Using your editor of choice, this is how the JSON files are formatted for the purposes of adding content.

# Starting

All files will open with a { and end with a }. In this bracket all the information of the file will reside. The next thing in the file is the \_meta section. This tells 5etools wtf it’s looking at. This is an example of the Feywild Companion \_meta section:

Text

Description automatically generated

To break this down:

“\_meta” and “sources” will be here every time, these are necessary for the file to work.

“json” is the tag that will be used in every file to refer back to the information in this file, such as spells, classes, all that bullshit. Append P to the end for a player version and DM to the end for a DM version.

“abbreviation” is the display tag on 5e tools. Make it simple, but clear. Append P to the end for a player version and DM to the end for a DM version.

“full” is the full name of the book, easy peasy.

“url” provides a link to the book. Feel free to link to the Dms guild page for this.

“authors” is where the authors of the book go, feel free to simplify to publisher for simplicity.

“convertedBy” is where you put your name, so we can track who did what

“version” version it so Nathan doesn’t stay up late at night crying.

## “dateAdded”

## “dateLastModified”

# Backgrounds

This is the section for adding character backgrounds. Following \_meta, the next clause will be “background”: [].

Within these square brackets will be individual backgrounds encased in their own {}.

For example:

Graphical user interface, text

Description automatically generated

Each background will be broken down like this:

“name” is the name of the background. i.e. “name”: “Clown”

“source” is the JSON reference, use the same value as you did in the \_meta section. For example: “source”: “FeyCom”

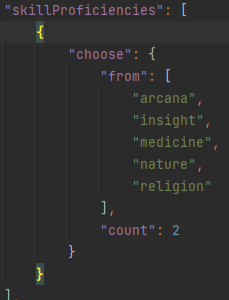
“page” is where to put the page number, not necessary but extremely useful.

“skillProficiencies” is where you list the skill proficiencies the background gives you. This information appears in the preview of the background but not in the actual background details. I believe this is for searching information. Regardless, there are two types of skill inputs; Received and Choose From. To implement a skill you automatically receive, it should look like this:

Text

Description automatically generated

While a skill you choose from a list will look like:



If the background gives you both a given skill and a choose list, place the given skills first, followed by the choose clause, like so:

Graphical user interface, text

Description automatically generated

“languageProficiencies” is the section for language proficiencies lol. If a background does not grant a prof here just skip this section.

Choice of language will be put as follows:

Text

Description automatically generated

However, if the background gives the choice to choose from a list, follow the same format as the skill proficiencies.

Text

Description automatically generated

And if it gives you a specific language with the clause that if you already have it you can pick another it should be formatted like this:

A screenshot of a computer

Description automatically generated with low confidence

Most examples include tool proficiencies in this section but since it isn’t filterable, I don’t think it really matters.

“entries” is where essentially everything gets inputted. Everything after entries goes within its [] limits.

The first thing to enter is the flavor text of the background, i.e:

A screen shot of a computer

Description automatically generated with medium confidence