









Roll Dice	<code>.r (charm)pp</code>	Roll Charm skill, with 2 purple dice.	pg 2
Roll Initiative	<code>.i r pc (vigilance)</code>	Roll PC Initiative using Vigilance Skill.	pg 5
View Initiative	<code>.i v</code>	View the Initiative order and what slot is up next.	pg 5
View Character	<code>.c v</code>	View your current character in the game.	pg 3
Add Wounds	<code>.c w +2</code>	Add 2 wounds to your active character.	pg 3
Add Strain	<code>.c s +1</code>	Add 1 strain to your active character.	pg 3
Add Damage	<code>.c d 8</code>	Add 8 damage to your active character.	pg 3
Add a Crit	<code>.c c</code>	Add a crit to your active character.	pg 3
Use Light/PC Point	<small>Star Wars</small> <code>.d l</code>	Use a Light Side Destiny Point (Star Wars), or Player Story Point (Genesys)	pg 6
	<small>Genesys</small> <code>.s p</code>		
View Points	<code>.d v</code>	View Destiny Points (Star Wars), or Story Points (Genesys)	pg 6
	<code>.s v</code>		
Roll Destiny Points	<code>.d r w</code>	Roll Force Dice for Destiny Points (Star Wars).	pg 6
Add GM	<code>.gm add @ShaneTheKing</code>	Assign a player a GM role to the current game.	<b>New!</b>
Remove GM	<code>.gm remove @Joress</code>	Remove GM player role from the current game.	<b>New!</b>

**NOTE:** You must be a server admin to use the .gm add/remove commands.













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

## Positive Dice

Color		Name	Extras		
y 	Yellow	p 	Proficiency	u	upgrade
g 	Green	a 	Ability	i	increase
b 	Blue	b 	Boost	*	 Success
w 	White <sup>1</sup>	f 	Force <sup>1</sup>	^	 Advantage
				!	 Triumph
				l	 Light Pip <sup>1</sup>

<sup>1</sup> Can only be used in Star Wars RPG games

## Negative Dice

r 	Red	c 	Challenge	v	upgrade
p 	Purple	d 	Difficulty	j	increase
k 	black	s 	Setback	x	remove Setback
				-	 Failure
				%	 Threat
				\$	 Despair
				n	 Dark Pip <sup>1</sup>

<sup>1</sup> Can only be used in Star Wars RPG games

Roll	<code>.r {dice} {description}</code>	<code>.r yygppk My first roll</code>
With a Skill	<code>.r (skill name){dice} {description}</code>	<code>.r (charm)pp Charming</code>
With a Weapon	<code>.r (weapon){dice} {description}</code>	<code>.r (blaster)pb Shoot!</code>
With a Polyhedral	<code>.r {quantity}d{dice sides}</code>	<code>.r 1d4</code>
Help	<code>.r h</code>	

## Additional Advanced Options

<code>2p = pp</code>	<code>4r = rrrr</code>	Add a number for multiples of the same type of dice
<code>(character/npc name: skill name)</code>		Use positive dice based on a skill from a character or NPC on RPG Sessions
<code>[skill name]</code>		Use negative dice based on a skill from the selected server character
<code>[character/npc name: skill name]</code>		Use negative dice based on a skill from a character or NPC on RPG Sessions
<code>.r test {dice} {description}</code>		Test dice roll without tracking the results in the roll history
<code>.r crit +{modifier}</code>		Roll a standalone character crit (Will not add modifiers from existing character crits or add crit result to active character.)
<code>.r vcrit +{modifier}</code>		Roll a standalone vehicle crit (Will not add modifiers from existing vehicle crits or add crit result to vehicle)
<code>.r (force)</code>		Roll uncommitted force dice



List Characters	<code>.c l</code>	
View Character	<code>.c v</code>	
Add Money	<code>.c m +{amount}</code>	<code>.c m +10000000</code>
Subtract Money	<code>.c m -{amount}</code>	<code>.c m -999</code>
Add Wounds	<code>.c w +{amount}</code>	<code>.c w +7</code>
Subtract Wounds	<code>.c w -{amount}</code>	<code>.c w -5</code>
Add Strain	<code>.c s +{amount}</code>	<code>.c s +2</code>
Subtract Strain	<code>.c s -{amount}</code>	<code>.c s -1</code>
Add Damage	<code>.c d {amount}</code>	<code>.c d 8</code>
With Pierce	<code>.c d {amount} p {amount}</code>	<code>.c d 8 p 1</code>
With Breach	<code>.c d {amount} b {amount}</code>	<code>.c d 8 b 1</code>

## Additional Advanced Options

<code>.c c</code>	Roll a crit to your current active character. Previous crits will automatically be added.
<code>.c c +{amount}</code> <code>.c c -{amount}</code>	Roll a crit with additional modifiers. Previous crits will automatically be added.
<code>.c c add {severity}</code>	Add a specific crit to your character
<code>.c c remove {severity}</code>	Remove a specific crit from your character
<code>.c x v</code>	View the available XP on your character
<code>.c x +{amount}</code> <code>.c x -{amount}</code>	Modify the available XP on your character (+ will increase Total XP as well)
<code>.c f +{#}</code> <code>.c f -{#}</code>	Commit/uncommit a number of force dice for your Character



