
- Added mob scare tags for the allay, frog, and warden, and added a neutral tag for the warden.
- Added damage over time events up to 5 seconds.
- Added a rideable event that allows all entities to ride the player using the /ride command.
- Added the origins:vibration\_damper and origins:vibration\_damper\_stop events to the player.
- Added the following event morphs: Bat, Cat with variants, Chicken, Creeper, Enderman, Evoker, Skeleton, and Zombie.
- Added the major impact, which is just high impact but a darker red.
- Added tints with different opacities with more colors like black, blue, green, and white.
- Added the Velvet Paws power to the Feline.
- Made the Gills power restore three air bubbles upon using a water bottle or potion.
- Fixed Bees and Villagers attacking each other and Sea Turtles attacking the player after being attacked by the player.
- Fixed the set velocity tag making players immortal if the player has half a heart when used.
- Fixed inventory entities causing vibrations and triggering sculk sensors and attracting wardens.
- Fixed a typo in the player wolf animations.
- Fixed the permanent resource bar option not being offset properly.

Extra Origins Update v1.0.7

- Now requires at least 1.19.0.
- Fixed TMOTD being able to get tons of tridents.
- Nerfed Withers Explosion for the Witherin.

Technoblade Origin Release v1.0.0

- Added the Technoblade origin.

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v1.3.7 (6/7/22 12:15pm CDT)

- Updated to require 1.19.0 or above.
- Updated to fix a 1.19 change to the javascript (now script) module type in the manifest.json that broke the whole behavior pack.

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#### v1.3.6 (5/21/22 3:00pm CDT)

- Added a way to detect the current moon phase.
- Fixed the skeleton neutrality tag.
- Added the origins/cmd/last\_resort\_reset function, this kills the origins:origins entity, all origin\_entity family entities, and all origin\_group\_entity family entities, then initializes the addon, and sets the origins:origins origin:playerid scoreboard to the value of the one that was killed.
- Made changes to the ui to allow for easier navigation on controller by increasing the sizes of the buttons non-visually.
- Added a locked hover texture for the select button.

#### Extra Origins Update v1.0.6

- Added The Monster of the Depths, Witherin, Tame Wolfwalker, and Feral Wolfwalker.

#### Weird People Origins Update v1.0.2

- Fixed the Trolls Large Appetite disadvantage and make it use the minecraft:exhaustion\_values component.

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#### v1.3.5 (5/1/22 7:30pm CDT)

- Updated to require 1.18.30.
- Updated set\_velocity tag to not deal damage, thanks to 1.18.30.
- Added tags for all entities that will change how they treat a player with /tag @s add origins:mob\_(entity)\_(attack\_on\_sight/neutral/scare).
- Added events for the player that allow its exhaustion values to be multiplied by any number from zero to ten in increments of 0.5 with /event entity @s origins:exhaustion\_#x.
- Added a way to make randomly selecting an origin actually select the origin automatically with /function origins/config/random\_autoselect.
- Made the /function origins/cmd/double\_initialize\_fix function automatically silently run if more than one origins:origins entity is detected.
- Fixed Avians laying an egg every time they join the game.
- Made the Shulk able to break stone with their fist.
- Updated the Shulks Large Appetite disadvantage to use the minecraft:exhaustion\_values component.

#### Extra Origins Update v1.0.5

- Updated to require 1.18.30.
- Updated to be compatible with the new way origins can be randomly selected.
- Updated the Foxes Hungry Boi disadvantage to use the minecraft:exhaustion\_values component.

#### Weird People Origins Update v1.0.1

- Updated to require 1.18.30.
- Updated to be compatible with the new way origins can be randomly selected.

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#### Extra Origins Update v1.0.4 (4/17/22 7:30pm CDT)

- Added the Rabbit origin. (Happy Easter!)

