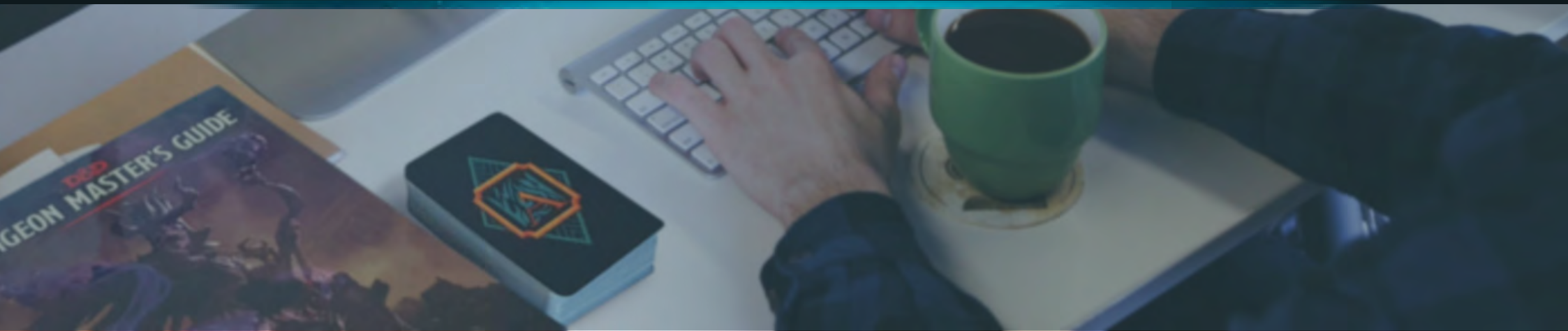


# Ardent Roleplay

## Creation Kit User Manual



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For additional guides and support visit  
[ArdentRoleplay.com](http://ArdentRoleplay.com)



# Introduction

## What is Ardent Roleplay's GM Creation Kit?

Ardent Roleplay brings augmented reality (AR) encounters to tabletop roleplaying games. It is a system agnostic tool with a continuously growing catalog of AR models.

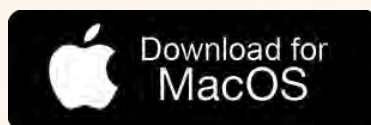
The **Creation Kit** is a desktop app that **GMs can use to customise their own AR Encounters**, Campaigns and Sessions. GMs **allocate AR Encounters (models) to cards** and **add various animated States to those Encounters**.

During a game hosted through the Ardent Roleplay Mobile App, GMs are able to send individual players these **AR Encounters (pre-prepared in the Creation Kit)** and reveal animated States in real time. This means the GM can show each player what their individual character sees to deepen immersion and avoid metagaming.

## Download the GM Creation Kit

Download the Creation Kit from [ArdentRoleplay.com/CreationKit](https://ArdentRoleplay.com/CreationKit)

You will find downloads for Mac OS and Windows



## How to use this guide

This User Manual lays out the user interface and the functionality of the Creation Kit, each of which being numbered for easy reference.

## More Help



### The Help Icon

You will see this question mark icon on different screens throughout the Creation Kit app. **Click on the icon to see pop up text** that explains the function of different elements on the screen - a pop up tutorial if you like.



### Video Tutorials

If you would like to watch helpful tutorial videos for a walkthrough on how to get started with Ardent Roleplay, go to our [YouTube channel](#)



### Discord Server

If you would like to attend a live online demo or reach out to a member of the Ardent Roleplay team, [join our Discord community server](#), we would be more than happy to help.



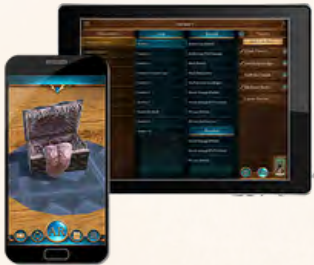
### Customer Service Desk

If you think you have run into a technical error, don't hesitate to contact us through our Customer Service Desk at: [ArdentRoleplay.com/contact/](https://ArdentRoleplay.com/contact/)

# Introduction

## Other Components of Ardent Roleplay

### Mobile App



During a game, **players use this to view AR models** while **GMs use this app to control what players see** and when.

Download the mobile app for FREE



### Encounter Cards



**Players will scan these cards** with their mobile devices to see AR models appear. The **GM determines what players will see on the cards**.

**You can view FREE cards** in an image gallery at [ArdentRoleplay.com/pnp](https://ardentroleplay.com/pnp) or download printable PDFs from [DriveThruRPG](https://drive-thru-rpg.com). You can also purchase professionally printed card decks.



### Content Catalog

Ardent Roleplay has a growing collection of **hundreds of AR models** you can choose from as a GM preparing your own campaign. Currently, the best way to browse our content is to **browse our online catalog** at:

<https://ardentroleplay.com/catalog>



### Free and Premium content

It is **FREE to download and use Ardent Roleplay**, however there are subscriptions available to GMs and Players.

There are **free AR model Content Packs and Pre-made Adventures**, but for a GM to create and play campaigns using Ardent Roleplay's growing premium collection of AR models they require a **GM Subscription**. Players who join a game hosted by a GM with a subscription do not require a subscription themselves to see the premium content.

Ardent Roleplay offers a **30 days FREE trial** when you subscribe for the first time.

To learn more about subscriptions visit [ArdentRoleplay.com](https://ardentroleplay.com) or go to the [Store button](#) in the Creation Kit or Mobile app.



