



Dungeon Simulator v2



Useful Sites:

- [Housing Placeholders](#)
- [Minecraft Emojis](#)
- [Font Generator](#)
- [Housing Limits](#)
- [Neighborhood ID Pack](#)
- [Update Text Generator](#)

Stats

There are multiple stats to keep track of.

Format:

Stat_Name:

- Displayname: "{emoji}"
- Color: &0
- Var: displayname

Gold:

- Displayname: "🏆"
- Color: &e
- Var: gold

Level:

- Displayname: "N/A"
- Color: &6
- Var: level

XP:

- Displayname: "N/A"
- Color: &b

- Var: xp

Needed XP:

- Displayname: "N/A"
- Color: &b
- Var: xpneeded

Health:

- Displayname: "♥"
- Color: &c
- Var: health

Max Health:

- Displayname: "♥"
- Color: &c
- Var: maxhealth

Health Regen:

- Displayname: "♥"
- Color: &c
- Var: healthgain

Defense:

- Displayname: "♣"
- Color: &a
- Var: defense

Damage:

- Displayname: "&l✂"
- Color: &4
- Var: damage

Mana:

- Displayname: "★"
- Color: &9
- Var: mana

Max Mana:

- Displayname: "★"

- Color: &9
- Var: maxmana

Mana Gain:

- Displayname: “★”
- Color: &9
- Var: managain

Formatting

Rarities:

- &7&lCommon
- &a&lUncommon
 - &9&lRare
 - &d&lEpic
- &6&lLegendary
 - &4&lMythic
- &3&k|&b&lEXCLUSIVE&3&k|

Adding Enchants:

&d&lEnchants: &5Sharpness I &7|

&8 ⚔ &4+100%&l⚔

&7&o(&d&o+10&7&o)

ActionBar:

&cHealth: %stat.player/health%♥&7/&c%stat.player/maxhealth%♥

&8&o(&c&o+%stat.player/healthgain%&8&o) &f &f &f &aDefense:

%stat.player/defense%♣ &f &f &f &4Damage: %stat.player/damage%&l⚔

&f &f &f &9Mana: %stat.player/mana%★&7/&9%stat.player/maxmana%★

Debug ActionBar:

&c%stat.player/health%♥&7/&c%stat.player/maxhealth%♥

&8(&c+%stat.player/healthgain%&8) &4%stat.player/damage%&l✂

&9%stat.player/mana%★&7/&9%stat.player/maxmana%★ &8Animation:

%stat.player/frame% (#%stat.player/animationid%)