Skills

> Information targets the latest **supported** release. For legacy (older) versions and bug fixes, read the changelogs.

Introduction

Horses can upgrade four skills to unlock increased "perks" and attributes.

Overview

The Horse Inventory displays current level for all skills, and progress (experience) towards the next level.



Jump

Jump increases the maximum height a horse can reach when their jump bar (space) is fully charged.

Jump skill is increased by:

- Jumping
- Using Jump or All skill potions
- Reaching Affinity III (Tolerant) automatically unlocks Jump II
- Commands `/swem set level JUMP #`

	Jump I 1	Jump II 2	Jump III 3	Jump IV 4	Jump V 5
Experience	---	1350	3038	4050	5063
Height (Blocks)	1.75B	2.75B	3.75B	4.75B	5.75B

> Experience listed shows **default** values. Requirements may differ on servers or worlds with custom configuration values.

More Information

Jump Phases

Jump is charged by holding `space` and the amount of charge determines how high they jump. This is not a straight launch into the air, the launch phase (straight after releasing space) has a natural arc where height steadily increases, then declines before they land. Contact with the ground (landing) automatically ends the jump animation.

Jump Height

Maximum jump height refers to the highest point of the jump arc. This means the rider must correctly judge their approach, charge and release (space) to gain the height necessary to make it over an obstacle. As jump skill increases, it becomes easier to clear lower level jumps with less preparation, but easier to "over jump". Outside of multiplayer server events that score players based on appropriate skill (using a jump height that matches the jump itself), this has no real significance to horse or rider.

Jump Distance

Jumping without pressing `W` plays a jump animation on the spot. It is holding `W` that gives the jump forward motion, and this is further affected by speed. Jumping in a higher gait (speed) covers more distance the faster you go, and this scales further depending on the gait used and the speed skill. Certain gaits - specifically walk, trot and canter - are fixed speeds and are unaffected by skill level, so a horse with level 1 and another with level 5 will not cover more distance while jumping at canter. At maximum speed **and** jump, it is possible to jump over gaps up to 11 blocks wide with good timing.

Jump Spacing

Jump spacing is important in planned courses - riders need enough time to approach the jump, charge, release and reach the appropriate height to clear an obstacle. The distance required between jumps depends on how tall they are and what speed the rider is expected to use. Read more here (Discord).

Jump Refusals

Jump refusals are very common in low level horses, but are not influenced by the jump skill or successful vs unsuccessful jumps.
Only affinity impacts refusal, so it is easier to begin training jump after increased bonding and training in other skills.

Jump Collisions

There is no system in lite to identify jump collision ("faults") and obstacles are not knocked over if contact occurs.

FUN FACT

The most challenging jump is a 5B tall and 5B wide ascending triple bar.



It is only possible at a gallop and requires **perfect** timing to clear all bars and cover the entire jump distance without collision.

Speed

Speed increases the maximum speed (in blocks per second) a horse can move in certain gaits.

Speed skill is increased by:

- Riding or flying
- Using Speed or All skill potions

- Commands `/swem set level SPEED #`

	Speed I 1	Speed II 2	Speed III 3	Speed IV 4	Speed V 5
Experience	---	1350	3038	4050	5063
Walk	3bps	3bps	3bps	3bps	3bps
Trot	5bps	5bps	5bps	5bps	5bps
Canter	11bps	11bps	11bps	11bps	11bps
Extended Canter	11bps	13bps	15bps	17bps	19bps
Gallop	13bps	15bps	18bps	20bps	22bps

> Experience listed shows **default** values. Requirements may differ on servers or worlds with custom configuration values.

More Information

Universal Speeds

Walk, trot and canter use "universal" speeds, which means they are unaffected by speed skill. This was added for the convenience of multiplayer worlds to allow players to ride at a uniform speed in trail riding together or group routines, and engage in competitions where variable speed skill need not be factored in for time-based trials**.**

Experience

Experience gain from riding is calculated based on blocks covered (distance). Riding at a higher gait increases skill gain simply because it covers more ground and therefore gains more experience.

Health

Health increases the maximum heart or health points a horse has while in good condition (full health).

Health skill is increased by:

- Points consumed from consuming food count towards Health XP (1:1)
- Glistening Melon
- Using Health or All skill potions
- Commands `/swem set level HEALTH #`

	Health I 1	Health II 2	Health III 3	Health IV 4	Health V 5
Experience	---	1350	3037.5	4050	5062.5
Health Points	20	22	26	32	40
Hearts	10 ❤	11 ❤	13 ❤	16 ❤	20 ❤

> Experience listed shows **default** values. Requirements may differ on servers or worlds with custom configuration values.

More Information

Maximum Health vs Capped Health

When a horse is starving or thirsty, their maximum health value will temporarily decrease at -0.5 ❤ (1HP) per day they are starving.

- -0.5 ❤ per day if starving or thirsty, or -1 ❤ per day if starving **and** thirsty
- Minimum HP is capped at 3 ❤ (6HP)
- Actual HP is not affected unless the horse sustains damage
- Maximum HP will begin to gradually improve each day the horse is missing 0 meals **and** drinks

> **Example:** A Health V horse that is starving can drop as low as 3 ❤ max HP, but slowly returns to 20 ❤ when needs are resolved.