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There's no Origins v1.3.5 .mcaddon because I didn't need to update the main addon in order to add the Rabbit origin, and for the Origins Merged pack I just added a .1 on the end of the version to differentiate between having the Rabbit origin and not for Merged v1.3.4. If you want to use Extra Origins v1.0.4 pack, you will still need Origins v1.3.4, and you'll just need to scroll up a bit to get it if you don't have it yet already.

v1.3.4 (4/2/22 5:00pm CDT)

- Allowed for extra inventories to only have 5 slots.
- Added a way to apply velocity to entities with tags.
- Fixed some modified foods not giving the origins:ate\_food tag.
- Changed powers that use levitation or explosions to propel people to instead use the setVelocity Gametest Framework function instead.
- Added a scoreboard for biome detection.
- Added neutrality tags for hostile nether mobs.
- Made origin pack ids able to go from 0 to 100 instead of before from 0 to 20.
- Added a fix for the initialize functions being ran again seemingly randomly.

Extra Origins Update v1.0.3

- Fixed Fox being able to stay invisible by unsneaking just as they go invisible.
- Starborne is no longer made invulnerable to fall damage after using the Speedy Star power, since now using it doesn't always send you up into the air, and instead actually in the direction you're facing.
- Changed powers that use levitation or explosions to propel people to instead use the setVelocity Gametest Framework function instead.
- Added a fix for the initialize functions being ran again seemingly randomly.

Weird People Origins Update v1.0.0

- Added back the Weird People Origins from v1.2 with some changes.

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v1.3.3 (3/12/22 6:00pm CDT)

- Added the '.origins info' command.
- Fixed issues with detection scoreboards not adjusting properly when leaving the game and rejoining later. (Rain, time of day, ect.)
- Added to the extra inventory descriptions that they can only be opened in the overworld.
- Added that the packs may be in the wrong order to the failed to display selection ui message.
- Added a close button to the selection ui.
- Made the origin selection screen set your gamemode to survival.
- Fixed magma block damage being detected as fatal damage.

Extra Origins Update v1.0.2

- Fixed Bee's Kamikaze power healing undead entities.
- Made the Speedy Star power make you invulnerable to fall damage until you land on the ground after using it.
- Prevented the Kamikaze and Shooting Star power from killing non-living entities.

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v1.3.2 (2/12/22 6:00pm CDT)

- Added modified versions of most of the foods.
- Changed the Feline's Weak Arms power to not let them mine natural stones if there are more than two natural stones adjacent to it unless they have the strength effect.
- Updated the Gametest scripts to work in 1.18.10.
- Now requires 1.18.10.

#### Extra Origins Update v1.0.1

- Fixed the Foxes Berry Craver power duplicating berries.
- Added 'for very long' to the end of the Slime's Sticky Feet powers description because of it also giving you hunger when sprinting.
- Gave the Bee slow falling upon activating the Bee Wings power.
- Fixed undead entities not taking damage to the Starborne's Shooting Star power by using /damage instead of the instant damage effect.

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#### v1.3.1 (2/6/22 6:00pm CDT)

- Gave the Enderian its Tough Skin power back.
- Let the Elytrian wear iron armor again.
- Added that you need to enable Fancy Graphics to see through blocks as the Phantom and that you need to sneak to get your Primary Power back after changing your form.
- Fixed the selection screen having issues opening.
- Added back the origins:explosion entity.
- Added a lot more damage modification tags.
- Fixed issues with detection scoreboards not setting up properly when the world starts, and changed the state they start in upon joining the game.
- Fixed an issue with the addon sometimes being unable to tell when you are in the Nether depending on the Nether biome you are in.
- Added the rest of the resource bar textures from the original Java mod and changed the way resource bars work to fix them being shaky with longer lengths.
- Gave the power items new textures, which are now colored variants of the nether star.
- Added back the temperature detection scoreboards.
- Made the Nether Spawn power give a few seconds of maximum resistance to prevent damage such as suffocation while being sent to the Nether.
- The experiment Experimental Molang Features is now required.

#### Extra Origins Release v1.0.0

- Includes the Fox, Slime, Bee, and Starborne.

#### Craftable Orb of Origin Update v1.0.1

- Changed the recipe due to issues with the enchanted book, now it uses 4 end crystals in the corners, 4 diamonds on the sides, and an eye of ender in the center.

