

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)

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