Six Axes: Your First Two Sessions

What actually happens, in order, the first two times you use this. Written so you can keep it open on a second monitor on game night.

The first session is about proving the plumbing works. The second is where it starts paying you back.

Session One

The week before

Do the two-minute test. Online: join voice, /record, a few words, /stop, and have one player roll something. In person: Session → Record in person, thirty seconds, stop. If events show on Review and a row shows on Mechanics, you are wired. This is the single highest-value thing in this document: everything else can be fixed on the night; a broken setup cannot.

Make sure every player has Six Axes Capture, if they roll on D&D Beyond or in Roll20. It is in the Chrome Web Store (search for Six Axes Capture). Send them the store link and your setup link, and give them the Player Guide.

Warn your D&D Beyond players about the first roll. It will not attribute to their character. That is expected: the app has to learn their D&D Beyond id, and the first roll teaches it. They choose once from a picker in the extension, and every earlier roll is backfilled. Skip this warning and at least one player will roll, see nothing, and quietly decide the tool is broken.

Check consent, BEFORE the night. Every player should have tapped I consent when they ran /claim. Tonight shows who has and who has not. The bot discards the audio of anyone who has not consented as it arrives, so there is nothing to recover afterwards. A player can still fix it on the night (I consent in Discord, or in their Settings) and is recorded from about a minute later.

Optional: set the table. If you will use the Six Axes tabletop, upload a map in its Scenes tab and add tokens (Everyone in the fight without a token gets one). Players see it once they have claimed and signed in.

On the night

Open Session → Tonight. It picks tonight's session and walks you through the night in order. Everything below has a step on it.

Say it out loud: "I'm recording this session." On Discord the bot joining the voice channel is the only signal, and half the table will not notice it.

Online, if someone would rather not be recorded, that is fine and it stops nothing. Opt them out for this session on After → **Capture**, or they press Stop recording me themselves; everyone else records normally. In person it is all or nothing, because one microphone cannot exclude one voice: everyone agrees, or you do not record that night.

Running it, online

- Everyone joins voice.
- You run /record.
- You play.
- You run /stop.

The bot captures each speaker on their own track, opens a session, and links you as the narrator. Rolls from D&D Beyond, Roll20, Foundry or the tabletop arrive alongside, attributed to whoever made them. Late arrivals are fine, and long sessions are handled automatically. If the bot restarts mid-session, it rejoins and carries on, and tells you in your channel.

Running it, in person

Session → **Record in person**. Confirm everyone agrees, press Start, and put the device somewhere central. **Glance at the level meter before you settle in:** it should move when someone speaks. The recording is saved on the device as it goes, so a closed tab loses nothing; press Stop when you wrap and it uploads.

Fights

Saved an encounter on Prep → Encounters? Press **Run this encounter** and Session → **Combat** opens with initiative, HP, conditions and one-click attacks from each stat block. **Put all on the table** (the button names how many) places the tokens on the tabletop. Players follow the turn order on their Initiative page, and saves you force on them appear on their screens to roll. End the fight when it is over: Calibration lists fights that were never ended.

After you wrap

Press **End and process** on Tonight. **Online: then do nothing.** Transcription starts on its own, extraction follows. Go to bed. In person there is one extra step waiting for you tomorrow.

The next day

In person only: name the voices. After → **Speakers**. The app has separated the voices but cannot name them. Each shows a sample line and how much it talks; the largest share is almost always you. Match them up and save. Lines from a voice you have not named are left out of extraction rather than guessed at, so this is what turns a recording into a session.

Everyone: Review. After → **Review**. The extractor has proposed events: who did what, which threads moved, what was found. Approve, edit or reject each one.

- Use the **confidence threshold** to accept the obvious ones in a single click.
- **Accept + create** turns a captured NPC, place or faction into a Codex entry, seeded with what you actually narrated. Your Codex starts filling itself here.

When you decide the last proposal, the session finishes itself. The recap is drafted. The disposition model refreshes. There is no Done button.

Send the recap. After → **Session log**. Read the draft, fix the names it got wrong, cut what does not land. Then **Email** or **Post to Discord**: two buttons, one shared draft. Nothing sends without you clicking.

What to expect from session one

A good recap, and not much else. That is correct, and it is not a fault.