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#### v1.3.0 (12/24/21 5:40pm CDT)

- New selection screen.
- Resource bars (cooldown bars).
- Now requires Holiday Creator Features and the Gametest Framework experiments.
- Origins
  - Arachnid
    - Climbing can now be toggled by jumping while sneaking.
    - Webbing now requires you to hit a mob with your Primary Power item.
    - Spider Sense now gives you night vision in dark places.
  - Elytrian
    - Gift of the Winds now accurately propels the Elytrian 20 blocks up and is now activated by using your Primary Power item.
  - Feline
    - Catlike Appearance now keeps creepers and phantoms slightly further away, creepers won't explode if you are too close to them, and creepers will only explode if you hit them.
    - Nocturnal now gives you night vision in dark places.

- Enderian
  - Removed the Tough Skin power.
- Phantom
  - Phantom Form is now toggled by using your Primary Power item, sneak to get the item back after using it.
  - Phasing is now done by punching with your Primary Power item to move forward through blocks, and you can sneak while in any block to see through blocks.
  - Didn't include the Extra Origins or Weird People Origins, but will add them back over time.
- Powers
  - Carnivore and Vegetarian powers now damage you and drop the food when you try to eat a food that you can't eat.
  - Hydrophobia now deals damage twice as fast if your head is submerged in water.
- Almost complete rewrite of the backend of the addon to improve performance and allow for new things to be possible.
- Fixed many bugs, like the extra inventories being inaccessible and the Phantom's Phantom Form being toggled on and off really fast.

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v1.2.4 (9/25/21 2:00pm CDT)

- + Fixed the od:attacking scoreboard not working.
- + Added Wolfwalker (Tame) and Wolfwalker (Feral) to the first page of the Extra Origins book where the rest of the Extra Origins are listed, because I forgot to add them there.
- + Fixed origins not being able to throw the custom ender pearl, an example being the Enderian.
- + Made the Enderian's Teleportation cooldown start when they activate the power, instead of after the ender pearl lands.
- + Added 3 more power items, Quaternary, Quinary, and Senary.

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v1.2.3 (9/18/21 5:00pm CDT)

- + Added the Wolfwalker origin with it's 2 Tame and Feral variants to the Extra Origins pack.
- + Fixed the od:(armor slot) scoreboards that get stuck at 0 and -1.
- + Fixed some general weirdness with 'misc' animation controllers.
- + Added a tick delay to the Starbornes primary power launch so they don't sometimes blow themselves up as much because of lag not properly applying the resistance effect soon enough.
- + Added an arrow, snowball, electric beam, and a few fireball projectiles for custom origin creation.
- + Added a undead family type for custom origin creation.
- + Added a helpful actionbar message that tells the player how to see the powers for origins using the Book of Origins when they haven't selected an origin group yet.

[https://www.mediafire.com/file/g4pugnvs0z6xuvb/Origins\\_Mod\\_Full\\_v1.2.3\\_%2528Windows10\\_Mobile%2529.mcaddon/file](https://www.mediafire.com/file/g4pugnvs0z6xuvb/Origins_Mod_Full_v1.2.3_%2528Windows10_Mobile%2529.mcaddon/file)

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v1.2.2 (8/27/21 6:00pm CDT)

- + Made lots of background changes to try and reduce lag caused by the addon.
- + Players are now required to jump when they join the game, this is to reduce the amount of commands being run every tick to detect new players joining.
- + Fixed a few bugs, like the Rabbit not losing speed and jump boost and the message the Sheep receives when they are able to eat grass again not displaying properly.

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#### v1.2.1 (8/1/21 6:15pm CDT)

- + Added more options for origin scales using the /event command for custom origin creation.
- + Fixed the origin\_playerid scoreboard not changing from 0 for some players. (Caused Hoarder and Mighty Mouth inventories to constantly die.)
- + Made origins with the Climbing power that aren't on mobile or using touch screen not have to continuously click jump to climb, and only have to hold it. (You can't hold jump on mobile or touch screen.)
- + Fixed the Arachnid using Webbing on itself if they take damage at the same time as they attack and other Arachnids and spiders, and fixed the Bee using it's Stinger on itself if they take damage at the same time as they attack and other Bees.
- + Made the Witherin able to sneak to fit in two block tall spaces.

