

/angry	/curtsey	/facepalm	*/kneelpray	*/rake	*/sleep2
/annoyed	*/dance	/faint	/knock	*/rally	/smash
/applaud	*/dancealtmer	/fistpump	/knockeddown	*/read	/spit
/approve	*/danceargonian	/flirt	/knuckles	*/ritual	/stagger
*/armscrossed	*/dancebosmer	/flute	*/kowtow	/rubhands	/stomp
*/attention	*/dancebreton	/followme	/laugh	/rude	/stop
/beckon	*/dancedarkelf	/give	*^/leanback	*/sad	/stretch
/beg	*/dancedrunk	/goaway	*/leanbackcoin	/salute	/surprised
*/beggar	*/dancedunmer	/grats	*^/leanside	/salute2	*/surrender
/bestowblessing	*/dancehighelf	^/greet	/leaveme	/salute3	*/sweep
/bless	*/danceimperial	/hail	/lol	*/saluteloop	/take
*/blessing	*/dancehajiit	*/hammer	*/lookup	*/saluteloop2	/tap
/blowkiss	*/dancenord	*/hammerlow	/lute	*/saluteloop3	/taunt
/boo	*/danceorc	*/hammerwall	/no	/scared	/thank
/bored	*/danceredguard	*/handsonhips	/nod	/scratch	/thanks
/bow	*/dancewoodelf	/handtoheart	/overhere	/search	/thankyou
*/breathless	/disapprove	/headache	/payme	/self	/threaten
/brushoff	/disgust	/headscratch	/pew	/shakefist	/thumbsdown
/bucketsplash	/dishonor	*/heartbroken	*/playdead	/shh	/thumbsup
*/celebrate	/dismiss	/hello	/plead	/shieldeyes	/tilt
/cheer	/doom	/honor	/point	/shout	*/torch
*/clap	*/downcast	/horn	/pointb	*/shovel	/touch
/cold	*/drink	/huh	/pointd	/shrug	/twiddle
/come	*/drink2	*/humble	/pointl	*/sick	/wagfinger
/comehere	*/drink3	*/idle	/pointtr	/sigh	/wand
/confused	*/drum	*/idle2	/pointu	*/sit	*/wand2
/congrats	*/drunk	*/idle3	/poke	*/sit2	/wave
/congratulate	/dustoff	*/idle4	/potion	*/sit3	/welcome
*/controlrod	*/eat	*/idle5	/pour	*/sit4	/whisper
*/cower	*/eat2	*/impatient	*/pray	*/sit5	/whistle
*/crouch	*^/eat3	*/juggleflame	/preen	*/sit6	/write
*/cry	*/eat4	*/jumpingjacks	/push	*/sitchair	/yawn
*/crying	*/eatbread	/kiss	/pushup	*/situps	/yes
/cuckoo	*/exasperated	*/kneel	*/pushups	*/sleep	/you

* Emotes marked with an asterisk indicates the action loops until stopped. Do not type the asterisk. Some emotes are the same, for example /thank and /thanks are the same. ^Emotes with this symbol are changed when the TG Personality is equipped.

List updated on July 1, 2016 - Donna Young.

List of emotes compared and gathered from various sources -- <http://teso.mmorp-g-life.com/list-of-eso-emotes/> <http://www.uesp.net/wiki/Online:Emotes>
<http://elderscrollsonline.info/news/list-of-emotes-is-revealed> -- Use search terms ESO Emotes to look for any updated lists.

<i>Command</i>	<i>Audience</i>	<i>Audience Can be Anywhere</i>
/s or /say	Players in the surrounding area (this is the default channel)	No
/e, /emote, /me	Players in the surrounding area; has a different display format to /say, used to roleplay character actions (e.g., /me waves would give a chat result of "[Name] waves")	No
/g, /group, /p, or /party	Players who are currently part of the user's group	Yes
/g#, /guild#	Members of the guild, where # is 1 through 5 corresponding to one of the 5 guilds you may belong to (e.g., /guild1)	Yes
/o#, /officer#	Officers of the guild only, where # is 1 through 5 corresponding to one of the 5 guilds you may belong to (e.g., /officer1)	Yes
/t, /tell, /w, or /whisper	A user who is indicated by @AccountName (e.g., /whisper @ExampleUser would cause subsequent messages to only be heard by ExampleUser)	Yes
/r, /reply, or /respond	The user who last whispered you as the target.	Yes
/y or /yell	Players in the surrounding area (wider than /say but not as wide as /zone).	No
/z or /zone	Players who are in the same zone.	No
<i>Command</i>	<i>Effect</i>	
/reloadui	Reloads the user interface and closes all open menus. Useful for when you are stuck on a menu or need to reload a plug-in. Does not kill you.	
/stuck	For the cost of a regular teleport, characters can be teleported to the nearest wayshrine with this command. It is useful for getting out of places that a character cannot emerge from; for example, phasing into the ground by accident.	
/logout	Logs the player out. This bypasses normal game restrictions for when a player is not permitted to log out (e.g. combat).	
/quit	Quits the game. This bypasses normal game restrictions for when a player is not permitted to quit (e.g. combat).	
/chatlog	Saves a copy of the character's chatlog to \Documents\Elder Scrolls Online\Logs\ChatLog.log (Windows)	
/bug	Brings up the bug report window.	
/feedback	Brings up the feedback window.	
/help	Brings up the help window.	
/chat	Brings up the chat with customer support window.	
/fps	Displays the current frame rate.	
/latency	Displays the current server/client latency.	
/played	Displays the total play time for the user.	
/invite	Invite another player to your group (e.g., /invite PlayerName would invite PlayerName to your group, or /invite @AccountName to use the player's @AccountName)	
/script	Run a Lua API function.	
/jumptofriend	Jump to the Wayshrine closest to a named friend. (e.g., /jumptofriend CharacterName or /jumptofriend @AccountName)	
/jumptogroupmember	Jump to the Wayshrine closest to a named group member. (e.g., /jumptogroupmember CharacterName or /jumptogroupmember @AccountName)	
/jumptoguildmember	Jump to the Wayshrine closest to a named guild member. (e.g., /jumptoguildmember CharacterName or /jumptoguildmember @AccountName)	
/jumptoleader	Jump to the Wayshrine closest to the group leader.	

Table from: <http://www.uesp.net/wiki/Online:Emotes>