Six Axes: GM Quick Card

Everything you need on game night, on one page. The full documents are under Help in the app.

ONCE, WHEN YOU SET UP

- **Home → Workspace.** Make the campaign, add each character, set levels (the encounter balancer ignores a character without one). Players can build their own instead.
- **Link Discord.** Invite the bot (Workspace), press **Copy /setup command** and paste it in your recaps channel. The code works once, within a day.
- **Players run /claim** (pick their character, tap I consent), then **/mypage** and sign in with Discord. No Discord? Home → Roster → **Copy player invite**.
- **Rolls.** Home → Roster → Table Tap → copy the player setup link and pin it. Players install Six Axes Capture from the Chrome Web Store, plus Beyond20 for D&D Beyond, or press Turn on Roll20. Foundry tables install the module from six-axes.com/foundry.
- **Do the two-minute test.** Join voice, /record, a few words, /stop, one roll. Events on Review and a row on Mechanics mean the whole chain is wired.

GAME NIGHT

Open Session → Tonight. It picks tonight's session and walks the night top to bottom: who is here, consent, go live, record, log moments, the fight, then **End and process**.

Say out loud that you are recording. The bot joining the channel is the only other signal and half the table will miss it.

Everyone joins voice → /record → play → /stop. Late arrivals and long sessions are fine. If the bot restarts mid-session it rejoins and carries on; it says so in your channel. In person: Session → **Record in person** instead.

THE NEXT DAY

After → Review is the only thing that needs you. Approve, edit or reject each event; Accept + create turns an NPC or place into a Codex entry. Deciding the last one finishes the session: the recap drafts, the model refreshes.

After → Session log: edit the recap, then **Email** or **Post to Discord**. In person, name the voices on **After → Speakers** first.

BEFORE SESSION TWO

Prep → Prep sheet knows your open threads, idle NPCs and who has been quiet; **Suggest prep** fills the planner. **Prep → Encounters** balances for who is actually coming and names what the party cannot do. Open with the recap.

THE THREE THAT BITE EVERYONE

1. The first D&D Beyond roll will not attribute. Warn your players: they pick their character once in the extension popup and earlier rolls backfill.

2. Dispositions mean nothing for four or five sessions. A wide band is the finding. Calibration likewise concludes nothing below ten measured fights.

3. Consent is per person. The bot discards the audio of anyone who has not consented as it arrives; it cannot be recovered. Players fix it with I consent in Discord or Settings, and are recorded about a minute later. **After → Capture** opts someone out for the night.

WHERE THINGS LIVE

Run the night	Session → Tonight	**Balance a fight**	Prep → Encounters
Approve events	After → Review	**Build a monster**	Prep → Monster maker
Send the recap	After → Session log	**Plan next session**	Prep → Prep sheet
Opt someone out	After → Capture	**The dice story**	Insight → Mechanics
Invite links, setup link	Home → Roster	**How fights went**	Insight → Calibration
Co-GMs, Duplicate, export	Home → Workspace	**Share a player's read**	Insight → Dispositions
Ask about the campaign	World → Ask the campaign	**Build the world**	World → World builder