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#### v1.2.0 (7/24/21 9:00pm CDT)

- + Added the Bee, Frogling, Goat, Sheep, Starborne, Strider, and Witherin Origins to the Extra Origins group.
- + Changed the origin selection screen.
- + Made origins toggleable as selectable, unselectable, and unusable.
- + Made it easier for people to make their own origins.
- + Fixed inaccurate descriptions and typos.
- + Added some delay between some commands running, so they don't occur every tick, to reduce lag.
- + Made double jumping more reliable.
- + Made foods not instantly clear when they are being eaten by someone who can't eat them.
- + Made the Orb of Origin stackable.
- + Fixed Villagers being unable to breed.
- + Added Glowberries to the list of inedible foods for some origins.
- + Fixed spare inventories being cleared between dimensions or switching between players, by restricting their usage to the overworld only.
- + A fix for still taking damage if you are a Hydrophobic origin and leave in water or rain and rejoin when not.
- + Made potions being drank by Hydrophobic origins not create water, but still damage them.
- + Made Hydrophobic origins take damage from splash potions.
- + Made the Arachnid Climbing power give slow falling while next to a wall, and make the Arachnid stay put while sneaking against a wall while not on the ground and not in water.
- + Made the Arachnid Webbing power trap any mob they hit in webs on a short cooldown.
- + Gave the Avian the Oviparous power, making them lay an egg when they wake up in the morning.
- + Made the Avian not cause an explosion due to sleeping below y86 because of the Fresh Air disadvantage, and just destroy the bed instead to wake the player up.
- + Gave the Blazeborn fire resistance so they can see under lava better.
- + Made the Blazeborn Burning Wrath power give strength in soul fire.
- + Made the Blazeborn Nether Inhabitant disadvantage not make the Blazeborn weaker in the overworld and end.
- + Made creepers try to stay slightly further away from the Feline, to prevent some accidental explosions.
- + Made the Phantom unable to phase through Bedrock, Barriers, Obsidian, and Crying Obsidian.
- + Made the Phantom in the Phantom state take damage from on fire damage again and use another method of seeing through walls.

- + Made the Phantom take damage while not in the Phantom state, and in the sun while wearing a helmet.
- + Renamed the Shulker Inventory power for Shulks to Hoarder, to match the Java mods name.
- + Made the Llama's Llama Spit power do slightly more damage and knock enemies back.
- + Made the Llama able to kick players riding them off by jumping while sneaking.
- + Added foxes not running away from the Fox due to its Fox-like Looks disadvantage, also made the Fox-like Looks disadvantage a neutral power.
- + Made the Slimes Sticky Feet negative give slowness and hunger while sprinting instead of making them trip.
- + Made The Monster of the Depths have to use it's primary power item to activate its Entanglement power.
- + Fixed The Monster of the Depths being able to enchant books with Loyalty just by holding them.
- + Many other minor fixes and changes that I have mostly forgotten.

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#### v1.1.9 (5/16/21 5:00pm CDT)