# The Basics

## Campaign Details

Edit your overarching Campaign name and description

## Encounters

Select and customise AR models to create Encounters



You will allocate these Encounters to cards later when planning your Session

1 Card = 1 Encounter

## States

Prepare different 'States' within Encounters that you can send to individual players in real time during a game



Closed



Triggered



Death

## Sessions

Where you plan & collate which AR Encounters you want to use in each game session. Here you allocate these Encounters to cards of your choosing.

Campaign Details

Encounters

Sessions

Back to Campaigns

# Login Screen

Version: 1.7.9.2



1

**Sign up** if you don't have an Ardent Roleplay account already.

2

**Sign in with a Code** that you can find in the mobile app Settings menu **if you signed up with a social media login**.

3

To **log in** with an existing Ardent Roleplay account, enter your account's email and password here.

7



4

Click '**Forgot Password?**' if you have forgotten your password.

5

**Remember Email**  
Check this box if you would like your email to be remembered, next time you open the app.

6

**Get Encounter Cards**  
If you haven't already accessed Ardent Roleplay encounter cards, find links here.

7

## Settings

- Clear local cache
- Enable/disable Default Encounter state popup
- Quit Ardent

# Campaign Selection Screen



1

## Campaign List

All your campaigns will be listed here. Select one to Open, Duplicate or Delete

2

## Create New Campaign

Click here to create your own new campaign

3

Click here to add a copy of a **Pre-made Campaign** to your Campaign List. These include pre-made Adventures

4

**Campaign Information** for the campaign that is currently selected including Name and Description

5

Choose to **Open**, **Duplicate** or **Delete** the campaign that is currently selected

6

## Store

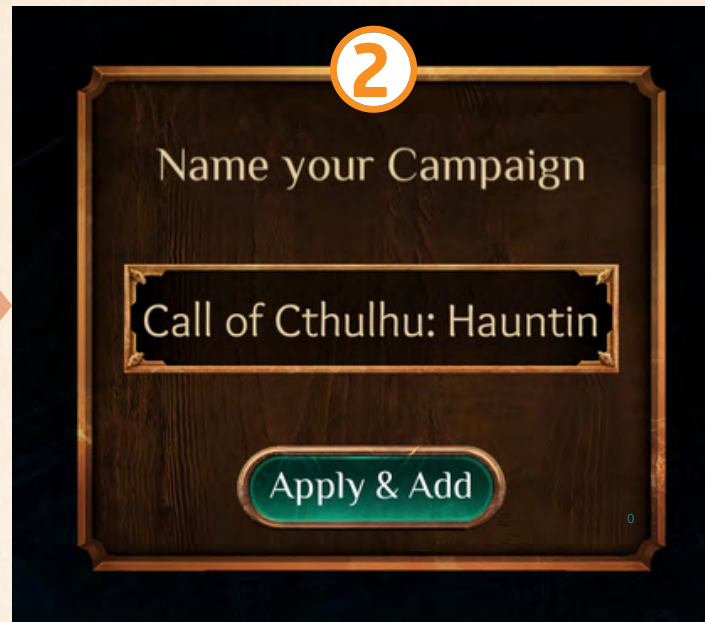
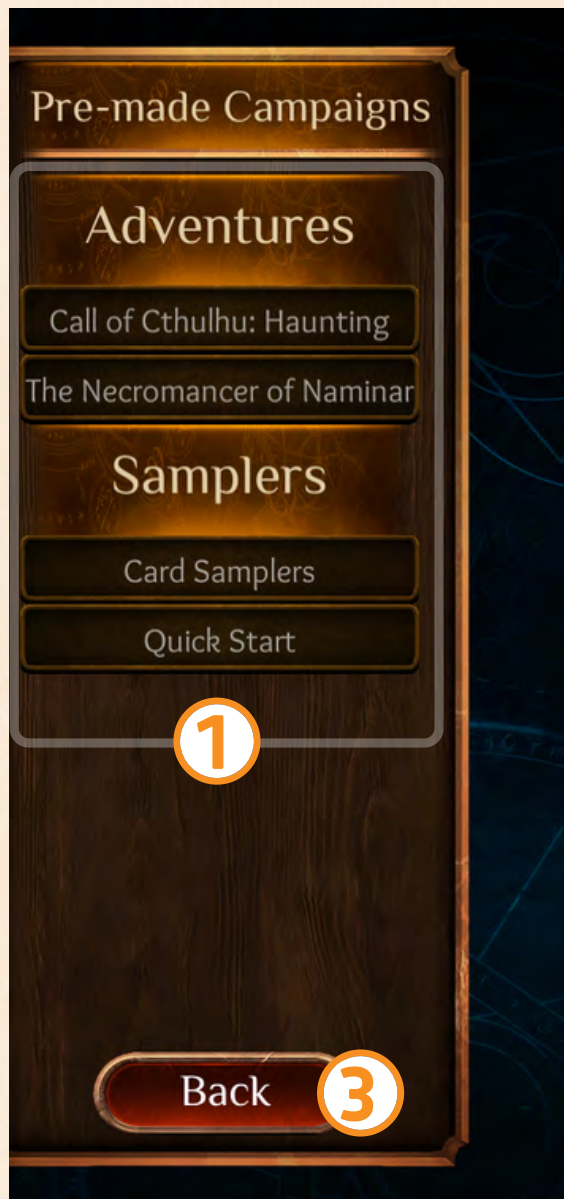
Purchase and manage subscriptions or other purchases here