Experience

Experience gain from eating is calculated based on points consumed.

- Food cannot be "spammed" without limits to increase experience, as horses have a daily limit on foods of various types.
- If a horse has reached the point cap for a specific category (ie bales), health experience is no longer gained from those items.
- Horses will not seek out food (excluding sweet feed) if they exceed 224pts, so exceeding this requires hand feeding.

The best way to "maximize" daily experience gain is to max out food point limits across all three categories (treats, grass feed, grain).

Health Booster

Health Booster gives a `10` ❤ temporary buff **on top** of maximum health, meaning true maximum HP can be up to `30` ❤

Affinity

Affinity increases tolerance to rider commands, which decreases the rate of jump and gait command refusals.

High affinity levels also unlock access to special mounted combat moves.

Affinity skill is increased by:

- Riding or flying
- Brushing
- Desensitization Items
- Treats
- Using Affinity or All skill potions
- Commands `/swem set level AFFINITY #`

Level	Level Name	Experience	Refusal (Jump)	Refusal (Gait)	Notes
1	Affinity	100			*Previously: Unwilling*
2	Affinity I	850			*Previously: Reluctant*
3	Affinity II	2000			*Previously: Tolerant*
4	Affinity III	3000			*Previously: Indifferent*
5	Affinity IV	4000			*Previously: Accepting*
6	Affinity V	6000			*Previously: Willing*
7	Affinity VI	9000			*Previously: Committed*
8	Affinity VII	11000			*Previously: Trusted*
9	Affinity VIII	14000			*Previously: Friends*
10	Affinity IX	15000			*Previously: Best Friends*

11	Affinity X	16000	[redacted]	[redacted]	*Previously: Bonded*

> Experience listed shows **default** values. Requirements may differ on servers or worlds with custom configuration values.

More Information: Treats, Skill Loss

Treats

Horses can be fed a number of food items to increase affinity, including "regular" or "special" kinds.

Type	Limit (Time)	Limit (Amount)	Food Item	Affinity (Experience)	Total
Regular	Daily	`3` Maximum **3** treats count towards daily affinity gain, regardless of treat value!	Bamboo	`1`	Variable
			Beets	`1`	
			Carrots	`2`	
			Sugar Cube	`2`	
			Watermelon Slice	`2`	
			Sweetberries	`3`	
			Honey	`3`	
			Apple	`3`	
			Honeycomb	`5`	
			Pumpkin	`5`	
			Melon	`5`	
Special	Lifetime	`1`	Glistering Melon	`1000`	`9000`
		`1`	Golden Carrot	`1000`	
		`1`	Golden Apple	`2000`	

`1`	Enchanted Golden Apple	`5000`

> Lifetime: This treat can be given a limited number of times, once reached no more treats of that type will be accepted.

Providing a horse the maximum number of special treats is a good approach to boost to Affinity IV (4)+ and reduce refusals.

> High value treats may put the horse **over** the required skill experience. Riding the horse will trigger the level up to occur.

Skill Loss

Affinity is the only skill that can be decreased without commands. Points are decreased if the horse takes damage.
The exact point calculation is unknown, as the deduction seems to vary by source.

- Hit from a player with an empty hand deducts 5 points (0.5 ❤)
- Hit from a fully-charged unenchanted bow deducts 30 points (4 ❤)
- Damage from cactus deducts 20+ points (0.5 ❤)

Levels can decrease if the skill points decrease beyond 0. For example, Affinity III becomes Affinity II. If the horse already has the lowest affinity, points remain at 0. The horse will automatically level up again once their points reach the experience threshold for the next level.

Other

- Affinity is not a bond to specific riders, only an indication of it's receptiveness to rider commands.
- Affinity is not a trait, it starts at 0 for all, gains at the same rate and every horse can reach max level (Affinity X).

Additional

Genetics & Inheritance

- Skills are not genetic and are neither inherited via breeding, or passed on to offspring.
- All Horses start at Level `1` in every skill, and have the capacity to reach maximum skill of Level `5`.

- Horses converted from a Pet Rock are the one exception, as they inherit the Affinity XP gained prior to being converted.

Known Issues

You can report any mod issues to our bugs forum on **Discord** - please check for duplicate reports first!

- Skill values are sometimes rounded down, such as `1k/1k` instead of `1000/1350`.

Changelog

View Changes

> This is not a complete list of changes or features. It is a log of wiki-related version information and may be outdated.

MC Version	Release	Notes
`1.21.1`	`1.6.12`	Page established - Information prior to `1.6.12` is not specifically included and may differ significantly.
`1.20.1`	`1.4.0`	Health changed to display experience instead of current/maximum ❤ - refer to mounted icons or use Jade
		Affinity changed to use roman numerals (I-XI) as per other skills, instead of bonding "titles"
		Flight increases affinity skill experience, as per normal riding.
		Bug Fix: Horses not gaining skill stats when ridden or trained.
		Bug Fix: Horse inventory skill entries overlapping the GUI texture.
`1.18.2`	`1.3.0`	Added a chat message display when a horse increases or decreases (affinity) skills while riding.

Added and implemented use of "sad idle" and "sad walk" animations for horses with low health.	
`1.2.7`	Points consumed from food contribute towards Health skill experience.

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