

# Avrae and Commands

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# Using Avrae

## Cheatsheet

```
(attack)-> !a <weapon>
(Skill check)-> !c <skill>
(Save)-> !s <save>
(Cast a spell)-> !cast <spell>
(Look up spell)-> !spell <spell>
(Look up class feature)-> !classfeat <class feature>
(Feat)-> !feat <feat>
(Long rest)-> !g lr
(Change hp)-> !g hp <number>
(Temp hp)-> !g thp <number>
```

## Quick Intro to Avrae

### Checks & Saves

- Make sure you have the right character loaded (use `!char` to check)
- Use `!save` Dexterity or `!s` Strength to make a saving throw.
- Use `!check` Athletics or `!c` Intelligence to make a skill check.
- To any check or save, you can add:
  - `advantage`
  - `disadvantage`
  - `-b 5` (bonus to d20)

### Combat

(<http://avrae.io/cheatsheets/player>) (Start with `!i begin`)

- To enter combat, use `!i cadd` (stands for "initiative, character-add")
- To attack in combat, use `!i a Target Weapon` (remember with "I attack Target with Weapon")
- To any attack, you can add any of the things from the checks and saves section (adv, dis,

etc) as well as:

- `-d "1d6 [piercing]"` (extra damage)
- To make attacks of opportunity, use `!i aoo YourName Target Weapon`
  - The requirement of your own name is because a single discord user could be running multiple combatants.

## Spells

- To cast a spell, use `!cast "Magic Missile"`
- To cast a spell in combat at a target, use `!i cast "Fire Bolt" -t Target`
  - `-t` is a tag that indicates your target. You can add multiple by doing `-t Target1 -t Target2 -t Target3`, as in the case of AoE spells.
- Sometimes, more than one option will show up for your desired spell. Pick one by following the prompt if this happens.

## Rules & Lookup

A lot of 5e rules can be accessed through `!rule`, `!class`, `!classfeat`, `!race`, `!monster` or `!condition`. Check them out!

# Server Aliases

Available to all players on the server. For more information, many aliases accept a ? to see the help.

## Character Management

### *Character Setup*

`! level` - Automatically handle many class-specific things in Avrae (run once per level)

`! setrace` - Handle racial-specific features in Avrae (run once)

`! manage` - Handles many things Avrae doesn't pick up on sheets

### *Character Tracking Tools*

`! bag` - Manage your inventory in Avrae

`! coins` - Manage your money in Avrae

`! xp` - Manage your current XP value and level

`! tool` - Manage (and roll) with tool proficiency

`! prep` - Manage your prepared spells

`! ch` - Quick character changer based on channel

## Character Resources

**Manage, spend, and display various combat-related resources.**

`! hp` - Manage your current HP (alias for `!game hp`)

`! ss` - Manage your spell slots (alias for `!game ss`)

`! rest` (`!hd`, `!sr`, `!lr`) - Perform a short/long rest and regain associated resources or spend hit dice

`! exhaust` - Manage your levels of exhaustion

### *DM Inspiration*

`! dmi` - Grant a DM Inspiration to your character (with attached reason); use with `dmi` snippet

# Sheets

## Various ways of printing out your character information.

`!qstat` - Condense single-line stats like HP, AC, spell slots, rage [See `!qstat ?`]

- (Rage each round with `!qrage` and end range with `!erage`)

Alternatives: `!ehud`, `!hud`, `!vsheet`

# Rolls

## Perform specific types of rolls, usually using your stats.

### *Basic Combat Rolls*

`!conc` - Roll concentration check (Note: Avrae combat only)

`!grapple` - Roll athletics to grapple (with params)

`!hide` - Roll stealth check and show rules of hiding

`!ds_dmi` - Roll for death save with DM Inspiration from `!dmi`

### *Non-Combat Rolls*

`!madness` - Short-Term Madness table

`!potion` - Roll for specific potions, lookup rules

`!boop` - A non-damaging attack (rolls to hit)

`!use` - Rolls saves for combatants in init. Pulls their save bonuses and relevant effects from the combat.

