Six Axes: Player Guide

What the app does for you, and the few minutes of setup that turn it on.

Your GM records your sessions and the app turns them into recaps, a campaign wiki, a shared tabletop, and a read on how you actually play. Most of it needs nothing from you. This is the part that does.

You do not need an account to play. You can start as a guest from your invite link. Signing in (Discord, Google or an emailed link) changes nothing about your character; it only makes it last beyond one browser, and it is what lets your rolls count as verified.

1. Claim your character

On Discord (the usual route). In your campaign's channel:

1. Run **/claim** and pick your character from the list.
2. Read the short note about recording and tap **I consent**. That is your consent for the campaign, given once.
3. Run **/mypage**. The bot sends you a link only you can see. Open it and sign in with the same Discord account: every character of yours, at this table and any other Six Axes table, attaches at once.

Without Discord. If your GM sent you a personal invite link, open it: it claims that one character, and offers to save it to an account.

> **You are asked about recording once, not every session**, because being asked in front of the whole table is not a free choice. You can change your mind at any time: see the last section.

2. Get your rolls to the table

If you roll on **D&D Beyond** or inside **Roll20**, one small browser extension sends your rolls to the session while you play. No tab to keep open.

Install Six Axes Capture

Install **Six Axes Capture** from the Chrome Web Store: search for Six Axes Capture, or go to chromewebstore.google.com/detail/six-axes-capture/melooildenlcecpmfblaijdgdhdhnpim, and press Add to Chrome. It works in Chrome, and in Edge once Allow extensions from other stores is on. Pin its icon to your toolbar.

Then, once

- **D&D Beyond:** install **Beyond20** too (you may already have it).
- **Click the setup link your GM pinned** in Discord. Do it while signed in to Six Axes and press **Connect the extension to me**, so your rolls count as verified.

- **Roll20:** open the extension, press **Turn on Roll20**, and reload the game. It reads every roll in that game's chat, other players' included, and sends each to the character with the same name, so roll under your character's name.
- **Foundry:** nothing for you to install. Your GM's Foundry module sends the table's dice.

> **Your first D&D Beyond roll will not show up under your character.** That is expected: the app has to learn your D&D Beyond id, and that roll teaches it. The extension popup shows a **Link your character** picker. Choose once, every earlier roll is backfilled, and every later one attributes on its own.

3. At the table

The tabletop

Session → Tabletop is the shared table: battle maps, tokens, handouts, cards and rolls that you, the other players and your GM all see at once. It opens once you have claimed a character and signed in.

- **Your token.** Drag it, or tap it and then the square. You move and mark only your own character's token, plus any token your GM hands to your character (a familiar, a summon, a mount). Control belongs to the character, so it follows the character.
- **Open sheet.** Select your token and press Open sheet for your character sheet.
- **My tokens.** On the Tokens tab, save a token's look and place it again at any of your tables (up to six of yours on a scene). A token your GM gives you lands here too: place it yourself and choose which of your characters controls it. Take off removes it again.
- **Effects.** You can put effects only on tokens you control.
- **Rolls and dice.** Roll any dice, with advantage or disadvantage. Turn on 3D dice if you like watching them land.
- **Cards.** Cards your GM hands you show on the Cards tab, marked Gift. Use it shows the card to the table and sends it back to its deck.

Fights and saves

Initiative (Session) shows the turn order and whose turn it is. When a monster forces a save on you, the save appears on your character sheet (the Initiative button says **save due** and a banner offers **Roll the save**), on the tabletop, on the Initiative page and in Discord. Roll it there, or type the total you rolled with your own dice. Saves start from the bonus on your sheet, so open and save your sheet once. The damage comes off at once, and a line says how it went.

In Discord

In a voice channel of a linked server, open **Activities** and pick **Six Axes**. Everyone in the call sees the map with its tokens and fog, the turn order and the rolls. Move your token (tap it, then the square), roll dice, roll initiative, answer saves, and use your cards, all without leaving the call. The full table, with every tool, stays on the website.

4. What is in your menu

Your menu has three groups. On a phone they are the tabs along the bottom.

This table

Page	What it is for
Character play style	A short questionnaire about what pulls you to the table, answered as this character, plus your lines and veils. Worth doing early: it gives the model somewhere to start.
Journal	Your story so far, and how you actually play across the six axes, drawn from logged sessions rather than your own answers.
Recaps	Last session, written up. Read it before you play.
Lore	What your character has learned: party-visible entries, plus anything your GM revealed to you personally.
Image map, World map	The world and where things are, as your GM reveals it.
Chat	Party chat, players only. Your GM cannot read it unless you grant a window. It closes while a session is live, so table talk stays at the table.

