Staff

A useful overview of what your staff can use.

Commands

Award

Gives or sets a member or role text/voice xp or amount of levels. You can set a members xp with 'set'.

Command	Description	Example
>award *member/role* **#xp** *[text/voice]*	Awards a member or role a certain amount of text or voice xp	>award *@MemeMan* **10** *text*
>award *member/role* **level #level** *[text/voice]*	Awards a member or role a certain amount of levels	>award *@TheChad* **level 5** *voice*
>award *member/role* **set #xp** *[text/voice]*	Sets a member or role to a certain text or voice xp	>award *@CoolCats* **set 500** *text*
>award *member/role* **set level #level** *[text/voice]*	Sets a member or role to a certain level	>award *@NPC* **set level 5**

Reclaim

Removes a certain amount (or all) of a member's (text or voice) xp. Providing 'left' removes all xp from members no longer in the server.

Command	Description	Example
>reclaim all/*#xp amount* [text/voice] *member*	Resets the users XP, optionally reward roles too	>reclaim all voice @SmolPanda
>reclaim left	Removes level data for users not in the server anymore	>reclaim left

Testperm

Tests a specific member's permissions for a specified module or command.

Command	Description	Example

>testperm *command*/*module member*	Tests a specified user's perms for a command or module	>testperm level @JohnDoe

Testvc

Begins the debug process for a specific user for vc xp gain. Notifications will be sent in the channel the command was used in. Useful checking if a user is gaining xp or how much xp is being gained.

Command	Description	Example
>testvc [*member*]	Begins the debug process for a specific user for vc xp gain.	>testperm @JingleJangle

Level Up Note

For premium owners using the Tree Leveling, users can do `>level up` to redo their choices.