Six Axes: The Owner's Manual

Every page, what it does, how to use it, and why it is there. Written to be skimmed by heading and read in pieces.

This is the long document. The **GM Onboarding** gets you running; **Your First Two Sessions** walks the first two nights; the **Quick Cards** are what you keep open at the table. This one explains everything else, including the parts you will not need for a month. **Help** in the app holds the in-app guide, with a dated list of what is new, and all six documents to read or download.

How the whole thing fits together

Six Axes turns what happens at your table into recaps your players actually read and analytics you can act on. The chain runs the same way every session:

Capture. Your table's voice, from Discord (each speaker on their own track), from one device in the room, or from files you upload. Alongside it, the dice: from D&D Beyond and Roll20 through the Six Axes Capture extension, from Foundry through the Six Axes module, or from the Six Axes tabletop and roller.

Transcribe. Each speaker becomes text with timestamps. In person, one microphone holds everyone, so the app separates the voices and asks you who is who.

Extract. A model reads the transcript and proposes events: who did what, which threads moved, who was met, what was found. It proposes. It does not decide.

Review. You approve, edit or reject each one. This is the only step that needs you, and it is what makes everything downstream trustworthy.

Everything else. The recap drafts itself, the Codex fills, the Timeline grows, the analytics refresh.

> **The one idea worth holding on to:** nothing the model proposes counts until you accept it. That is why the app can be honest about its own error rate, and why the recap does not quietly invent a scene that never happened.

Getting around. The menu runs in the order your week does: Home, Prep, Session, After, World, Insight, and You. On a laptop the groups are listed down the left; click a group's name to fold it, and the group you are in stays open. On a phone, the tabs along the bottom open each group, and More holds Home, Insight and Help. **Find** (Ctrl+K, or Cmd+K on a Mac) jumps to any page, Codex entry, NPC, character or session, and can save what you type as a new GM-only note or NPC on the spot. The bell holds notifications: RSVPs, players joining, recordings ready or failed, co-GM changes.

Home

Setting up who plays, what they play, and who runs it with you.

Start here

Where. Home → Start here

What it does. A checklist that tracks how far through setup you are, ticking items off as the app detects them.

How. Work down it. Each step links to the page that completes it.

Why it matters. Setup spans several screens and it is easy to lose your place. The checklist is the only page that knows what you have not done yet.

Workspace

Where. Home → Workspace

What it does. Creates campaigns, holds the cast, and holds each campaign's settings: Copy /setup command, the Discord watching switch, the GMs panel, Download campaign (zip), Duplicate campaign, Hand over to another GM, and Move to trash.

How. Add each player character; class, subclass, species, lineage and level are picked from real lists. Every field stays editable and editing preserves a character's history. **Copy /setup command** makes a fresh one-time code each time, good for a day. The **watching** switch decides whether people in your Discord server who are not at the table may watch it in the Discord Activity; it starts off. The trash at the bottom restores a campaign for 30 days.

Why it matters. Levels do more work than they look like they do. The encounter balancer and the party-coverage panel both read them, and a character with no level is quietly left out of both. The roster here also flags a character with no subclass, or one the catalog does not recognise, with a fix link.

Roster

Where. Home → Roster

What it does. Where you copy each player's personal invite link, and where the Table Tap card holds the one player setup link your whole table uses.

How. Copy player invite next to a character and send it privately: it is personal to that character. Copy the player setup link from Table Tap and pin it in your Discord channel.

Why it matters. The setup link is what tells each player's Six Axes Capture which campaign to send rolls to. Without it, rolls have nowhere to go.

Prep

Getting ready for next session.

Prep sheet

Where. Prep → Prep sheet

What it does. What to look at before the next session: open threads, NPCs in play, the table's boundaries, who has been quiet, and a planner.

How. Read it, then **Suggest prep** pre-fills the planner from all of it in one tap. Jot scenes and encounters, link them to threads or NPCs, and set a difficulty by feel.

Why it matters. "Who has been quiet" is the one worth acting on every time. It is the thing a GM half-notices on the night and has forgotten by the next one, and it is fixable with a single scene.

Encounters

Where. Prep → Encounters

What it does. Balances a fight against the party that is actually turning up, tells you what that party cannot do, and saves it to run.