7

## Settings

- Clear local cache
- Enable/disable Default Encounter state popup
- Log out / Quit Ardent

# Campaign Selection | Pre-made Campaigns Screen



1

## Campaign List

Select a Campaign you would like to copy to your own Campaign List

2

Give the copied campaign a title (or leave it as is) and click '**Apply & Add**'

3

Click '**Back**' to go back to the Campaign selection screen

# Store Screen



1

Your current **subscription status** and information

2

**Select a plan** to view more information (See 3)

3

Once you've clicked a plan option, **information about the subscription** will show up here

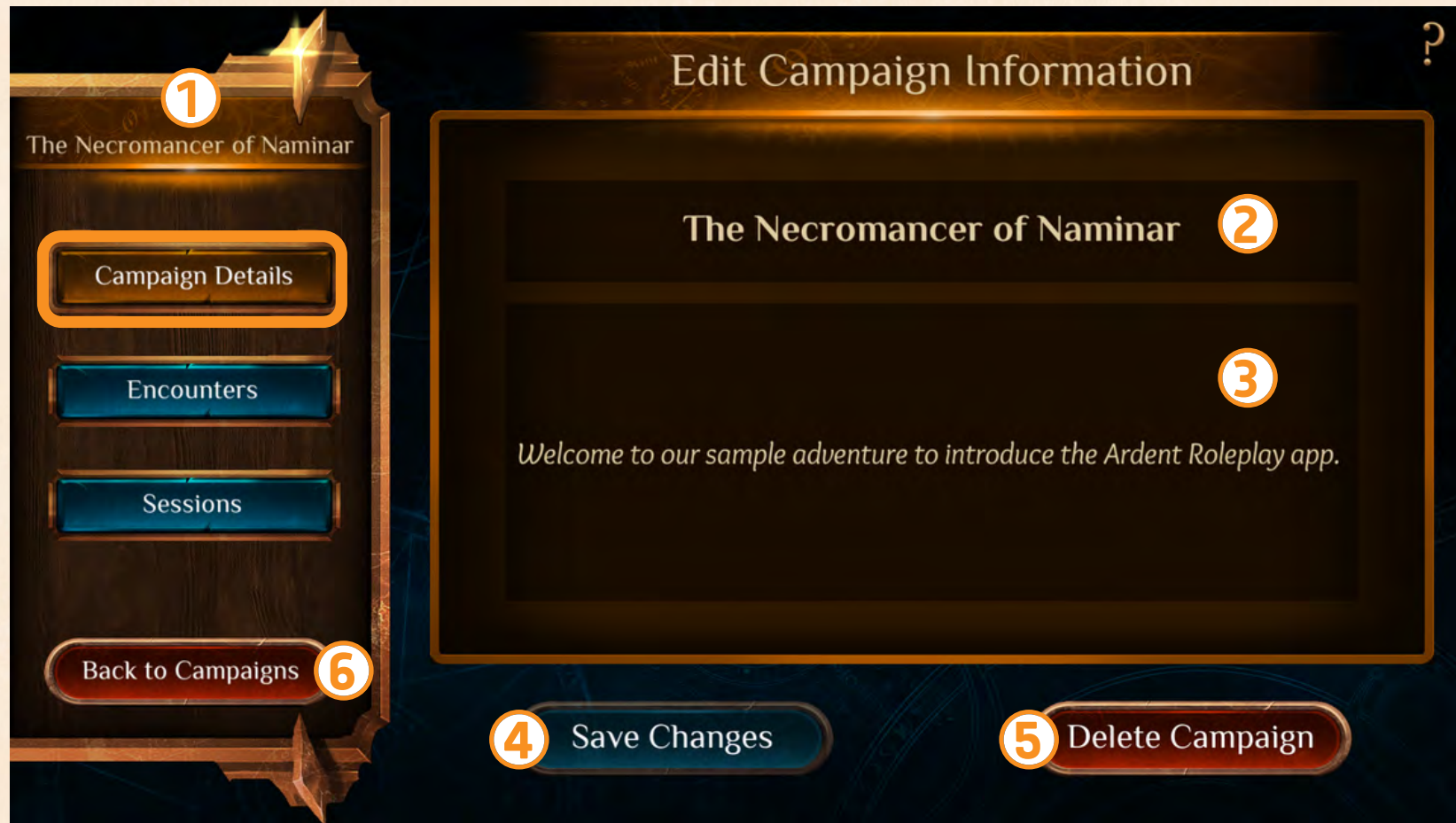
4

Go here to **enter a Promo Code** to receive a discount

5

Once you have chosen a plan you wish to purchase, press **Purchase**

# Campaign Details Screen



1

The **Campaign Name** of the campaign you are currently working in

2

**Edit the name** of your selected Campaign here

3

**Write a description** for your campaign here

4

**Save Changes** to any changes you've made to the Campaign information

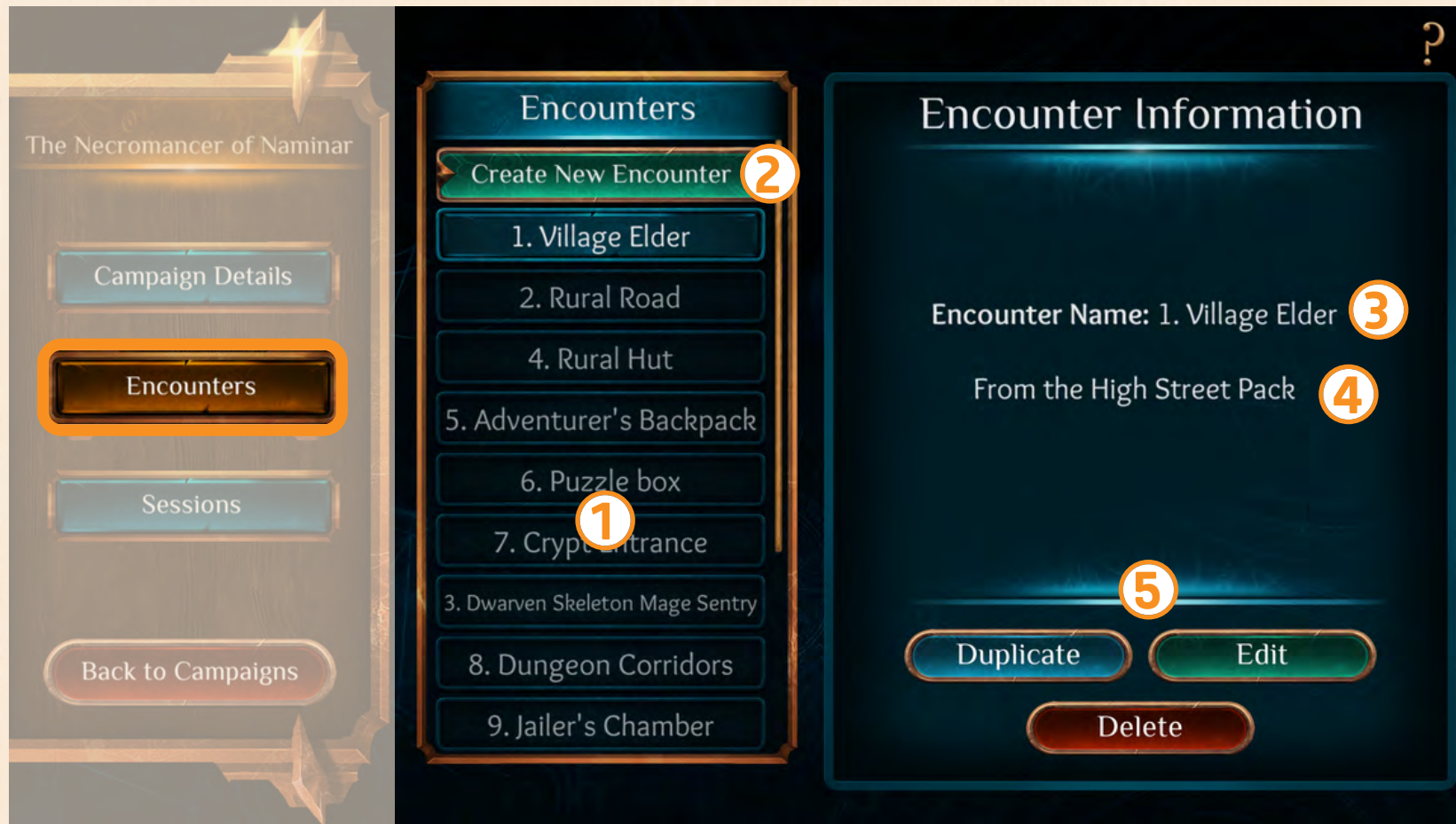
5

Click '**Delete Campaign**' if you want to delete the current campaign you are in