# Combat

## Combat oriented commands

### *Generic Actions*

`!assist`

`!dash`

`!disengage`

`!dodge`

`!ready`

### *Spells*

`!absorb` - Absorb elements spell automation (Absorb Elements)

`!blink`

- Roll for end of turn Blink

`! hex` - Hex (?)

`! shield` - Cast and display AC for Shield

## Classes

**Commands specific for each class, including general class functionality or class features.**

### *Barbarian*

`! rage` - Barbarian Rage

`! surge` - Path of the Wild Soul's Wild Surge

### *Bard*

`! bard`

### *Cleric*

`! divinity` - Cleric Channel Divinity

### *Druid*

`! wildshape` - Druid wild shape into an animal

### *Fighter*

`! fighter` - Meta macro that includes several fighter commands (may be outdated?)

`! wind` - Fighter Second Wind

### *Monk*

`! monk`

### *Paladin*

`! smite` - Paladin smite

`! loh` - Paladin Lay on Hands

### *Sorcerer*

`! font` - Sorcerer Font of Magic

`! wmsurge` - Sorcerer Wild Magic

### *Warlock*

`! warlock`

### *Wizard*

`! recover` - Wizard Arcane Recovery

`! portent` - Wizard Portent

# Races

**Commands specific for a race, including general race functionality or racial features.**

`! tiefling`

# Rules and References

**Commands that perform rule lookups or other documentation display.**

`! climbrule`

`! disarmrule`

(See also: `! potion` and `! tool` )

# DMs

**Tools for the DMs to help run their quests and games.**

*Map Utilities*

`! map` - Create a map using On The Fly Battle Maps, including `! move` and `! tokenimport`

`! distance` - Calculate the euclidian distance between points on a grid

# Games

**Commands to perform games or other quirky fun.**

`! card`

`! diceking`

# Macros

**Commands that just display a text or image.**

`! bookclub` - For reminding people about the bookclub!

`! cookie` -

`! several` - "Several people are typing"

`! try` - "Well you can certainly try"

# Avrae

**Aliases specifically for handling Avrae and Avrae functionality.**

`! avrae` - See a brief tutorial on how to use Avrae with common commands

`! back` - Backup and restore your character variables (advanced)

# Admin

**Functionality mainly for admin usage.**

`! weather` - Calculate a new day of weather (used in `#announcements-weather`)



# Server Snippets

These snippets are attached to various rolls (!r, !c, !s, etc.) to add common modifiers. Simply add the text as a word after the roll to use them, such as !a greatsword gwm guidance hbc to attack with Great Weapon Master with a Greatsword given Guidance and Hexblades Curse.

Several of these will also display the rule for the skill associated with the snippet.

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`bane` : -1d4 from **Bane**

`bless` : +1d4 from **Bless**

`dmi` : Advantage and use DM Inspiration point from `! dmi`

`guidance` : +1d4 from **Guidance**

`gwm` : -5 to attack roll, +10 to damage from **Great Weapon Master**

`hbc` : Critical on 19,20 from **Hexblade's Curse**

`hex` : +1d6 necrotic damage from **Hex**

`hunt` : +1d6 to damage from **Hunter's Mark**

`prof` : + your **proficiency modifier**

`puresneak` : +Xd6 based on level from **Sneak Attack** (non-magic)

`pwat` : +10 from **Pass Without a Trace** (meant for Stealth)

`rage` : +X based on Barbarian Level for **Rage**

`reckless` : Advantage on attack plus rule print for **Reckless**

`sneak` : +Xd6 based on level from **Sneak Attack**

`ss` : -5 to attack roll, +10 to damage from **Sharp Shooter**

`syn` : -1d6 to attack roll from **Synaptic Static**

`tsmite` : +2d6 thunder damage from **Thunderous Smite**