

Stat Parts

Stat Parts are special items that can be applied to tools, weapons, and Armor, allowing them to track statistics while equipped.



Obtaining

Stat parts may be found as loot in End Chests, located within structures in The End. Some parts are more common than others. Players may also choose to sell parts in the mall or elsewhere.

Applying

Up to **5** stat parts may be applied to a single item

Stat parts are applied to items in a similar way to enchantments, by combining the part and the desired item in an anvil. The resulting item will have the stat part applied to it, and is ready to track stats.



Stat Tracking

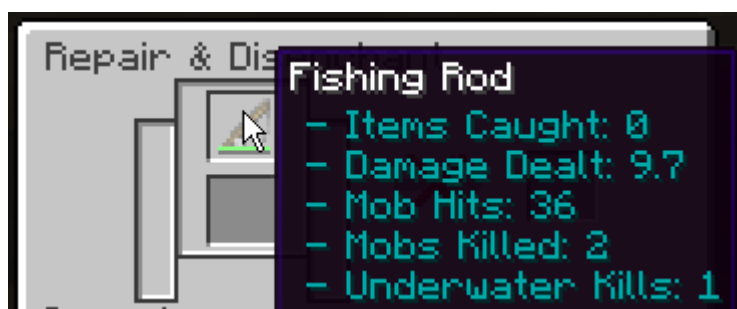
Items with stat parts applied will track their stats while they are actively equipped in your main hand, offhand or Armor slots. Merely keeping them in your inventory will not be sufficient.

The one current exception to this is the "Deaths While Carrying" part, which will be tracked on items in your inventory, even if they are not equipped.

Resetting & Removing

Stat parts applied to an item can have their counts reset - or can be removed entirely - using the Grindstone. To do this, place the item you would like to modify in one of the Grindstone slots, then place either white dye (for resetting the count) or black dye (for removing the part) in the second slot.

The amount of dye in the slot will target the stat part to act on, for example 3 white dye will reset the 3rd stat part on the item, while 2 black dye will remove the 2nd stat part. Attempting to remove a part that doesn't exist will do nothing.



Example item



Removing the 2nd
















part (Damage Dealt) with 2 black dye



Resetting the 3rd stat

part's count with 3 white dye

List of available Stat Parts

Time Equipped		Time the item has been equipped by the player.
Deaths While Carrying		Deaths while the player was carrying the item.
Food Items Eaten		Food items eaten by the player. This only includes items which increase the food bar.
Time Spent in The Nether		Time the player has spent in The Nether.
Time Spent in The End		Time the player has spent in The End.
Time Spent in The Overworld		Time the player has spent in The Overworld.
Time Spent in Amplified		Time the player has spent in the Amplified world.
Time Spent in The Mall		Time the player has spent in <u>The Mall</u> .
Time Spent in The Arena		Time the player has spent in The Arena.
Experience Collected		Experience points the player has collected
Arrows Fired		Arrows the player has fired.
Arena Kills		Mobs the player has killed in The Arena.
Villager Trades		Successful trades with a villager
Portals Used		Uses of portals leading to another dimension
Deaths Cheated		Deaths avoided due to the use of a Totem of Undying

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