How. Pick who is coming, add monsters from the compendium or your own stat blocks, and choose the 2024 XP budget or the 2014 thresholds-and-multiplier method. An encounter can span several tabletop scenes: pick the maps under the monsters and choose where each starts. **Run this encounter** opens it on Combat.

Why it matters. If a module was written for four level-5 characters and you have three, it tells you specifically how much to cut. And it tells you when the party has no healer, no ranged option or no front line: gaps that move a fight's real danger further than any multiplier.

Monster maker

Where. Prep → Monster maker

What it does. Builds your own stat blocks, from scratch or from any monster in the compendium.

How. Start from an existing monster and change it, or write your own. A block made while you work in a campaign belongs to that campaign, so its co-GMs can use it and an export, a Duplicate or a handover takes it along. Players never see stat blocks. Change the picture on a monster's token at the table and the stat block keeps it for next time.

Why it matters. A homebrew boss balances exactly like a published one, so the encounter maths does not stop working the moment you invent something.

Timeline

Where. Prep → Timeline

What it does. The campaign session by session: where the party went, who they met, which arcs opened and advanced, what loot went where; and the world's in-game calendar.

How. Trace one character, place or faction across sessions. Each place, person and faction a session touched has a play button that replays the first moment it came up in that session's recording. To keep in-game time, pick a calendar (real months, twelve of 30 days, thirteen of

28), rename months and weekdays, add an era, move the date forward as the story does, and mark each session with its in-game date.

Why it matters. It answers "when did we last see this person" in seconds, and with a calendar it reads like "14 Month 3 1203 AF, 12 days after session 6".

Session

Game night.

Tonight

Where. Session → Tonight

What it does. Runs the whole night from one page, top to bottom.

How. It picks tonight's session for you (the live one, else an open one, else the next scheduled one). Mark who is here, with their RSVPs beside them; check recording consent; go live or start a new session; start the recording; log moments as you play; jump back into a running fight; move the in-game date (+1 day, +1 week); then **End and process**. Afterwards it shows what is waiting in Review, whether the recap is drafted, and whether the next session is scheduled. The party's shared stash and purse sit at the bottom, so you can hand out loot and coins without opening a sheet. **Open the tabletop** puts the table in its own window.

Why it matters. Game night is the worst time to remember which page does what. Tonight is the order of the night, with a link to the full page for anything deeper. It also warns you when a session has been open more than 18 hours, after which it stops taking rolls from D&D Beyond and Roll20 so a player's other games do not land in it.

Tabletop

Where. Session → Tabletop

What it does. The shared table: battle maps, tokens, fog, walls, handouts, cards, sound and rolls that you and your players see at once.

How. See **The tabletop** below for each tool.

Combat

Where. Session → Combat

What it does. Runs a fight: initiative, HP, conditions, and one-click attack and damage rolls from each monster's stat block, logged to the session.

How. Open it with Run this encounter, or start a fight on the tabletop. Player characters join with AC, hit points, initiative bonus and speed from their sheets. **Put all on the table** (the button names how many) places every token on its own map. N and P move the turn. For an area save, the GM places a template on the tabletop and presses Target everyone inside; on Combat, the monster's **Save effects hit** has those targets picked, and **Use** on the save action

sends each player the save to roll on their screen. Damage comes off at once: all of it on a failure, half on a success.

Why it matters. Monster rolls made here count in Mechanics next to the players', and fights started anywhere are measured for Calibration. Players follow along on their Initiative page, without monster HP and without monsters you have hidden.

Roll

Where. Session → Roll

What it does. A logged dice roller for your side of the screen.

How. Tap dice to build a roll or type notation, set a modifier and advantage or disadvantage, and name the monster if you want it attributed. Everything is logged against the session.

Why it matters. Monster rolls are otherwise invisible: the app knows a fight happened and how the party fared, but not what the monsters rolled.

Compendium and GM screen

Where. Session → Compendium; Session → GM screen

What it does. The Compendium looks up any spell, monster, item, class, subclass, species, feat or rule, by typing or by voice, filtered by category and book. The GM screen is a board you pin compendium cards to for the session.

How. Search, then pin what you will need tonight to the GM screen.

Why it matters. Rules questions at the table get answered in seconds, without a second app.

