

Increase Stats through Training

In Equestriacraft, the training system is designed to reflect realistic progression; a horse cannot be fully trained within a single ride or over only a few days.

Training activities increase the current value. Training yields diminishing returns. For example, when a horse gains XP from jumping, performing additional jumps immediately afterward will grant progressively less XP. Following a rest period, XP gains gradually recover and will eventually return to their original level. This principle applies equally to jump, speed, acceleration, and stamina training.

Each minute of riding (in motion) yields 1 XP towards your player rank progression.

Methods of Training

Jump: Increased through jumping activities.

Acceleration: Increased by riding.

Speed: Increased by riding at a canter pace or higher.

Stamina: Increased by riding at a canter pace or higher.

Revision #2

Created 12 February 2026 15:29:27 by Oak

Updated 12 February 2026 15:29:57 by Oak