6

**Return** to the 'Select Campaign' screen to **open a different campaign**

# Encounters | Select Encounter Screen



1

Here is a **list of your Encounters** in the current campaign

2

Click to **create a new encounter** to add to the list

3

The **name of the encounter** shows here

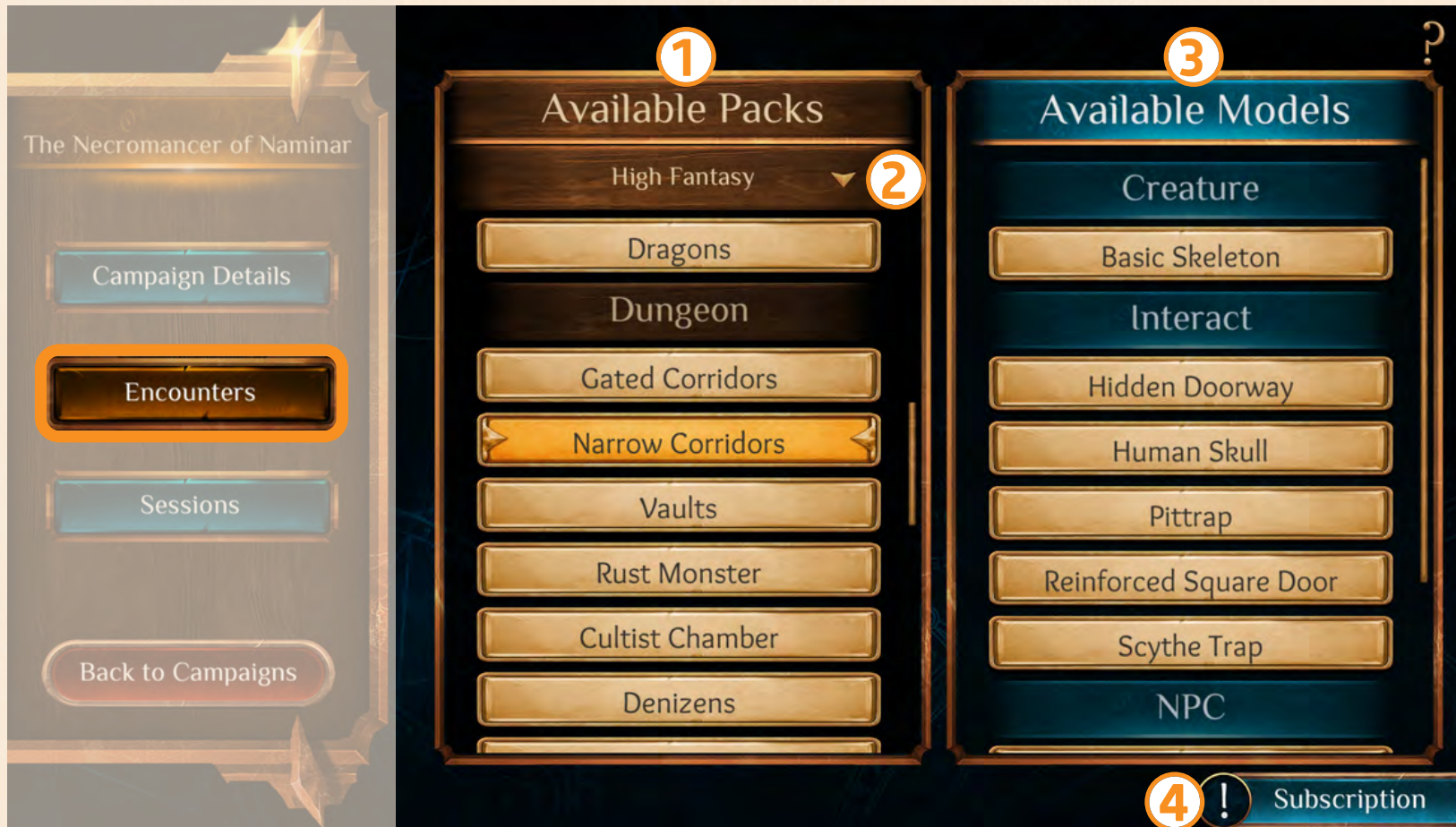
4

**Which Pack** the model used in the selected **encounter has come from** is shown here

5

**Duplicate, Edit** or **Delete** the currently selected encounter

# Encounters | Create New Encounter



1

This is a **list of available model Packs** you can select AR models from. You can browse our content Catalog in the mobile app store or online at: [ardentroleplay.com/catalog](https://ardentroleplay.com/catalog)

2

Use this dropdown to **filter content packs by genre**

3

This is a list of **models that are available within a selected Pack or Add-on**. These are categorised for convenience.

**Click a model you would like to create an Encounter with.**

4

## Subscription Status

If you are using premium models you will see a message letting you know you will need a subscription to host that campaign

# Encounters | Creation & Edit Screen | Part 1




**1 Encounter Name**  
Click and type to edit

**2** Optional categories you can use to organise your states. Click **Approach, View, Reveal, Resolve** to switch to each category.

**3** **List of all the states** you have created for this encounter in whatever category (Approach, View, Reveal, Resolve) you are currently working in.

Click '**Create New State**' to create a new State

 **Delete** this State

 **Create a copy** of this State. You can copy to the current category (Approach, View, Reveal, Resolve) or into another category

**5** **Sets** and **Interactables** are elements within the model you can choose to **check on/off for each state**. You will be able to preview what these options look like in the 3D preview window (see 6, next page)

**4** This is the selected **State's Name**, click and type to edit

# Encounters | Creation & Edit Screen | Part 2



## 3D Preview Window

See your changes to your selected state as you check on/off elements. Left click to rotate view. Right click to span. Scroll to zoom in and out.



**Take a screenshot** of the current 3D view. Can be useful for making tokens or maps for VTT



Click the **settings button** to adjust these viewing options



**Centre 3D model in view**

Adjust the **Rotation Offset** to change the default rotation of the 3D model on the example card.