Record in person

Where. Session → Record in person

What it does. Turns a laptop or tablet into the table's microphone: one recording of the whole room.

How. Confirm everyone agrees, press Start, put the device somewhere central, and press Stop when you wrap. It saves on the device as it goes, so a closed tab loses nothing, and uploads when you stop. A level meter warns you if the microphone is not picking anything up. Players can also record their own side on the player Record page.

Why it matters. One microphone holds everyone's voice, so a single person cannot be excluded from the file afterwards. That is why consent here is all or nothing: everyone at the table agrees, or it does not record.

After

Once the session ends.

Review

Where. After → Review

What it does. The proposed events from the transcript, waiting for your judgement.

How. Approve, edit or reject each one. The confidence threshold accepts the obvious ones in a single click. **Accept + create** turns a captured NPC, place or faction into a Codex entry seeded with what you narrated. When you decide the last proposal, the session finishes itself; to leave some undecided on purpose, a button lets you.

Why it matters. This is the only step that needs you, and it is what makes the rest trustworthy. It is also where your Codex starts filling.

Speakers

Where. After → Speakers

What it does. After an in-person recording is transcribed, the app separates the voices and you name them.

How. Each voice shows a sample line and how much it talks. Match each one to a character or to yourself, and save. Correct it later and every line moves with it.

Why it matters. Lines from a voice you have not named are left out of extraction rather than guessed at, so finishing this is what turns a recording into a session.

Transcripts

Where. After → Transcripts

What it does. Read, filter and download any session's transcript.

How. Filter to one speaker to follow a single voice, or read the whole table.

Why it matters. When a recap says something odd, this is where you find out whether someone actually said it.

Session log

Where. After → Session log

What it does. The log and recap home: schedule sessions, edit the drafted recap, and send it.

How. Propose times; players tap the ones they can make in Discord; confirm the winner, which creates the session. Tick Make recurring for a weekly game. Edit the recap, then **Email** or **Post to Discord**: separate buttons over one shared draft. **Build the journal** stitches your recaps into one chronicle with a public link.

Why it matters. What you see on screen is exactly what goes out, and nothing sends without you clicking.

Player check-ins

Where. After → Player check-ins

What it does. What each player said in their post-session check-in, plus party chat and attendance.

How. Read it before you prep.

Why it matters. Impressions are what nobody remembers a week later, and they change how the next session should go.

Capture

Where. After → Capture

What it does. Shows what audio exists for a session, whether consent is on file, the per-session opt-outs, and the manual upload path.

How. Opt a character out of any session here; their track is excluded from transcription and analysis, and everyone else records normally. Upload per-player audio here if you recorded some other way.

Why it matters. This is the page that tells you why a session has not transcribed: if someone present has neither consented nor been opted out, transcription stops rather than running anyway, and this page names who.

World

Your campaign's memory, most of it self-filling.

Codex

Where. World → Codex

What it does. The campaign wiki: people, places, factions, items, lore and the cast. Mostly written by the app from what you narrated.

How. Tabs split it by kind. Each entry has a visibility (GM-only, party-visible, or common), and **Reveal to** shows one entry to one player when the story earns it; it lands on their Lore. The **Graph** tab draws every connection at once, to filter, hover and click.

Why it matters. Nobody keeps a wiki up to date by hand; by session five this one is a campaign bible you never wrote. Visibility is the part worth learning: it is what lets you publish the setting while keeping the twist.

Image maps

Where. World → Image maps

What it does. For a map picture you already have: upload it, drop pins, and link each to a place, NPC or piece of lore.

How. Click to drop a pin, link it, and set who can see it. Party-visible pins appear on the players' Image map.

Why it matters. A pin holds exactly one link. If a place and the person in it both matter, point the pin at the place and record the person in the Codex.

World builder

Where. World → World builder

What it does. Paints a hex world from scratch, and holds the battle map editor and the City, Dungeon, Building and Bastion generators.

How. Generate a world from a seed (size, ocean, continents) or paint biomes, terrain, rivers and roads by hand. Regions carry area and coastline measurements and link to Codex entries, and one button repaints the map as an illustrated cartographer's map. Players get their own World map, showing what you reveal. In the battle map editor, **Sight walls → Find walls in the image** proposes walls from a bought or exported map, dashed blue, for you to keep or discard.