- + Slowed the damage taken from water and rain for Hydrophobic origins.
- + Fixed origin specific items not being cleared upon switching origins.
- + Fixed the 'od:hold' and 'od:ohold' scoreboards not changing when switching from an unregistered item to a registered item.
- + Lowered the time the Blazeborn gets strength from it's Burning Wrath power by 2 seconds, to match the usual on fire time of around 8 seconds.
- + Changed the Phantoms Phasing power slightly, and made Phantoms immune to on fire damage while in the Phantom state, so Phantoms can use a glitch (on some platforms) to see safely underground by being on fire.
- + Decreased the size of the entity used to store the Shulks Shulker Inventory, to make building up and digging down easier.
- + Made the Shulk now also have to sneak to access their Shulker Inventory, to make building up and digging down easier.
- + Added a small particle indicator to tell the Shulk where their inventory entity is below them, to make opening them easier.
- + Increased the Shulks resistance because of its Sturdy Skin power to level 2. But if the Shulk wears 1 piece of iron armor or better, it's resistance level is lowered to 1.
- + Fixed the Shulks Shulker Inventory power dropping upon leaving a multiplayer game.
- + Fixed the Shulks Shulker Inventory power disappearing rapidly while riding an entity.
- + Fixed the Shulk being unable to enter portals.
- + Fixed the Ducks Boom Poo power activating by only double jumping when it should be activated by double jumping while sneaking.
- + Made the Dire Wolf unable to wear helmets, because of the shape of its head and ears.
- + Made the Dire Wolves Active power and Foxes Hungry Boi power only take effect while moving.
- + Fixed the Dire Wolves Cave Dweller power healing too fast.
- + Changed the Foxes Berry Craver power to replenish 3 hunger points instead of 2.
- + Added the Fox-like Looks disadvantage to the Fox, making chickens afraid of the Fox, and wolves attack on sight.
- + Decreased the size of the entity used to store the Foxes Mighty Mouth inventory, to make building up and digging down easier.
- + Made the Fox now also have to sneak to access their Mighty Mouth inventory, to make building up and digging down easier.
- + Added a small particle indicator to tell the Fox where their inventory entity is below them, to make opening them easier.
- + Fixed the Fox not being the right height once selected until after they start swimming.
- + Fixed the Foxes Mighty Mouth power dropping upon leaving a multiplayer game.
- + Fixed the Foxes Mighty Mouth power disappearing rapidly while riding an entity.
- + Fixed the Fox being unable to enter portals.

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#### v1.1.8 (5/2/21 6:20pm CDT)

- + Added a 'last addon version logged into' check for all players that join a world so that players that have already joined the world when it had an older version of the addon then join the world with a newer version of the addon causes less problems.
- + Fixed the Avian sometimes repeatedly exploding.
- + Fixed the Enderian getting random amounts of ender pearls after a 5 second or longer cooldown after using an ender pearl in multiplayer.
- + Fixed the Enderian losing their ender pearl after using it and dying to the damage taken.
- + Decreased the Enderians Tough Skin hearts from 5 to 2.
- + Made the Shulks Shulker Inventory save upon death.
- + Changed the Slimes Slimy Body power to the Elastic Body power, also giving the Slime the ability to charge a high jump by sneaking.
- + Changed the Slime from taking damage in hot and cold places to becoming slower in hot and cold places.
- + Added the Raccoon Lord origin by Simply Legened#5436 to the Extra Origins pack.
- + Added the Dire Wolf and Fox origins by SpotCasper#6229 to the Extra Origins pack.
- + Added The Monster of the Depths origin, originally by Dark Abyss#7567, edited by Simply Legened#5436, to the Extra Origins pack.

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#### v1.1.7 (4/28/21 4:00pm CDT)

- + Moved all of the action detection animation controllers to 1 file.
- + Replaced all of the action detection tags that were constantly added and removed with scoreboard values to try and reduce lag.
- + Slightly changed many existing scoreboards.
- + Fixed incorrect food item ids.
- + Enderians can now sneak to fit into 2 block spaces.
- + Added a 5 second delay between the Enderian getting their ender pearl back after using it.
- + Made the Felines Nocturnal night vision toggleable like the Arachnids Spider Sense.
- + Decreased the amount of safe breathing time Merlings get from being selected and respawning.
- + Changed the Shulks Shulker Inventory screen to make more sense.

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#### v1.1.6 (4/19/21 7:00pm CDT)

- + Updated the Extra and Craftable Orb of Origin pack icons to better resemble what they are.
- + Fixed the Enderians Teleportation power deleting ender pearls already existing in their inventory.
- + Changed the Phantom from having no gravity to having slow falling while in the Phantom state.
- + Changed the Phantom Phasing switch from double jumping while sneaking to just jumping while sneaking.
- + Actually fixed the Shulks Shulker Inventory. (I promise this time.)
- Removed the Blazeborn taking damage in cold temperatures to better match the Java Mod.

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#### v1.1.5 (4/18/21 7:30pm CDT)

- + The Arachnid now has to toggle Spider Sense by sneaking and jumping.
- + The Elytrian now has to be sneaked when they double jump to use their Gift of the Winds power.
- + Altered the Elytrians Need for Mobility disadvantage to only not allow the Elytrian to wear netherite armor.
- + The Enderian is now unable to get infinite ender pearls from it's Teleportation power, and removed the delay on it's Teleportation power.
- + The Enderian now heals from damage taken from using an ender pearl.



