Lethality Bot Attributes
- Welcome Message
    - Welcomes a new User in the Default Channel (Admin Chooses)
    - Bot: Welcome! <@user> to Lethality's Discord
    - Sends a PM to new Member with the Welcome Greetings, also our Rules and Guidelines, along with anything else the Admin adds.
- Twitter Integration
    - !twitter <user> <add/delete>
        - Inside Chat Channel they will add
    - Can Enable / Disable retweets from being posted
- Reminder
    - !remind <# of min> <message>
    - Bot: <@user> <message
    - Post a reminder at that time you set in the channel you did it on.
- Twitch Notification
    - !twitch <channel> <add/delete>
        - Inside Chat Channel they will add
    - Notifies the Channel of a Selected User starts Streaming
    - Anyone in Discord Streaming a Game Allow will get the Streaming Tag
    - !twitch tag <game>
- Fun Things
    - Roll Dice
    - !d20 !d8 !d6
    - Flip Coin Heads/Tails
    - !coin
- Character Profile
    - !profile or !profile @user
    - Shows User's Level, Gold, Items, Icon.
    - Possible Background changing via Gold
- RPG
    - Monster or Raid Boss will randomly Pop up in Chat. The bot will Announce it with a @here so people see it pop up on the Channel.
    - The Monster's Level will be Determined by the Last 5 or so Members to Speak in the Channel.
    - The Monsters Health goes up with it's Level
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    - On Monster Kill
        - EXP to each person who was able to get in a !fight
        - Gold to each person who was able to get in a !fight
        - Possible Items / Weapons / Armor drop given to Random Person
    - Monster Spawn Settings
        - # of Messages before Spawn
            - Low End to High End

- Slider Bar
  - Timeout before Member's !fight message counts towards DMG
    - 15 seconds - 1 Minute
    - Slider Bar