Session

Page	What it is for
Schedule	Upcoming sessions with RSVP, Add to calendar, and your GM's availability polls (answered in Discord).
Tabletop	The shared table, above.
Initiative	The fight's turn order, conditions on the party, and saves waiting on you.
Record	Records only your own microphone, as a backup track for your GM. Best with headphones.
Check-in	A quick note after a session. You can resubmit it.

You

This group is yours across every table you play at, not just one campaign.

Page	What it is for
Character sheet	Your sheet at the table: hit points, spell slots, class resources (rages, ki, Bardic Inspiration and the rest), rests, and any save due.

Page	What it is for
Campaigns	Every table you play at, with a calendar link that keeps your calendar app up to date. Leave a table here (your character stays in your library), or start your own game.
Characters	Every character you have played, anywhere, and **Quick build**.
Character library	Builds you have saved, to reuse at another table.
Threads	Favours owed, grudges, hooks you never followed up. Yours alone: nobody else sees it, including your GM.
Codex	Everything you have been shown, across campaigns.
Notes	Your own notes.
You as a player	The same questionnaire, answered as yourself across every campaign.
Settings	Recording consent per campaign, which emails you get, Export my data, and deleting your account.

The bell in the menu tells you when a session is scheduled, moved or cancelled and when a recap goes out. A daily email of anything unread is off until you turn it on in Settings. Six Axes can also be installed to your phone's home screen. **Help**, in your menu, has this guide and the Player Quick Card to read or download.

5. Building a character

Quick build (on Characters, or six-axes.com/me/quick-build) makes a D&D character in three steps: pick a class (or take the class quiz), a species and a background, and a name. It places the standard array, adds the background's bonus, packs starting gear and gold, and opens the full builder with a note on the few picks left. 2024 rules.

The builder (the Forge) picks class, subclass, species, background, feats, spells and gear from real lists and works out the numbers as you go: armour class, hit points, saves, skills, spell slots. It shows the rules text for what you pick, and handles both 2014 and 2024 characters. Pathfinder 2e, Daggerheart, Draw Steel and Lancer characters get their own sheets.

Importing from D&D Beyond. Export your character sheet as a PDF and upload it at six-axes.com/me/import, or press **Update from D&D Beyond** in the Forge to refresh a character you already have. The app reads it in your browser and fills in abilities, skills, gear, spells and features, and tells you plainly what it could not recognise. Anything unrecognised is kept as written, so homebrew survives. Your D&D Beyond sheet stays the one you play from.

The library saves a build so you can reuse it. Bringing the same build to a second campaign is what lets the app recognise you as the same person across tables, which makes your read sharper faster.

6. Your read: how you play

Axis	What it reads
Tactics	Positioning, action economy, treating the fight as a puzzle
Arcana	Rules mastery, builds, knowing what the numbers do
Voice	In-character speech, staying in the fiction
Exploration	Investigating, asking about places, following what is not on the quest list
Rapport	Setting up other players' moments, pulling in the quiet ones
Nerve	How far forward you lean, how much you commit and risk

Your Journal always shows how your character actually plays. A read on **you**, pooled across every character you have played, is a claim about the person, so you see it only if your GM chooses to share it, and you still choose whether to look.

A read built on one or two sessions is mostly the model's starting guess wearing a number. The band under every score shows the uncertainty: a wide band means thin evidence. **It is not a score, and no axis is the good one.** It exists so your GM notices when they have not given you a scene that plays to what you enjoy.

7. Your recordings and your data

Only people who have consented are recorded. The Discord bot keeps audio only from players who have consented and are not opted out for that session. Anyone else's audio is discarded as it arrives and never written down.

Change your mind at any time. Press **Stop recording me** for that campaign in Settings, or run **/consent choice:off** in Discord, and the bot stops keeping your audio within about a minute. **I consent to recording** in Settings (or /consent choice:on) turns it back on, from about a minute later. Your GM can also leave you out of any session.

Audio is deleted 60 days after it is recorded, automatically. Nobody can extend it, including your GM. The transcript and the moments drawn from it stay; the recording of your voice does not.

You can take everything. Settings → **Export my data** gives you one file: your characters, questionnaire answers, reads, threads, check-ins, transcribed words and email choices.

You can leave. Deleting your account removes everything about you. Your characters stay in their campaigns, unlinked from you, because the story your table told together is theirs as well as yours. Every email has a one-click unsubscribe link.

The short version

- Run /claim and tap I consent, then /mypage and sign in with Discord.
- Rolling on D&D Beyond or Roll20? Install Six Axes Capture from the Chrome Web Store, click their setup link, and expect the first D&D Beyond roll not to attribute.
- Read the recap before each session.
- Fill in Character play style once, early.
- Everything else happens whether you look at it or not.