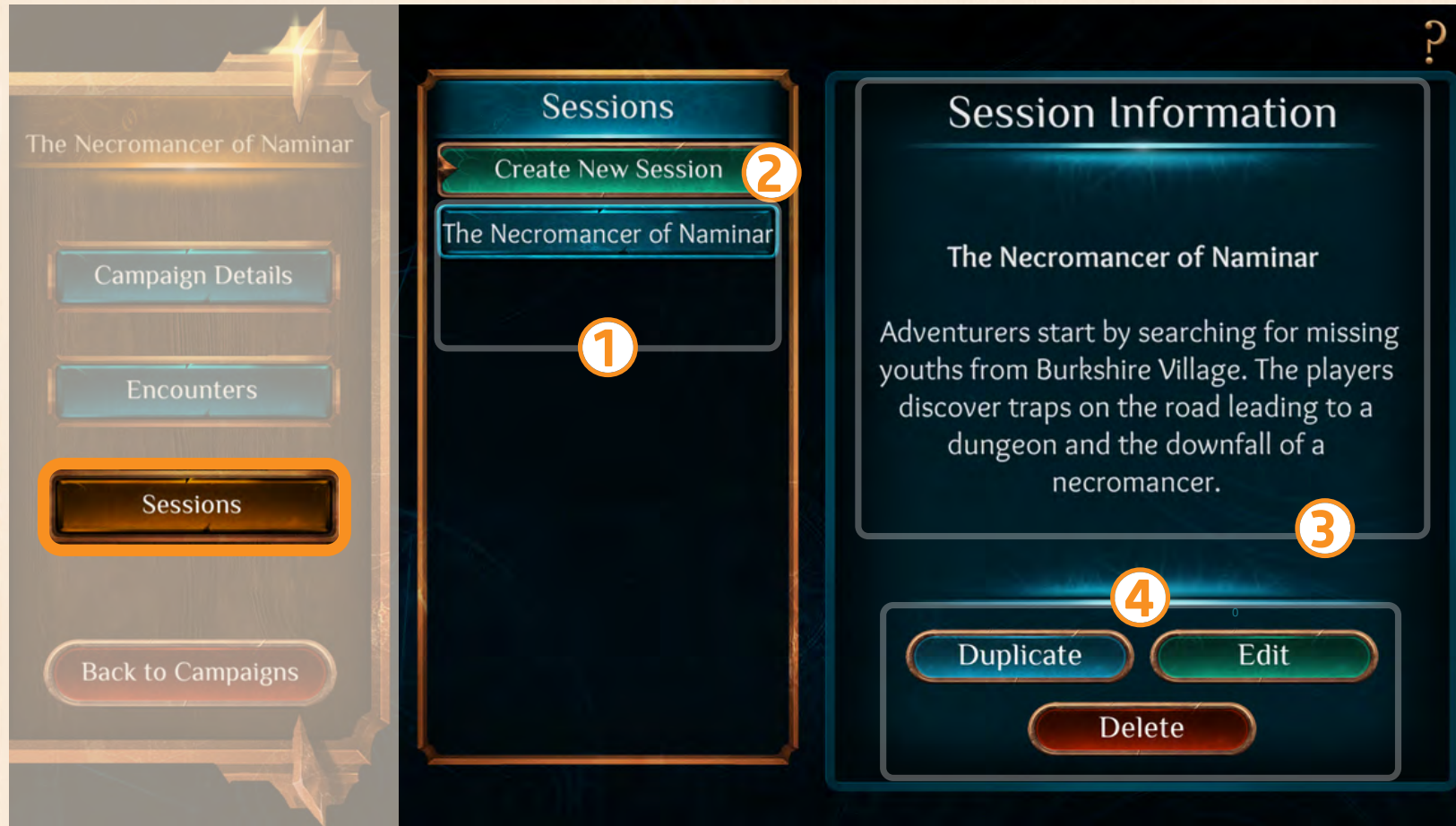
Add **State Text** to any state you have currently selected. Players will be able to see this text if you send them this state during a game.

Add **GM Notes** for yourself to refer to when you are playing a game. *These notes are for the whole Encounter not a single state.*

Click **Save** to save your changes at any time

Click **Return** to go back to your Select Encounter screen

# Sessions | Selection & Information Screen



1

**List of all existing Sessions** in the current Campaign so far. Click listings to see information for that Session or the option to Duplicate, Edit, or Delete.

