

# XML Import Files for Fight Club 5 and GM 5

These are all of my files for Lion's Den's 5th edition apps. I am not affiliated with either Lion's Den or WOTC. I just like data conversion and killing orcs.

## What's New?

See the Changelog.PDF file

## What's in Here?

XML Files for the Fight Club 5 and GM 5 apps by Lion's Den that add the content from Dungeons and Dragons 5th Edition books by WOTC. There are individual files and compendium files. The compendium files group all of the items you're likely to need from the individual files. For a full description of each file, see the Folder Contents.PDF file.

## What's Not In Here?

I've covered just about everything that can be imported right now. The one big omission is a DM screen for GM 5. Keith Perkins made one already, and it's awesome.

## So Where Do I Get This GM Screen?

There are at least two groups devoted to sharing XML files for the Lion's Den apps. One is here: <https://sites.google.com/site/d20fightclubdownloads/> They basically just compile files from wherever they find them.

The other is a collaborative DropBox folder of people working on these files. They have different versions of the files that might be more to your liking than the ones I made. Send an email to [ceryliae@gmail.com](mailto:ceryliae@gmail.com) to request access and join up. They're doing good work, even if I'm too curmudgeonly and anal retentive to use files I didn't make. They have Keith's DM screen.

## The import crashes in GM 5!

Unfortunately, since monsters are tied to spells, you must have spells imported before you import monsters. The easiest way to do this is to import CompendiumSpells.xml first, then whichever compendium file you want to use. You will only need to do this the first time, or if you delete your compendium in the app.

## I Don't Like the Way You Did [X]

I made files that are the way I wanted them. For example, I didn't sort the races by race then subrace because that's useful to me exactly once: when I add a character. After that, I'd much rather be a High Elf than an "Elf (High)" or "Elf, High". (That said, you can change the name once you've added it to your character without breaking anything, so maybe I'll go back and make these more list-friendly at some point).

I also tried to keep things as close to the text of the original books as possible. If I need to look up something, I want the rules-as-written in front of me without picking up a book. Apart from integrating tables into the text, I didn't really change anything much.

That said, the files are yours to do with as you like. It's pretty easy to modify them. Knock yourself out.

The communities I listed above might have different versions of the files more to your liking.

## How Do You Deal with Proficiencies and Roleplaying Characteristics?

I just put 'em in Notes. I have a template for each saved in a quick text keyboard on the iPad (KuaiBoard is the app I use). Looks like this:

### You Messed Up [X]

I'm not surprised. Data conversion is messy, and I have a game every other week, so my priority was getting things done quickly. Please let me know if you find errors ([dave.rich@gmail.com](mailto:dave.rich@gmail.com)) so I can correct them.

## I Want to Use Your Files in Something

Ok? I mean, I didn't write the Player's Handbook or anything, so do whatever you want with these. You don't have to credit me or link to me or anything, either. I mean, a well-trained monkey could have done this... some might suggest that's precisely what actually happened.

I figured there was zero chance I wasn't going to want to make my own files, so I did. I figured they might be useful to other people, and I want to support Lion's Den, so I shared them. That's all. It's really not any more complicated than that.

