

BOT TRIGGERS

The bot can be triggered in these ways...

```
.{command}    <-- Most Common
!s {command}
!rpg {command}
```

BOT COMMAND PREFIX

```
Roll          .r
Character     .c
Initiative   .i
Story Points (Genesys) .s
Destiny Points (Star Wars) .d
```

HELP

```
Help          .h
Roll Help     .r h
Dice Symbol Help .r h dice
Character Help .c h
Vehicle Help  .v h
Initiative Help .i h
Destiny/Story Help .d h or .s h
Link Help     .link h
PC Help       .pc h
GM Help       .gm h
```

OTHER COMMANDS

```
Link Discord to RPG Sessions .link
Displays an invite link for the Bot .invite
```

DICE IDENTIFIERS

NOTE: Dice have two input schemes; **Color-Based (Default)** and **Name**. The scheme will apply across all your Discord servers. Change your scheme in your profile settings on RPGSessions.com

Color-based (Default) scheme

```
y = ● Yellow
g = ● Green
b = ● Blue
w = ● White
r = ● Red
p = ● Purple
k = ● black
```

Name scheme

```
p = ● Proficiency
a = ● Ability
b = ● Boost
f = ● Force
c = ● Challenge
d = ● Difficulty
s = ● Setback
```

Positive Dice Modifiers

```
Upgrade      u
Increase     i
Adds Success to results *
Adds Advantage to results ^
Adds Triumph to results !
```

Negative Dice Modifiers

```
Upgrade      v
Increase     j
Adds Failure to results -
Adds Threat to results %
Adds Despair to results $
```

```
Add a number for multiples of the same dice    2p = pp
                                                         4r = rrrr
```

Polyhedral Dice

```
{quantity}d{sides-on-dice}
```

```
Use dice based on a skill from the selected character for this server (skill name)
```

```
Use negative dice based on a skill from the selected character for this server [skill name]
```

```
Use dice based on a skill from one of your characters on RPG Sessions (character name: skill name)
```

```
Use negative dice based on a skill from one of your characters on RPG Sessions [character name: skill name]
```

BOT TRIGGERS

The bot can be triggered in these ways...

`.{command}` <-- Most Common
`!s {command}`
`!rpg {command}`

BOT COMMAND PREFIX

| | |
|----------------------------|-----------------|
| Roll | <code>.r</code> |
| Character | <code>.c</code> |
| Initiative | <code>.i</code> |
| Story Points (Genesys) | <code>.s</code> |
| Destiny Points (Star Wars) | <code>.d</code> |

HELP

| | |
|--------------------|--|
| Help | <code>.h</code> |
| Roll Help | <code>.r h</code> |
| Dice Symbol Help | <code>.r h dice</code> |
| Character Help | <code>.c h</code> |
| Vehicle Help | <code>.v h</code> |
| Initiative Help | <code>.i h</code> |
| Destiny/Story Help | <code>.d h</code> or <code>.s h</code> |
| Link Help | <code>.link h</code> |
| PC Help | <code>.pc h</code> |
| GM Help | <code>.gm h</code> |

OTHER COMMANDS

| | |
|-------------------------------------|----------------------|
| Link Discord to RPG Sessions | <code>.link</code> |
| Displays an invite link for the Bot | <code>.invite</code> |

ROLL DICE

| | |
|---|--|
| Roll command structure | <code>.r {dice} {description}</code> |
| Roll polyhedral dice | <code>.r {quantity}d{sides-on-dice}</code> |
| Test dice roll without tracking the results in the roll history | <code>.r test {dice} {description}</code> |

Positive Dice

Add **Positive dice** with...

| | |
|--|--|
| Name (Standard) scheme | <code>.r pabf</code> |
| Color-based scheme | <code>.r ygbw</code> |
| Your current server character's skill | <code>.r (skill-name)</code> |
| One of your different characters on RPG Sessions | <code>.r (character-name: skill-name)</code> |

Negative Dice

Add **Negative dice** with...

| | |
|--|--|
| Name (Standard) scheme | <code>.r cds</code> |
| Color-based scheme | <code>.r rpk</code> |
| Your current server character's skill | <code>.r [skill-name]</code> |
| One of your different characters on RPG Sessions | <code>.r [character-name: skill-name]</code> |

Standalone Crit

| | |
|---|----------------------------------|
| Roll a standalone crit (will not add modifiers from character existing crits or add crit result to character) | <code>.r crit {modifier}</code> |
| Roll a standalone vehicle crit (will not add modifiers from vehicle existing crits or add crit result to vehicle) | <code>.r vcrit {modifier}</code> |

Examples

A Player rolling a Cool check, with an upgrade, an automatic success, and a Boost, vs 1 Challenge, Difficulty, and Setback

```
.r (cool)u*bcds How cool am I really?
```



A Player rolling 3 yellow, a green, and a blue, vs 3 red dice.

```
.r 3ygb3r Jumping the gorge I hope
```



BOT TRIGGERS

The bot can be triggered in these ways...