2

Click to **create a new Session**

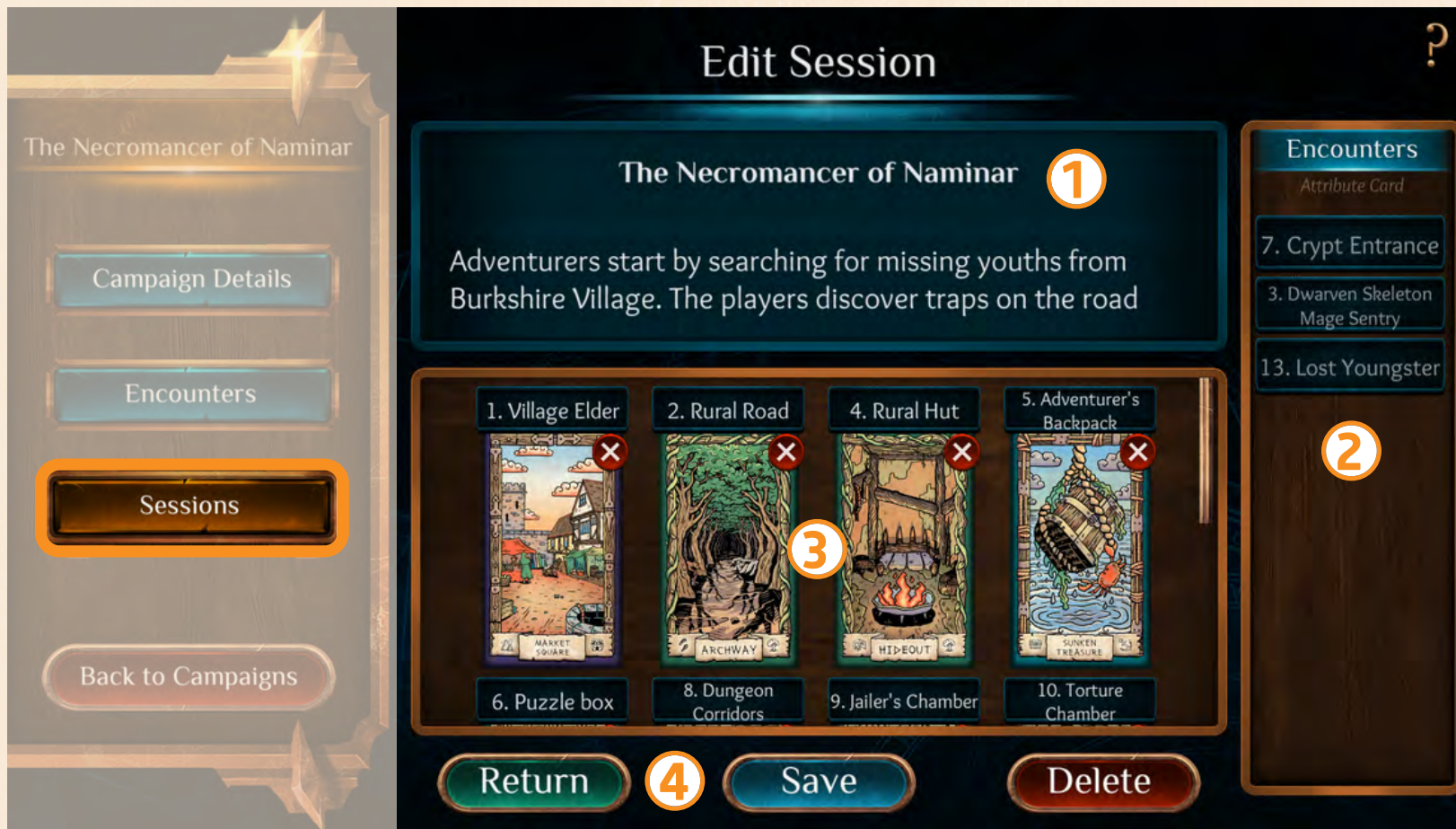
3

**Session Information** including the Session Name and Description

4

**Duplicate, Edit or Delete** the currently selected Session

# Sessions | Edit Screen



1

**Session Information**  
Click and type to edit the **name of the session** and the **description**

2

**List of unused Encounters** that you have created in this Campaign and that haven't been added to this Session.

To **add one of these Encounters to your Session**, click the Encounter from the list and you will be directed to **attribute a card** to that encounter, adding it to this Session.

4

Click **Return** to go back to Session Selection & Information screen.  
Click **Save** to save your changes.  
Click **Delete** to delete this Session.

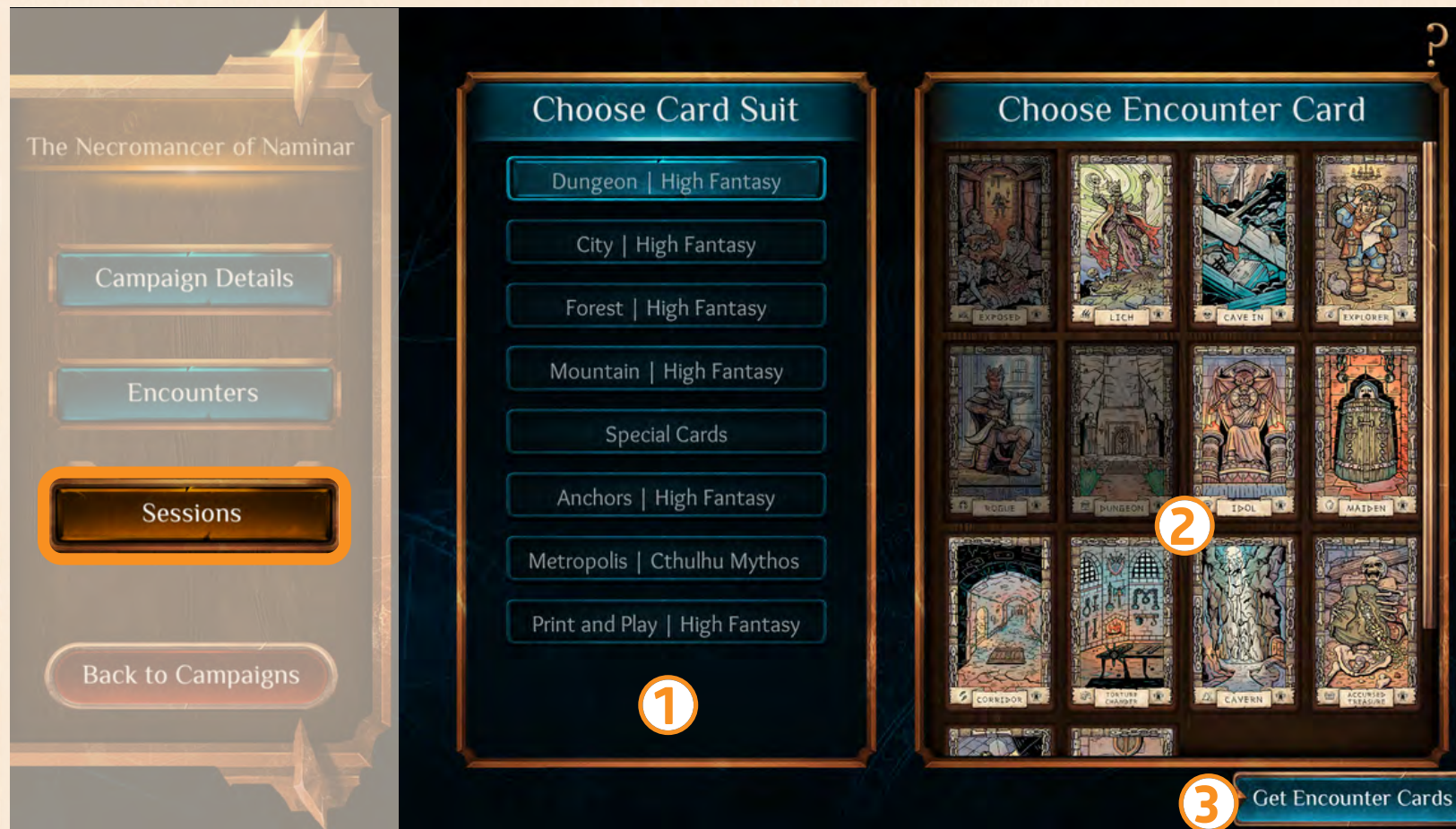
3

**Encounters that you've added to this Session** will show here, showing the title of the Encounter and the card you've assigned to it.



