

The official uzJJK (v0.2) Guide

This current version of the Data pack is in **Early Beta**. Which implies: nothing you currently see is finalized, and most current systems are temporary.

After importing the Data pack into your desired world and downloading the resource pack (**Greatly Recommended**) you can start by running the command (as an operator):

/function uz:sorcerer

For the nerds: This will give you the "uz.sorcerer" tag, which is the basis for the pack to run per tick for the player. It will set your fighting style and base style scores to 1 (limitless -the only current CT- and default fighting style -the only current fighting style-) and give you max mastery for both (unlocking all abilities). You are also given the score of 20 in uz.ce_regen (1 CE per tick).

To activate combat mode to allow usage of your Cursed Technique and Base fighting style, head to the last slot (9th slot) and **quick shift** once (click shift quickly). You have done it correctly if it says "Combat On" in your action bar (above hot bar).

Every time you activate combat mode, you get set into CT mode. Which is your cursed technique section. By running the command implied above, you were automatically given the "Limitless" Technique (The only one available in this version). The only current viable and working move in this version (for Cursed Techniques) is "Cursed Technique Lapse: Blue".

There are 2 different types of moves: Abilities and Key bind moves. Abilities are shown to be in the action bar, are activated by "shifting", and can only be selected by changing slots. Key bind moves are moves that run on specific key binds (Will be explained later).

"Blue" is an ability move. It is located in the first slot. Holding shift brings out multiple variants, but the only current available ones in this version are "Minimum" and "Lapse". Holding shift (sneaking) charges up to a specific variant, and releasing shift (sneaking) activates that selected variant.

Blue: Minimum currently has 3 variants:

- 1- Look at entity (Teleports the entity in front of you)
- 2- Look at entity and hold A + D only (Selects the entity you targeted. That entity will get launched where you're looking after a few ticks)
- 3- Hold W + S only (Teleports all nearby items to you)

Blue: Lapse currently has 1 variant:

- 1- Summons a blue ball, that sucks up blocks and entities. (Damages + Stuns)

To switch to “Base” mode (Fighting style / Melee / Hands) look downwards (around 50 degrees) and quick shift once. This will play a sound effect, implying you switched modes. You can switch back to Cursed Technique mode in the same way.

Key bind (Available in CT mode and Base mode, but rely on your fighting style) moves run by the following key binds: W, A, S, D, Sprint key, Left Click, Right Click. By running the command implied above, you were automatically given the “Default” fighting style (The only one available in this version). This style grants you the following:

- Left/Right Punch (Look at entity + Left click)
- Left/Right Punch Parry (Look at entity + Right click)
- Left Kick (Look at entity downwards + A + Left click)
- Right Kick (Look at entity downwards + D + Left click)
- Left Kick Parry (Look at entity downwards + D + Right click)
- Right Kick Parry (Look at entity downwards + A + Right click)

To parry, you must use the related parry to the related attacking move. Successfully parrying will stun the attacking user for a bit, and negate all damage from that specified attack.

All fighting styles have some common key bind moves. Called “Universal moves” or “Movement moves”. The only current one in the data pack is:

- Body slam (3 blocks above ground + Sprint key)

This move cannot be parried.

The default fighting style also grants ability moves (hot bar moves). Currently, the only available one in this version is “Cursed Kick”. Again, holding shift will change variants, and releasing will activate that selected variant. The only working variant for it currently, is “Triple Kick”.

Max Cursed Energy in this version is universal for all, at 1,000. By running the implied command above, you will get the default CE regen, of 1 CE per tick (20 CE per second). To check your current CE, you must be in Combat mode and look upwards (around 70 degrees).

Operator Commands

/tag @s add uz.no_stun (Become unstunnable – and allows the spam of key bind moves)

/scoreboard players set @s uz.ce_regen [amount] (The amount specified is how much CE you will regen per second)

Edit the Data Pack

Most code of the pack is explained with comments. Though feel free to ask for help in the discord server if you ever want to modify the data pack for yourself.

Discord Server Link: discord.gg/Yzur2JSGXu

UPDATE LOG (v0.1 – v0.2)

Main Additions

- Added "Blue: Lapse" (1 variant),
- Replaced and Added 3 new Variants to "Blue: Minimum",

Changes / Revamps / Reworks

- Body slam now slightly stuns the user
- Key Bind moves can now be used in CT mode,
- Slightly improved 'Triple kick' animation,
- Improved pulling VFX for "Blue: Minimum",
- Improved 2D Blue VFX,
- More accurate "Hit" VFX,

Bug Fixes

- Fixed major bugs with the variant charging system,
- Removed successful "Parry" text in chat box (Bug),
- Fixed moves breaking after leaving server/world,
- Fixed server issues

Data pack made by yours truly, uzwnrt.