Check a player UUID before changing LuckPerms account data

A name change or authentication change can make a familiar username point at unexpected permissions. Confirm identity before moving ranks between account records.

Follow the procedure

1. Ask the player which authenticated account they use and when the issue started. Keep account evidence private and do not request their login password.
2. Use the LuckPerms user information command and server logs to record the UUID associated with the current connection. Compare it with the account record you intend to change.
3. Check whether a proxy, Floodgate or a recent online-mode change altered identity handling. Do not change authentication settings merely to make two records look alike.
4. Inspect both relevant records read-only and record their groups and direct nodes. A stale username in a data file is not sufficient evidence that the records belong to one person.
5. If an identity migration is required, prepare an isolated test and a complete permissions export. Follow the documented account migration procedure for the actual authentication system.
6. Apply a minimal approved membership correction only after ownership is established. Keep the old record until the broader player-data migration is understood and verified.

Check the result

The live connection should resolve to the confirmed UUID and receive only that account’s intended permissions. Test a normal reconnect and any proxy or Bedrock route the player uses. Keep inventory, homes, claims and punishment records in mind because those systems can use the same UUID independently.

If the result is wrong

If ownership or forwarding is unclear, stop the rank move and fix the identity path first. Do not copy an administrator’s permissions to an unverified name. Revert a mistaken direct grant by its exact node or parent entry, preserving both original account records for investigation.

References and related help

- LuckPerms maintainer reference
- LuckPerms maintainer reference
- Create Minecraft ranks and inheritance with LuckPerms
- Trace a denied Minecraft command with LuckPerms verbose

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