To **remove an Encounter from this Session** click the cross icon. The Encounter will be removed from this section and reappear in the unused Encounters list.

# Sessions | Assigning Encounter Card to an Encounter



You will come to this screen when you are **adding an Encounter to a Session** and need to **assign that Encounter to a card**.

*(see no.2 on previous page)*

1

**List of Encounter card suits you can choose from.** Click a suit to see preview of cards within that suit on the right.

3

Get Encounter Cards

3

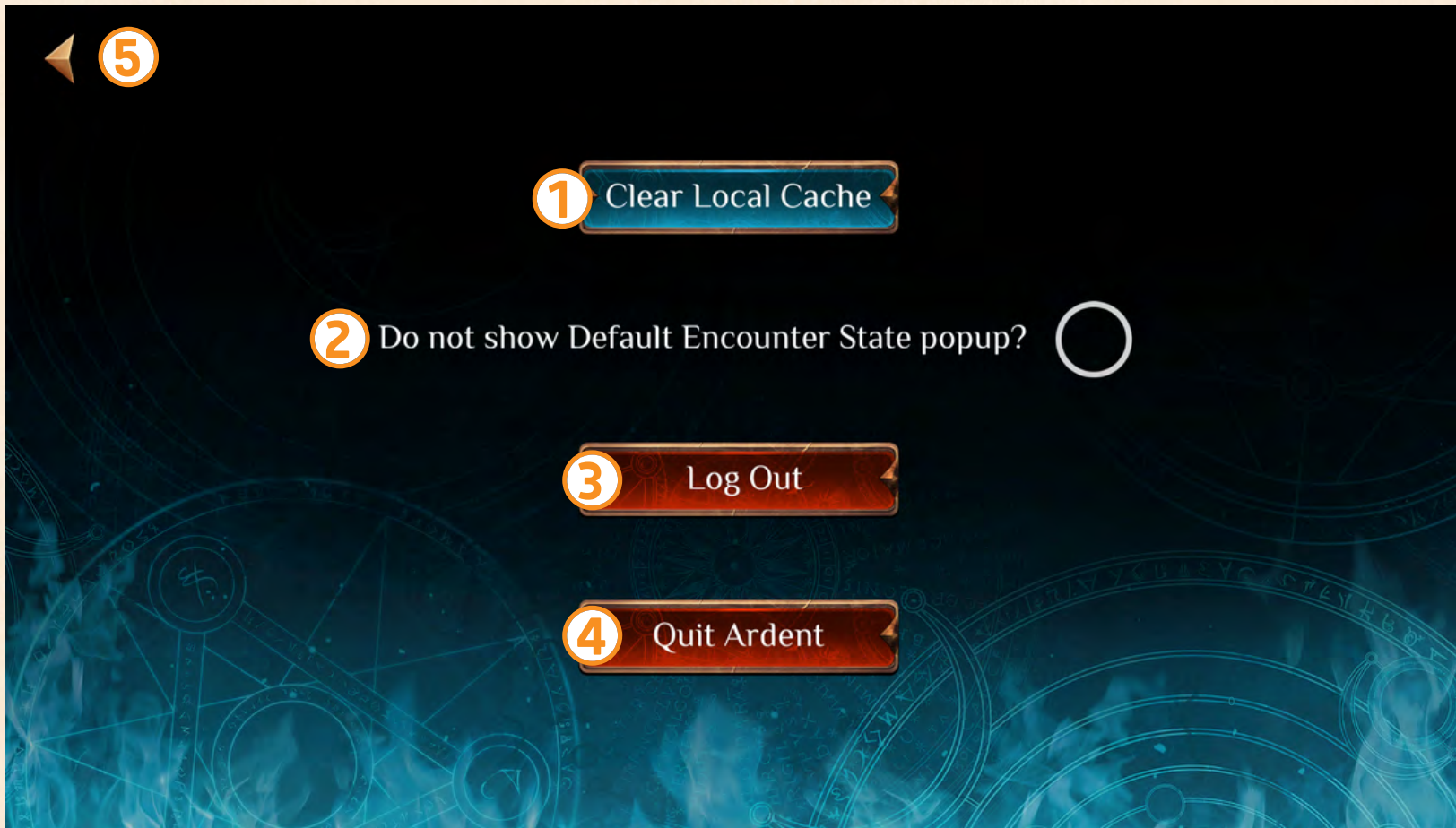
Click '**Get Encounter Cards**' to find links for how to download free Print & Play cards or purchase card products.

2

This window shows you a preview of all the cards in each suit you currently have selected.

**Click on a card** and it will be **allocated to the Encounter** you were adding to your Session in the previous screen.

# Settings



1

Click here to '**Clear Local Cache**'. You may want to do this while troubleshooting any strange errors.

2

Check / uncheck this setting if you want to be offered '**Default States**' when you start creating a new Encounter.

3

Click '**Log Out**' to log out of the account you are in and return to the log in screen

5

Click the **return arrow** to go back to previous screen

4

Click '**Quit Ardent**' to exit the Creation Kit app