`.{command}` <-- Most Common
`!s {command}`
`!rpg {command}`

CHARACTER (.c) SUB PREFIXES

| | |
|--------|----------|
| List | l |
| View | v |
| Money | m |
| Wounds | w |
| Damage | d |
| Strain | s |
| XP | x |
| Crit | c |

HELP

| | |
|--------------------|----------------------------|
| Help | .h |
| Roll Help | .r h |
| Dice Symbol Help | .r h dice |
| Character Help | .c h |
| Vehicle Help | .v h |
| Initiative Help | .i h |
| Destiny/Story Help | .d h or .s h |
| Link Help | .link h |
| PC Help | .pc h |
| GM Help | .gm h |

CHARACTER OPTIONS

List all active linked characters on the current server **.c l**

View your active linked character stats on the current server **.c v**

Money

Add money **.c m +{amount}**
 Subtract money **.c m -{amount}**

Wounds

Add wounds to a character **.c w +{amount}**
 Subtract wounds from a character **.c w -{amount}**

Damage

Add damage to your character reduced by soak **.c d {amount}**
 Add Pierce quality to the damage **.c d {amount} p {amount}**
 Add Breach quality to the damage **.c d {amount} b {amount}**

Strain

Add strain to your character **.c s +{amount}**
 Subtract strain to your character **.c s -{amount}**

XP

View the available XP on your character **.c x v**

Modify the available XP on your character (+ will increase Total XP as well)
.c x +{amount}
.c x -{amount}

Crit

See crit table for server **.c c v**

Roll a crit for your character (Additional modifiers can be added in needed. Previous crits will automatically be added.)
.c c +{amount}
.c c -{amount}

Add a crit manually to your character **.c c a {severity}**

Remove a crit from your character **.c c r {severity}**

Examples

Adding 8 damage, with Pierce 1, to a character

.c d 8 p 1



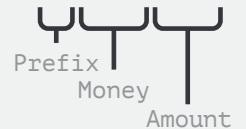
Adding a crit, with +20 to the roll, to a character

.c c +20



Adding 175 money to a character's wallet

.c m +175



BOT TRIGGERS

The bot can be triggered in these ways...

`.{command}` <-- Most Common
`!s {command}`
`!rpg {command}`

VEHICLE (.v/.cv) SUB PREFIXES

| | |
|--------|-----------|
| List | l |
| View | v |
| Trauma | t |
| Damage | d |
| Strain | s |
| Speed | sp |
| Crit | c |

HELP

| | |
|--------------------|----------------------------|
| Help | .h |
| Roll Help | .r h |
| Dice Symbol Help | .r h dice |
| Character Help | .c h |
| Vehicle Help | .v h |
| Initiative Help | .i h |
| Destiny/Story Help | .d h or .s h |
| Link Help | .link h |
| PC Help | .pc h |
| GM Help | .gm h |

VEHICLE OPTIONS

List selected party vehicle and all character vehicles **.v l**

Party Vehicle

| | |
|----------------------------------|--|
| View | .v v |
| Modify current trauma | .v t +{amount} .v t -{amount} |
| Add damage reduced by soak | .v d {amount} |
| Add Breach quality to the damage | .v d {amount} b {amount} |
| Modify current strain | .v s +{amount} .v s -{amount} |
| Modify the current speed | .v sp +{amount} .v sp -{amount} |
| Roll a crit | .v c +{amount} .v c -{amount} |
| Manually add a crit | .v c a {severity} |
| Remove a crit | .v c r {severity} |

Character Vehicle

| | |
|------------------------------------|--|
| View | .cv v |
| Modify current trauma | .cv t +{amount} .cv t -{amount} |
| Add damage reduced by soak | .cv d {amount} |
| Add Breach quality to the damage | .cv d {amount} b {amount} |
| Modify current strain | .cv s +{amount} .cv s -{amount} |
| Modify the current speed | .cv sp +{amount} .cv sp -{amount} |
| Roll a crit | .cv c +{amount} .cv c -{amount} |
| Manually add a crit | .cv c a {severity} |
| Remove a crit | .cv c r {severity} |
| View vehicle crit table for server | .v c v |

Examples

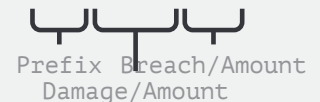
Increasing a Party Vehicle speed by +2

.v sp +2



Adding 10 damage, with Breach 1, to a character vehicle

.cv d 10 b 1



BOT TRIGGERS

The bot can be triggered in these ways...