- + The Merling now has some extra time to find water before they start drowning whenever they are selected or respawn.
- + Fixed and improved the Phantoms buggy Phasing power.
- + The Phantom now must be sneaked when they double jump to switch into the Phantom state, but not out.
- + The Phantom is now able to "phase" anywhere, even if they are not facing or in a wall, as long as they don't go too high off of any ground below them, also making the Phantom not be affected by gravity while in the Phantom state.
- + Fixed the Shulks Shulker Inventory not working in multiplayer, for real this time.
- + Fixed the Llama being able to get infinite spit items.
- + The Cute One now must be sneaked when double jumping to activate it's Cuteness power.
- + Fixed iron golems killing everything in sight in the Extra Origins pack if they were spawned by a village.

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#### v1.1.4 (4/16/21 8:40pm CDT)

- + I believe this will fix some of the issues people have been having importing and using the addon on certain platforms (consoles specifically).
- + Split the addon into 2 behavior packs and 2 resource packs instead of using subpacks for base origins or extra origins.
- + Changed all the packs UUIDs in the addon.

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#### v1.1.3 (4/13/21 6:45pm CDT)

- + Added Apace's original Origins Mod license to the packs.

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#### v1.1.2 (4/12/21 9:25pm CDT)

- + Fixed the Orb of Origin not being craftable with the optional behavior pack.

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[https://www.mediafire.com/file/jhwcwymv884b9wd/Origins\\_Mod\\_v1.1.2.zip/file](https://www.mediafire.com/file/jhwcwymv884b9wd/Origins_Mod_v1.1.2.zip/file)

#### v1.1.1 (4/12/21 7:00pm CDT)

- + Fixed origins not having their origin specific items cleared when switching origins.
- + Fixed some origins effects sometimes running out when lag spikes occur.
- + Fixed the weird people Llama origin not being able to spit.

[https://www.mediafire.com/file/w7weq7xoandzcyj/Origins\\_Mod\\_v1.1.1.mcaddon/file](https://www.mediafire.com/file/w7weq7xoandzcyj/Origins_Mod_v1.1.1.mcaddon/file)  
[https://www.mediafire.com/file/qpzofiaa7eca1mr/Origins\\_Mod\\_v1.1.1.zip/file](https://www.mediafire.com/file/qpzofiaa7eca1mr/Origins_Mod_v1.1.1.zip/file)

#### v1.1.0 (4/11/21 8:30pm CDT)

- + The Arachnid can now remove any nearby webs it looks at while the Webbing power is disabled.
- + Origins with the Hydrophobia disadvantage now take damage while drinking from water bottles or any sort of potion, causing them to instantly spit out the liquid when they attempt to drink it.
- + Reformatted the files and folders for both the behavior and resource pack to make them easier to read, understand, and change for myself and others.
- + Made many spelling corrections and reformatted the origin selection screen.
- + Foods will no longer instantly be cleared from you if you can't eat it, now the food only clears when you attempt to eat it.
- + Armor will no longer instantly be cleared from the Elytrian if it's better than chain, now the armor only clears if the Elytrian is wearing it.
- + Shields will no longer instantly be cleared from the Shulk, now the shield only clears if the Shulk is sneaking while holding it in its main hand or offhand.
- + Updated all items, tags, and most scoreboards to have the 'origins:' prefix, making it easier to differentiate them between other items, tags, and scoreboards.
- + Added tags and scoreboard values for checking what someone is eating, wearing, and some for what they are holding.
- + Made the Orb of Origin craftable with a separate behavior pack that can be applied on top of the Origins Mod behavior pack.

- + Removed the Dev and Craftable Orb of Origin subpacks.
- + Merged the Weird People Origins subpack into the Extra Origins subpack.
- + Renamed the Origins Base Release subpack to Base Origins.
- The Cute Ones Cuteness power has been debuffed from a 8 block range to a 6 block range.