Why it matters. This is the map your players explore, and the battle maps feed straight into the tabletop.

Import

Where. World → Import

What it does. Brings in notes you already have (Obsidian, World Anvil, documents).

How. Upload, then review what it found before anything is created.

Why it matters. Months of existing notes become Codex entries without retyping them.

Publish

Where. World → Publish

What it does. Puts a public page of your campaign online, showing only what you choose.

How. Publish the campaign, then choose item by item what appears; a third switch decides whether search engines may index it. Add a cover image and pick a look: Forge, Frost, Verdant, Crimson or Arcane, each in dark and light. A published codex gets **How it all connects**, showing only what readers can already see.

Why it matters. Publishing is a disclosure, not a display setting. The public address is separate from your players' link, so sharing it never lets a reader claim a character.

Search

Where. World → Search

What it does. One search across cast, notes, lore, places, threads, loot, session logs, check-ins and transcripts.

How. Type a name, place, item or phrase. Results open the thing they name.

Why it matters. "That time in the market with the librarian" is a real way people remember their game.

Ask the campaign

Where. World → Ask the campaign

What it does. Answers a question in your own words from the campaign's transcripts, story beats, Codex, cast and recaps.

How. Ask ("what did we promise the harbourmaster?"). Each claim in the answer is numbered back to its source; sources open the Codex entry or session, and recorded moments play from the line. It finds things by the words you use, so name the person, place or thing.

Why it matters. Every claim can be checked, which is the difference between an answer and a guess.

Insight

What the sessions add up to. This is the part worth waiting for.

Dispositions

Where. Insight → Dispositions

What it does. How each character plays across the six axes (Voice, Tactics, Arcana, Rapport, Exploration, Nerve), what each player said versus how they actually played, and a read on each player across every character they have run.

How. Each character gets a radar: the faint shape is their self-report, the solid one is drawn from approved events, and the band is the model's uncertainty. It refreshes after you finish reviewing a session. Each player has a **Share with them** button for the read on the person; it is reversible, and they still choose whether to look.

Why it matters. Read the overlap, not the points. A wide band means thin evidence and the app says so in words. Roughly four or five reviewed sessions before any of it means much.

Mechanics

Where. Insight → Mechanics

What it does. The dice story: roll counts, natural 20s and 1s, the d20 distribution, damage dealt, and hit points over the session; and a tab that tests each die on its own.

How. Limit it to one source of rolls, to verified rolls, or to rolls matched to a character. For Roll20 tables, the **Roll20 names** list shows every name rolled under this session and where its rolls went, with a picker to send a name to a character or mark it as not a player character; earlier rolls move with your choice.

Why it matters. It is fun from the first session. The dice tab says nothing below about thirty rolls, because a smaller sample cannot tell you, and counts the die advantage dropped so a fairness read is not inflated.

Calibration

Where. Insight → Calibration

What it does. Sets each finished D&D fight against the difficulty the DMG math gave it, next to how it actually went: rounds, the party's HP lost, and how often someone dropped.

How. Run fights as usual; every fight is measured as it runs, whichever screen runs it. Fights never ended are listed so you can close them.

Why it matters. Below ten measured fights it shows the numbers but concludes nothing, because a few fights cannot tell your table from chance.

Dashboard

Where. Insight → Dashboard

What it does. Table health in plain language: threads gone stale, spotlight balance, how loot is distributed.

How. Read the flags. Each is a sentence, not a chart.

Why it matters. Pick exactly one flag and address it in your next prep. One deliberate adjustment a week compounds; five at once is noise.

Reliability

Where. Insight → Reliability

What it does. How well the extractor is coding your sessions (accept rate, calibration, and agreement between two independent passes, as Cohen's kappa), and what the campaign used in the last 30 days.

How. Precision comes from your own review decisions. The usage panel counts AI calls, image renders and transcription minutes in full, with an estimated cost.

Why it matters. A number you cannot check is a number you should not act on, and that applies to the app's output as much as to a die.

The tabletop

Session → **Tabletop**, or **Open the tabletop** on Tonight for its own window. Players reach it once they have claimed a character and signed in.