List Vehicles	<code>.v l</code>	
View Vehicles	<code>.v v</code>	
Increase Speed	<code>.v sp +{amount}</code>	<code>.v sp +2</code>
Decrease Speed	<code>.v sp -{amount}</code>	<code>.v sp -1</code>
Add Trauma	<code>.v t +{amount}</code>	<code>.v t +7</code>
Subtract Trauma	<code>.v t -{amount}</code>	<code>.v t -5</code>
Add System Strain	<code>.v s +{amount}</code>	<code>.v s +2</code>
Subtract Sys Strain	<code>.v s -{amount}</code>	<code>.v s -1</code>
Add Damage	<code>.v d {amount}</code>	<code>.v d 12</code>
With Breach	<code>.v d {amount} b {amount}</code>	<code>.v d 12 b 1</code>

## Additional Advanced Options

- `.v c +{amount}` `.v c -{amount}` Roll a crit
- `.v c add {severity}` Add a specific crit to your vehicle
- `.v c remove {severity}` Remove a specific crit from your vehicle
- `.cv` For a Characters Personal Vehicle, use the same commands, but replace "v" with "cv" for all commands
- `.v c v` View vehicle crit table for server



View Initiative	<code>.i v</code>	
Clear Initiative	<code>.i c</code>	
Roll for PC	<code>.i r pc (skill-name)</code>	<code>.i r pc (cool)</code>
Roll for NPC	<code>.i r npc {dice}</code>	<code>.i r npc ggg</code>
Next Slot	<code>.i n</code>	
Previous Slot	<code>.i p</code>	
Add PC Slot	<code>.i add pc {slot position}</code>	<code>.i a pc 2</code>
Add NPC Slot	<code>.i add npc {slot position}</code>	<code>.i a npc 3</code>
Remove a Slot	<code>.i remove {slot position}</code>	<code>.i remove 5</code>
Remove last NPC	<code>.i remove npc</code>	

## Additional Advanced Options

- `.i r {amount}npc {dice}` Add multiple NPC slots to the current initiative by rolling dice
- `.i n {amount}` Advance initiative a number of slots
- `.i p {amount}` Return initiative a number of slots
- `.i reset` Reset the current initiative back to round 1 slot 1
- `.i set {pc/npc} {pc/npc}` Set the new initiative order without modifying the round or slot
- `{pc/npc} {pc/npc} {etc.}`
- `.i new {pc/npc} {pc/npc}` Create a new initiative with a new order that will modifying the round and slot
- `{pc/npc} {pc/npc} {etc.}`



**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** and use any of the identifiers.

**View Points** `.d v`

**Clear Points** `.d c`

Identifiers	Star Wars	Genesys
	l Light Side Point	p Player Story Point
	light Light Side Point	usepc Player Story Point
	d Dark Side Point	g GM Story Point
	dark Dark Side Point	usegm GM Story Point

**Roll Points** `.d r {force dice}` `.d r w`

**Add Points** `.d set {identifiers}` `.d set lllddd`

**Use Light Point** `.d l {description}` `.d l Upgrade check`

**Use Dark Point** `.d d {description}` `.d d Trouble coming`

## Additional Advanced Options

- `.d add {identifier}` Add additional indicators to the point pool
- `.d remove {identifier}` Remove indicators from the pool



**NOTE:** All `.npc` commands (except for `.n l`) can only be done by a player assigned as GM using the command `.gm add @{discord-name}`

List NPC	<code>.n l</code>	
Add NPC	<code>.n add {name/#}</code>	<code>.n add Jabba</code>
Remove NPC	<code>.n remove {name/#}</code>	<code>.n remove 3</code>
Add NPC Wounds	<code>.n {name/#} w +{amount}</code>	<code>.n rancor w +2</code>
Subtract Wounds	<code>.n {name/#} w -{amount}</code>	<code>.n jabba w -1</code>
Add NPC Strain	<code>.n {name/#} s +{amount}</code>	<code>.n rancor s +1</code>
Subtract Strain	<code>.n {name/#} s -{amount}</code>	<code>.n jabba s -3</code>
Add Damage	<code>.n {name/#} d {amount}</code>	<code>.n rancor d 6</code>
With Pierce	<code>.n {name/#} d {amount} p {amount}</code>	<code>.c d 8 p 1</code>
With Breach	<code>.n {name/#} d {amount} b {amount}</code>	<code>.c d 8 b 1</code>

## Additional Advanced Options

<code>.n show {name/#}</code>	Allows all PCs to see all NPC data when they run <code>.n l</code>
<code>.n hide {name/#}</code>	Prevents all PCs from seeing any NPC data when they run <code>.n l</code> (Default when added)
<code>.n {name/#} c {+/-#}</code>	Rolls a crit for the provided NPC, adds the optional number after the roll
<code>.n {name/#} c add {severity}</code>	Add a crit with the provided severity to the NPC. Does not work on minions.
<code>.n {name/#} c remove {severity}</code>	Remove a crit with the provided severity from the provided NPC
<code>.n l a {search}</code>	Lists all the NPCs you have on your account (up to 10) for the current game type filtered by the optional parameter search. The NPCs will have a number in front of their name which can be used to quickly reference them/reference them specifically for the add command
<code>n {name/#} sd {amount}</code>	Adds Strain Damage to selected NPC after soak is taken into account along with optional breach and pierce. For minions, this is just an alias of <code>.n {name/number}</code> damage and applies wounds instead.