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[https://www.mediafire.com/file/p156jrccjxp8phk/Origins\\_Mod\\_v1.1.0.zip/file](https://www.mediafire.com/file/p156jrccjxp8phk/Origins_Mod_v1.1.0.zip/file)

v1.0.9 (4/4/21 2:00pm CDT)

- + The Enderian now has the Tough Skin power, giving it 5 extra hearts.
- + Added a Rabbit origin to the 'Extra Origins' subpack, idea by 'SpotCasper#6229', happy Easter!

[https://www.mediafire.com/file/6h0kjzeds466njd/Origins\\_Mod\\_v1.0.9.mcaddon/file](https://www.mediafire.com/file/6h0kjzeds466njd/Origins_Mod_v1.0.9.mcaddon/file)

[https://www.mediafire.com/file/bo5rofsyt0ofb2m/Origins\\_Mod\\_v1.0.9.zip/file](https://www.mediafire.com/file/bo5rofsyt0ofb2m/Origins_Mod_v1.0.9.zip/file)

v1.0.8 (4/3/21 7:00pm CDT)

- + Replaced the Shulks Shulker Skin power with the Shulker Inventory power, giving the Shulk access to 9 more slots of inventory space.
- + The Elytrian will no longer be cleared of iron or better chestplates because of the Need for Mobility power.
- + Fixed flashy night vision effects given from powers.

[https://www.mediafire.com/file/8o5muu8u3b2am8s/Origins\\_Mod\\_v1.0.8.mcaddon/file](https://www.mediafire.com/file/8o5muu8u3b2am8s/Origins_Mod_v1.0.8.mcaddon/file)

[https://www.mediafire.com/file/59jmkjcyjg6s6j5/Origins\\_Mod\\_v1.0.8.zip/file](https://www.mediafire.com/file/59jmkjcyjg6s6j5/Origins_Mod_v1.0.8.zip/file)

v1.0.7 (4/2/21 10:45pm CDT)

- + After testing, I realized that Elytrians Brittle Bones disadvantage works, so I added it back.
- + Decreased the time of slow falling after using the Elytrians Gift of the Winds power by 2 seconds.
- + Added a Slime origin to the 'Extra Origins' subpack, suggested by 'Phil the great#6671'.
- + Added credit for the idea of the Cow origin by 'HotHypnotist417#2907'.

[https://www.mediafire.com/file/bm2cy2ws6sjanwp/Origins\\_Mod\\_v1.0.7.mcaddon/file](https://www.mediafire.com/file/bm2cy2ws6sjanwp/Origins_Mod_v1.0.7.mcaddon/file)

[https://www.mediafire.com/file/mvh9a4igq579rty/Origins\\_Mod\\_v1.0.7.zip/file](https://www.mediafire.com/file/mvh9a4igq579rty/Origins_Mod_v1.0.7.zip/file)

v1.0.6 (4/1/21 8:00pm CDT)

- + Fixed a bug where the Elytrian would not automatically get its elytra from the Winged power.
- + Fixed a bug where using commands to switch origins would cause items like the Elytrians elytra to not be cleared.
- + Fixed a bug where you were unable to select the Human origin.

[https://www.mediafire.com/file/lqqj2jqojyublpt/Origins\\_Mod\\_v1.0.6.mcaddon/file](https://www.mediafire.com/file/lqqj2jqojyublpt/Origins_Mod_v1.0.6.mcaddon/file)

[https://www.mediafire.com/file/um8sjakzflfgchn/Origins\\_Mod\\_v1.0.6.zip/file](https://www.mediafire.com/file/um8sjakzflfgchn/Origins_Mod_v1.0.6.zip/file)

v1.0.5 (3/31/21 6:00pm CDT)

- + Elytrians now get a short amount of slow falling from the Gift of Winds power to negate buggy fall damage.
- + Elytrians elytra will only repair while gliding to make less commands run.
- + Elytrians Claustrophobia disadvantage will no longer check for any blocks at their head and only the 3 blocks above their head.
- + Replaced the Cows Utters power with the Milk Producer neutral power.
- + Cows now always wear unbreakable leather armor because of the Beefy neutral power.

