














Encounter Commands


	Alt-M	Toggle Menu
	Alt-R	Start Encounter
	alt+sh-ift+i	Reroll initiative
	alt+e	End Encounter
	alt+sh-ift+del	Clear Encounter
{{far fa-broom}}	alt+del	Clean Encounter
	alt+a	Open Library
	alt+q	Quick Add Combatant
	alt+sh-ift+t	Restore all Player Character HP
	alt+w	Launch Player View
	F11	Toggle Full Screen
	n	Next Turn
	alt+n	Previous Turn
	alt+s	Save Encounter
	?	Settings

<https://www.improved-initiative.com>

Combatant Commands

	t	Damage/Heal	Positive values add to damage. Negative values heal
	alt+t	Apply temporary hit points	Adds temporary hit points to combatant. Follows D&D 5e rules
	g	Add Tag	Add tag such as a condition

Combatant Commands (cont)



	y	update persistent note	add note to combatant. For encounter only
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Combatant commands are available once an encounter is started.


There are two selections.


- 1) The combatant who is currently active in the initiative order
- 2) The combatant who is selected for actions.

Combatant Commands (copy)


	del	Remove from Encounter	remove selected combatant from encounter list
	f2	Rename	renames selected combatant

	h	Hide/Reveal in Player View	IHide/Reveal in Player View
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	alt-h	Reveal/Hide AC in Player View	Reveal/Hide AC in Player View
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	alt+e	Edit Unique Statblock	Modifies statblock for encounter only
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	alt+i	Edit Initiative	Edits initiative of selected combatant
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	alt+l	Link initiative	Links selected combatants to have the same initiative
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	alt+j	Move Down	Moves selected combatant down in the initiative order
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Combatant Commands (copy) (cont)

	alt+k	Move up	Moves selected combatant up in the initiative order
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	j	Move down	Selects next combatant <right side>
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	k	Move up	Selects previous combatant <right side>
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Combatant commands are available once an encounter is started.

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