

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.

`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**