Maps and scenes. Upload a map image, use a battle map from the World builder, or import a Universal VTT file (.dd2vtt, .df2vtt, .uvtt from Dungeondraft, DungeonFog and Arkenforge) with its walls and doors. Look at a scene yourself without moving anyone, or send the players to it. A

scene can be played on hexes (pointed or flat top). Every scene is snapshotted when a session ends, and This scene → Snapshots puts one back as it was.

Tokens. Tokens adds a creature or character; Everyone in the fight without a token gets one. V selects and moves, M measures (right-click or Q adds a waypoint), [and] set height. Each token carries status markers, resource bars you choose who sees, and a private note. Removing tokens can be undone for a few seconds.

Who controls what. A player moves and marks only their own character's token, plus tokens you hand to one of their characters with **Also controlled by** in the token's settings (a familiar, a summon, a mount). Control belongs to the character, so it follows the character if it changes hands. Players can put effects only on tokens they control.

Token libraries. Everyone has a library on the Tokens tab (My tokens for a player): save a token's look and place it again at any of your tables. You can **give** the selected token into a player's library, and take it back; they place it themselves and choose which character controls it. When you change the picture on a monster's token, every token of that monster in the campaign changes with it, and the stat block keeps it.

Fog, doors, walls and sight. Fog of war (U) reveals a room with one click or squares with the brush; **Reveal all** asks once before showing the players the whole map. Doors block sight until opened. Draw sight walls at any angle and turn on vision so players see only what their own tokens can see. Floors turn a multi-level map into one place.

Drawing, templates and terrain. Draw (D) with pen, lines, boxes, ellipses and text. Area templates (T) are circles, cones, squares and lines, sized by dragging or typing feet; fire and radiant templates light the area in a dark scene. **Target everyone inside** selects every creature a template touches. Difficult terrain (G) doubles movement cost and the ruler counts it.

Handouts, pins, tables, cards and sound. Show a handout to everyone or chosen players; pin a Codex entry; paste a rollable table. Card decks: playing cards or your own (one per line as Name | text), shuffle, draw and deal; **Hand out a card** gives a chosen card to a player, and **Use it** shows it to the table and returns it to the deck. Save to my library keeps a deck for all your campaigns. Music and ambient sound play in sync for everyone.

Rolls and add-ons. Rolls use your system's dice (d20, Hope and Fear, the power roll). Private rolls only you see. 3D dice are per browser. The Add-ons tab gives a campaign a key and webhooks for bots, overlays and scripts; the reference is public at /developers.

Discord

Command	What it does
/setup	Links a channel to your campaign, using the one-time code from Copy /setup command on the Workspace.
/claim	A player picks their character and taps I consent. **/unclaim** undoes it.

Command	What it does
/mypage	A private link to sign in on the web with the same Discord account; every character of theirs attaches.
/record	The bot joins your voice channel and records each consenting speaker on their own track. **session:2** records into that exact session.
/stop	Ends the recording (not the session) and starts transcription. Run /record again after a break to continue the same session.
/consent	choice:on or choice:off: a player starts or stops being recorded, within about a minute.
/session	Posts the next scheduled session with RSVP buttons.
/retire	GM only: removes a character from the campaign's active roster.

A restart keeps the recording. The bot saves each minute as it goes. If it restarts mid-session it rejoins and carries on; if it cannot, it finishes the recording from what it saved. It says so in your channel either way, and the saved minutes are deleted once the recording is finished.

A dropped connection does not end the recording. If Discord drops the bot's voice connection, it keeps trying to get back in for up to 30 minutes while anyone is still in the voice channel, and says in your channel that it is trying. When it is back it says how much was missed, and that time is silent in the recording so everything after stays in step. It only finishes early if the channel empties. Ask the table to stay in the channel and not run /record again.

The Discord Activity. In a voice channel of a linked server, open Activities and pick Six Axes: everyone in the call sees the table's map with tokens and fog, the turn order and the rolls. Players move their own token, roll dice and initiative, answer saves and use cards; you can roll hidden. Someone not linked to a character sees it only if you turned on watching (Workspace).

What your players see

Players get their own menu, in three groups. Hand them the Player Guide rather than explaining it.

This table. Character play style (the questionnaire, as this character, plus lines and veils), Journal, Recaps, Lore, Image map, World map, Chat.

Session. Schedule, Tabletop, Initiative, Record (a backup of their own microphone), Check-in.

