

The image features a dark, atmospheric background. On the left, the logo for 'Ardent Roleplay' is displayed. The word 'Ardent' is in a stylized, orange-gold font with a blue flame-like texture on the letter 'A'. Below it, the word 'Roleplay' is written in a blue, serif font. The background shows a dark, rocky landscape with a large, arched stone structure in the distance, illuminated by a warm, orange glow. A silhouette of a person holding a torch is visible on the right side.

Ardent Roleplay

Creation Kit

User Manual

Campaign Selection Screen



How to use this document: This User Manual lays out the user interface and the functionality of the application, each of which being numbered and color coded for easy reference. As a GM using the Ardent Roleplay Creation Kit, the first thing you will need to do is select or create your campaign...

1. Click here to create your own campaigns.

2. Click here to make a copy of premade campaigns.

3. Your created and copied campaigns will be listed here.

Premade Campaign Screen



1. Here you can find pre-made Samplers and Demo Campaigns.

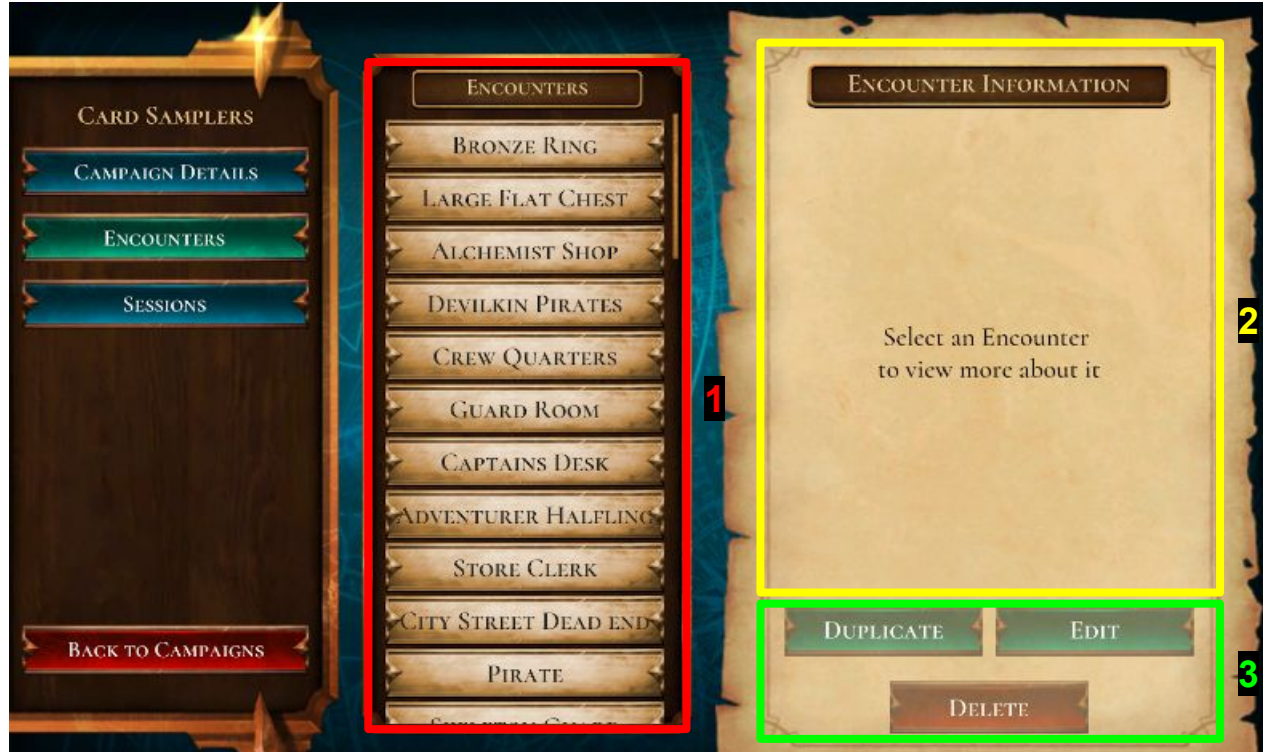
2. Clicking a pre-made campaign will give you a chance to copy it to your campaign list.

Edit Campaign Screen



1. Edit your current campaign's name and description.
2. Create or edit encounters to use for sessions.
3. View, create, and edit sessions.
4. Return to your campaign list.
5. Save or Delete this campaign.