`.{command}` <-- Most Common
`!s {command}`
`!rpg {command}`

INITIATIVE (.i) SUB PREFIXES

| | |
|----------|---------------|
| View | v |
| Clear | c |
| Roll | r |
| Next | n |
| Previous | p |
| Add | a |
| Reset | reset |
| Remove | remove |
| Set | set |
| New | new |

HELP

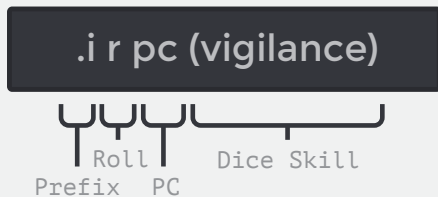
| | |
|--------------------|----------------------------|
| Help | .h |
| Roll Help | .r h |
| Dice Symbol Help | .r h dice |
| Character Help | .c h |
| Vehicle Help | .v h |
| Initiative Help | .i h |
| Destiny/Story Help | .d h or .s h |
| Link Help | .link h |
| PC Help | .pc h |
| GM Help | .gm h |

INITIATIVE OPTIONS

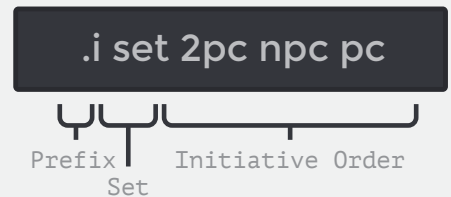
| | |
|--|--|
| View initiative | .i v |
| Initiative Setup | |
| Clear the current initiative | .i c |
| Add a PC slot to the current initiative by rolling dice | .i r pc (skill-name) |
| Add an NPC slot to the current initiative by rolling dice | .i r npc {dice} |
| Add multiple NPC slots to the current initiative by rolling dice | .i r {amount}npc {dice} |
| Initiative Advancement | |
| Advance initiative to next slot | .i n |
| Return initiative to previous slot | .i p |
| Other Commands | |
| Add a PC slot to the current initiative order | .i a pc {slot position} |
| Add an NPC slot to the current initiative order | .i a npc {slot position} |
| Reset the current initiative back to round 1 slot 1 | .i reset |
| Remove a slot number from the current initiative order | .i remove {slot position} |
| Remove the last PC or NPC from the current initiative order | .i remove {pc or npc} |
| Set the round number | .i set round {number} |
| Set the slot number | .i set slot {number} |
| Set the new initiative order without modifying the round or slot | .i set {pc/npc} {pc/npc} {pc/npc} {pc/npc} {etc.} |
| Create a new initiative with a new order that will modify the round and slot | .i new {pc/npc} {pc/npc} {pc/npc} {pc/npc} {etc.} |

Examples

A PC rolling Vigilance to enter a new initiative



Setting the initiative order to PC, PC, NPC, PC



BOT TRIGGERS

The bot can be triggered in these ways...

```
.{command} <-- Most Common
!s {command}
!rpg {command}
```

DESTINY (.d) SUB PREFIXES

| | |
|--------|---------------|
| View | v |
| Clear | c |
| Roll | r |
| Set | set |
| Add | a |
| Remove | remove |

HELP

| | |
|--------------------|----------------------------|
| Help | .h |
| Roll Help | .r h |
| Dice Symbol Help | .r h dice |
| Character Help | .c h |
| Vehicle Help | .v h |
| Initiative Help | .i h |
| Destiny/Story Help | .d h or .s h |
| Link Help | .link h |
| PC Help | .pc h |
| GM Help | .gm h |

DESTINY POINTS & STORY POINTS OPTIONS

NOTE: Destiny Points (Star Wars) and Story Points (Genesys) use the same structure, All Destiny or Story Point commands can start with either .d or .s

View the current pool **.d v**

Identifiers

To reference Light Side points or Player Story points **light or l usepc or p**

To reference Dark Side points or GM Story points **dark or d usegm or g**

Points Setup

Clear the current points **.d c**

For a Star Wars Games

Add points to the pool by rolling Force dice **.d r {dice}**

For a Genesys and Star Wars Games

Add points manually **.d set {identifiers}**

Using Points

Use a Light Side/Player points
 option 1 **.d light {description}**
 option 2 **.d l {description}**
 option 3 **.d usepc {description}**
 option 4 **.d p {description}**

Use a Dark Side Point
 option 1 **.d dark {description}**
 option 2 **.d d {description}**
 option 3 **.d usegm{description}**
 option 4 **.d g {description}**

Other Commands

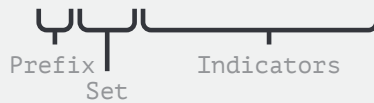
Add additional indicators to the point pool **.d a {indicators}**

Remove indicators from the pool **.d remove {indicators}**

Examples

Set the Points to 3 light side and 2 dark side

.d set 3light 2dark



PC using a Player Story Point with a Description

.d p Upgrade Check