You. Character sheet, Campaigns, Characters, Character library, Threads, Codex, Notes, You as a player, Settings. Your own menu ends with the same group.

Worth knowing. Party chat is players only and closes while a session is live. Threads are private to each player, including from you. Players can leave a table (their character stays in their library) and can start their own game. They can build characters themselves (Quick build,

the Forge, the library, a D&D Beyond PDF importer), and the sheet tracks spell slots and class resources in both 2014 and 2024 rules, and saves due on them.

The ways rolls get in

D&D Beyond, through Beyond20 and Six Axes Capture. The first roll from each player will not attribute until they pick their character once in the extension popup; earlier rolls then backfill.

Roll20, through Six Axes Capture. The player presses Turn on Roll20 and reloads the game. It reads /r commands and the 2024 sheet's rolls, sends each to the character with the same name, and counts a roll seen by several players once. Rolls Beyond20 sends into Roll20 still count as D&D Beyond rolls, so nothing is counted twice.

Foundry VTT, through the Six Axes module. Install it from six-axes.com/foundry, enable it, paste your table code. Dice only; only your client sends, so a roll never arrives twice.

The Six Axes tabletop, Combat and Roll. Exact by construction, and the only route to monster numbers.

> **Six Axes Capture is in the Chrome Web Store:** search for Six Axes Capture, or chromewebstore.google.com/detail/six-axes-capture/melooildenlcecpmfblaijdgdhdhnpim. It works in Chrome, and in Edge once Allow extensions from other stores is on. A player who opens your setup link while signed in and presses **Connect the extension to me** gets verified rolls.

Playing in person with real dice? The app reads the numbers your table says out loud, from the transcript. It is deliberately cautious and marks everything it finds as heard rather than exact.

Running it together

Co-GMs. The GMs panel on the Workspace invites another GM with a single-use link that works for 7 days. A co-GM runs everything you do except deleting or trashing the campaign, handing it over, and choosing who else is a GM; they can step down from the same panel. Their pings and hidden tokens count as the GM's.

Handing over and leaving. When a co-GM leaves or you hand a campaign over, the webhooks they made stop and unused invites are cancelled.

Your data goes with the campaign. Download campaign (zip) includes scene snapshots, fog, Roll20 name choices, every campaign setting and the stat blocks its encounters use. Duplicate campaign copies a prepared world, calendar, language and codex look into a fresh campaign. Settings → Export my data adds your email choices, stat blocks, card decks and the campaigns you run.

The rules the app will not bend

Consent is per person, and checked as audio arrives. A player consents once, when they claim, and is never asked mid-game. The Discord bot keeps audio only from people who have consented and are not opted out for that session; anyone else's audio, at the table or not, is discarded as it arrives and never written down. Someone who consents mid-session is recorded from about a minute later. Players withdraw with Stop recording me in Settings or /consent choice:off.

Transcription enforces it. If someone present has neither consented nor been opted out, the job stops. It is not a warning you can click past.

Audio is deleted after 60 days. Automatically, and nobody can extend it. The transcript and the moments stay; old moments show as expired rather than playing.

Players own their data. Any player can download everything held about them, or delete their account; their characters stay in your campaign with the personal link severed. Every email carries a one-click unsubscribe link.

Roll20 capture reads the whole chat. Turning it on reads every roll in that game's chat, other players' included, with the names they roll under. The privacy page and the extension both say so.

Your responsibility as GM. Recording law varies and some places require every person to agree. Say out loud when recording starts. With minors, a parent or guardian should consent.

Where things live

You want	Go
Run game night	Session → Tonight
The shared map	Session → Tabletop
Run a fight	Session → Combat
Look up a rule	Session → Compendium
Approve events	After → Review
Name in-person voices	After → Speakers
Schedule, 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
In-game calendar	Prep → Timeline

You want	Go
Fix a character, co-GMs, Duplicate, export	Home → Workspace
Invite links and the setup link	Home → Roster
Ask what happened	World → Ask the campaign
Build the world or a battle map	World → World builder
Publish your codex	World → Publish
Share a player's read	Insight → Dispositions
The dice story, Roll20 names	Insight → Mechanics
How your fights went	Insight → Calibration
Usage and cost	Insight → Reliability