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!