

# 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)

---

Revision #5

Created 2 September 2020 01:30:36 by Admin

Updated 9 November 2020 00:53:15 by Kautiontape