Encounter Information Screen



1. Here is a list of your encounters in the current campaign.

2. Information related to each encounter is here, once selected

3. Edit, Duplicate and Delete the currently selected encounter

Edit Session Screen



1. Edit your current session details.

2. Encounters you can add to your session are listed here.

Clicking on an encounter will give you a list of card packs available and then you can select the card you wish the encounter to be assigned to.

3. Encounters that have been assigned to cards will be displayed here.

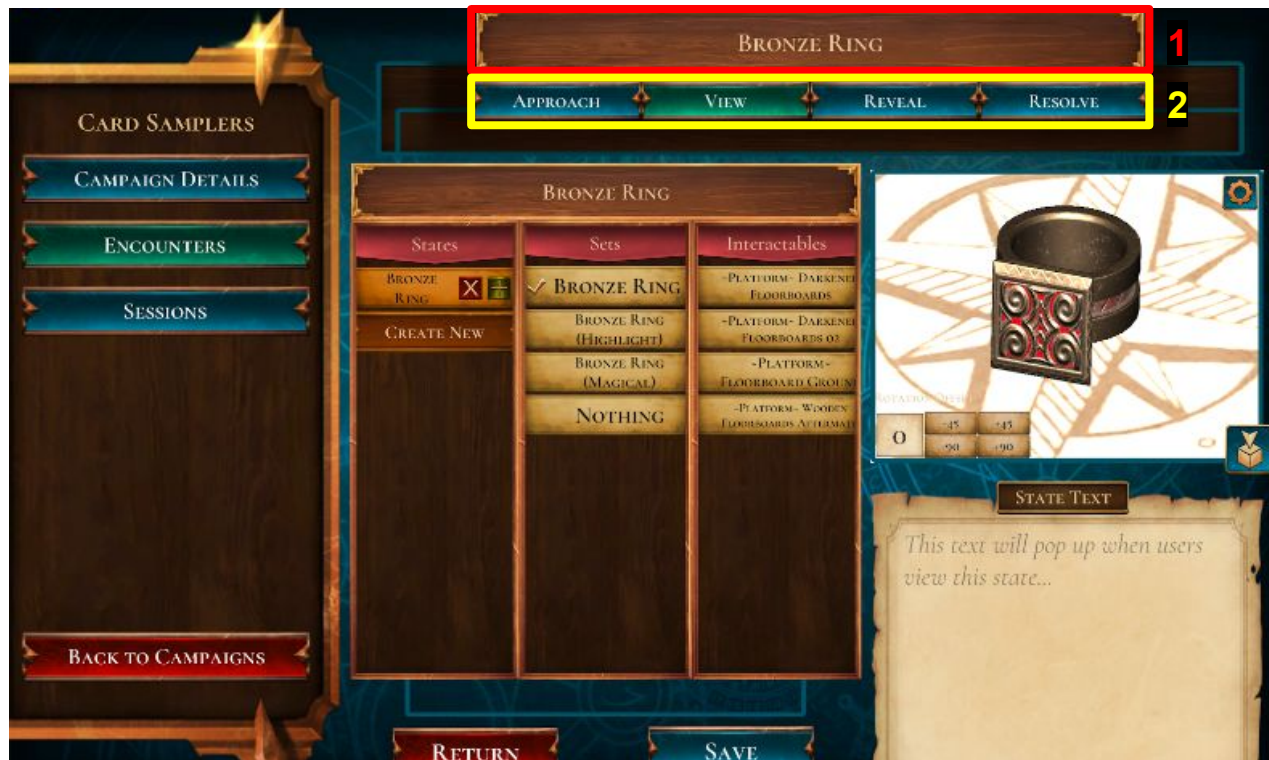
4. Exit, Save, or Delete the currently selected session.

Card Assignment Screen



1. Available card suits are listed here.
2. Clicking a suit will display cards within the suit.
3. Clicking a card from the selected suit will assign the encounter to that card.

Create/Edit Encounter Screen: Part 1



1. Edit encounter name.

2. The four viewable states of the encounter

Approach - a big picture view to set context

View - the standard view where players explore a model

Reveal - what is shown after proficiency tests

Resolve - once actions are taken, how the model ends up

Selecting one of the four states will allow you to assign different interactions to that state.

Create/Edit Encounter Screen: Part 2



3. Edit the state name here.

4. Create and Remove states.

5. Selected sets and interactions will be marked with a tick.

6. View what the current selection will look like here.

7. Add or edit any text you want to show players with the state here.

8. Save changes made or Return to encounters.