[https://www.mediafire.com/file/4wnwx1j0omfi31g/Origins\\_Mod\\_v1.0.5.mcaddon/file](https://www.mediafire.com/file/4wnwx1j0omfi31g/Origins_Mod_v1.0.5.mcaddon/file)

[https://www.mediafire.com/file/r6fxflqa4xingbo/Origins\\_Mod\\_v1.0.5.zip/file](https://www.mediafire.com/file/r6fxflqa4xingbo/Origins_Mod_v1.0.5.zip/file)

v1.0.4 (3/31/21 10:45am CDT)

- + Fixed an issue with the Blazeborns portal box to the nether sometimes not working.
- + Fixed a dependency issue between the behavior pack and resource pack.

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[https://www.mediafire.com/file/du1lq9dgjzuyjkc/Origins\\_Mod\\_v1.0.4.zip/file](https://www.mediafire.com/file/du1lq9dgjzuyjkc/Origins_Mod_v1.0.4.zip/file)

v1.0.3 (3/30/21 11:30pm CDT)

- + Created the 'Extra Origins' subpack where I will put custom origins I make, or other peoples origins I like and get permission to put in.
- + Added a Cow origin to the 'Extra Origins' subpack.
- + The Arachnids Webbing power is now toggleable by double jumping.
- + Arachnids can now see better in the dark, toggleable by sneaking.
- + Added the 'health' scoreboard for internal use and custom origin creation.
- + Fixed some typos.

- Realizing that a method of altering damage doesn't work, I removed the Elytrian Brittle Bones negative power.

[https://www.mediafire.com/file/5enumsfi9z6407s/Origins\\_Mod\\_v1.0.3.mcaddon/file](https://www.mediafire.com/file/5enumsfi9z6407s/Origins_Mod_v1.0.3.mcaddon/file)

[https://www.mediafire.com/file/8gtcbqcy5tguaxq/Origins\\_Mod\\_v1.0.3.zip/file](https://www.mediafire.com/file/8gtcbqcy5tguaxq/Origins_Mod_v1.0.3.zip/file)

v1.0.2 (3/29/21 4:00pm CDT)

+ Changed the box size and location containing the portal that is used to send the Blazeborn to the nether when selected, so now the Blazeborn won't suffocate while going through the portal.

+ Blazeborns will now only be sent through the boxed in portal to the nether when selected while in the overworld, so now the Blazeborn won't go to the overworld if the Blazeborn is selected in the nether.

+ Added the 'is\_alive', 'was\_alive', 'is\_dead', and 'was\_dead' tags for internal use and custom origin creation.

[https://www.mediafire.com/file/hb9p5qat9rhnmg0/Origins\\_Mod\\_v1.0.2.mcaddon/file](https://www.mediafire.com/file/hb9p5qat9rhnmg0/Origins_Mod_v1.0.2.mcaddon/file)

[https://www.mediafire.com/file/ddelwbofbk530f7/Origins\\_Mod\\_v1.0.2.zip/file](https://www.mediafire.com/file/ddelwbofbk530f7/Origins_Mod_v1.0.2.zip/file)

v1.0.1 (3/28/21 5:00pm CDT)

+ Blazeborns now spawn in the nether.

+ Players that join without an origin and can't select one will automatically be put into the origin selection screen.

+ Edited the text on the origins selection screen when you haven't selected an origin.

[https://www.mediafire.com/file/2u3e8nzsaxa9wbe/Origins\\_Mod\\_v1.0.1.mcaddon/file](https://www.mediafire.com/file/2u3e8nzsaxa9wbe/Origins_Mod_v1.0.1.mcaddon/file)

[https://www.mediafire.com/file/v0r170sy2cbuow7/Origins\\_Mod\\_v1.0.1.zip/file](https://www.mediafire.com/file/v0r170sy2cbuow7/Origins_Mod_v1.0.1.zip/file)

v1.0.0 (3/27/21 8:50pm CDT)

+ First release!

[https://www.mediafire.com/file/5qdd2swef49grej/Origins\\_Mod\\_v1.0.0.mcaddon/file](https://www.mediafire.com/file/5qdd2swef49grej/Origins_Mod_v1.0.0.mcaddon/file)

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