Surface	After one session
Recap	Genuinely useful
Codex	A few NPCs and places, if you narrated them
Mechanics	The dice story of the night. Fun immediately.
Timeline	Sparse. Each place and person has a play button that replays the moment it first came up.
Calibration	Your fight, listed. Nothing concluded below ten fights.
Dispositions	Mostly the model's starting assumption. Ignore them.

> **Be honest with yourself about that last row.** A disposition built on one session is a prior wearing a number. The app says so in plain language and draws the uncertainty band under the score. Wide band, thin evidence. Do not open a conversation with a player about it.

Session Two

Session one proved the plumbing. Session two is where the app starts doing things you could not do yourself.

Before: use the prep sheet

Prep → **Prep sheet**. It now knows things.

- **Open threads** it heard you leave dangling.
- **NPCs in play** that you introduced and have not returned to.
- **Who has been quiet.** This is the one worth acting on.
- **Suggest prep** pre-fills a planner from all of the above in one tap.

Not sure what was said? World → **Ask the campaign**: "what did we promise the harbourmaster?" gets a short answer with every claim linked back to the line it came from.

Balance the fight for the party you actually have

Prep → **Encounters**. Pick who is showing up (someone is always missing), add the monsters, and it tells you where the fight lands, by the 2024 XP budget or the 2014 thresholds.

- **If the module was written for four level-5 characters and you have three,** it tells you how much to cut. Not roughly. Specifically.

- **It tells you what your party cannot do.** No healer. No ranged option. No front line. That moves a fight's real danger further than any multiplier.
- **One fight can span several maps:** the decks of a ship, the floors of a tower. Pick the maps and where each monster starts.

Need something that does not exist? Prep → **Monster maker** builds a stat block from scratch or from any monster in the compendium. It belongs to the campaign, so your co-GMs can use it too.

On the night

Open with the recap. Two minutes of "previously on." It gets everyone back into the story and quietly rewards the players who read it. This is the highest-return thing on this page.

Then run it the same way. Roll for the monsters in Combat or Session → **Roll**, so their rolls count in Mechanics next to the players'. That is the only way the app learns what your encounters actually cost.

After: what is different this time

The Codex is compounding. Each NPC accretes what you said about them. Its Graph tab draws every connection at once. By session five you have a campaign bible you never wrote.

The Timeline has shape. Arcs, loot, who found what and when, and the in-game date if you keep a calendar.

Mechanics has a baseline. Now the crits mean something. The dice tab looks at each die on its own and says plainly when it has too few rolls to say anything.

The Dashboard has flags. Plain language, not charts.

> **Pick exactly one flag and address it in your next prep.** One deliberate adjustment a week compounds. Five at once is noise, and you will not be able to tell which one worked.

The dispositions, still

Two sessions is still thin. The bands will still be wide. **What to look for instead of a number:** an axis that is conspicuously quiet for one player. Not "their Rapport is 0.3", but "nobody has given this player a scene where Rapport was the answer." That is a prep problem, not a player problem, and it is fixable in one scene.

They start meaning something after roughly four or five sessions, with events approved each time. Sooner if your players fill in Character play style; sooner still once a player has run more than one character. When you are ready to share a read on the player, Insight → **Dispositions** has **Share with them**. Until you do, they cannot see it.

The two mistakes everyone makes

1. Reading the dispositions too early. They look like data from the first session. They are not. The uncertainty band is not decoration; it is the finding.

2. Not warning players about the first roll. They roll, nothing appears, they conclude the tool is broken, and they never look again. One sentence in your Discord channel prevents this entirely.

Where things live

You want	Go
Run the night	Session → Tonight
The shared map	Session → Tabletop
Run a fight	Session → Combat
Record a game in person	Session → Record in person
Approve events	After → Review
Name the voices afterwards	After → Speakers
Edit and send the recap	After → Session log
Opt someone out of recording	After → Capture
Plan next session	Prep → Prep sheet
Balance a fight	Prep → Encounters
Build a monster	Prep → Monster maker
Fix a character's class or subclass	Home → Workspace
Invite links and the setup link	Home → Roster
The dice story	Insight → Mechanics
How your fights went	Insight → Calibration
Table-health flags	Insight → Dashboard
Share a player's read	Insight → Dispositions
Ask what happened	World → Ask the campaign
Publish your codex	World → Publish
Build your world map	World → World builder