

Folder Contents

Compendium Files

File	Useable In	Contents / Notes
compendiumFull.xml	Fight Club 5, GM 5	Items in this chart marked as “Full” in the “In Compendium” column are all included in this file. GM 5 will ignore character-related options like feats, races, classes, and backgrounds. This includes everything except the player’s bestiary since all of those creatures are in the other files.
compendiumAdventures.xml	Fight Club 5, GM 5	Items in this chart marked as “Adventures” in the “In Compendium” column are all included in this file. All of the items, NPCs, and monsters from the WOTC-published adventure paths.
compendiumClassic.sml	Fight Club 5, GM 5	Items in this chart marked as “Classic” in the “In Compendium” column are all included in this file. It’s basically the Full compendium minus the renaissance, modern, and futuristic items.
compendiumGM.xml	GM 5	Items in this chart marked as “GM’s” in the “In Compendium” column are all included in this file. A default assortment of items, all of the spells, and all of the monsters except those from the adventures. Be sure to import compendiumSpells.xml first (see note below)
compendiumPlayers.xml	Fight Club 5	Items in this chart marked as “Player’s” in the “In Compendium” column are all included in this file. All of the class features, a default selection of items, the player’s bestiary, and all of the spells.
compendiumSpells.xml	Fight Club 5, GM 5	Items in this chart marked as “Spells” in the “In Compendium” column are all included in this file. All of the spells. Be sure to import this first in GM 5 (see note below)

PLEASE NOTE:

To import monsters into GM 5, you **must import spells first**, or the app will crash. The easiest way to do this is to load the CompendiumSpells.xml file first, then whichever Compendium or monster files you wish to use.

You will only need to do this when your compendium is empty, so either the first time you import files, or whenever you delete your compendium,

At this time, Fight Club 5 is not affected by this concern.

Individual XML Files

File	Useable In	In Compendium	Contents / Notes
backgrounds.xml	Fight Club 5	Player's, Full, Classic	All of the backgrounds from the PHB, including variants. Proficiencies, languages, tools, and traits are included. Descriptions, ideals, flaws, bonds, etc. are not.
classes.xml	Fight Club 5	Player's, Full, Classic	All of the classes from the PHB, with subclasses, plus the Artificer from the Eberron Unearthed Arcana article, with autolevel features.
feats.xml	Fight Club 5	Player's, Full, Classic	All of the feats from the PHB, the Elemental Evil Player's Companion, and the Eberron Unearthed Arcana article.
items.xml	Fight Club 5, GM 5	Player's, GM's, Full, Classic	All mundane equipment, including equipment packs.
itemsAdventures.xml	Fight Club 5, GM 5	Adventures, Full, Classic	All of the items from the Adventures, including the Lost Mines of Phandelver, Hoard of the Dragon Queen, Rise of Tiamat, and Princes of the Apocalypse, plus their online supplements.
itemsFuturistic.xml	Fight Club 5, GM 5	Full	The futuristic firearms and ammo from the DMG.
itemsModern.xml	Fight Club 5, GM 5	Full	The modern-era firearms, explosives, and ammo from the DMG, plus the modern-era armor from the Behind the Screens article on WOTC's website.
itemsRenaissance.xml	Fight Club 5, GM 5	Full	The renaissance-era firearms, explosives, and ammo from the DMG.
magicItemsAdvanced.XML	Fight Club 5, GM 5	Full, Classic	Magical armor, weapons, and ammo that come in a large number of variations. For example, there are more than 100 kinds of Armor of Resistance. Useful to have, but can make finding what you're looking for difficult.
magicItemsBasic.xml	Fight Club 5, GM 5	Full, Classic	Magical armor, weapons, and ammo that are simply +1 to +3.
magicItemsGeneral.xml	Fight Club 5, GM 5	Player's, GM's, Full, Classic	All of the potions, rods, staves, wands, rings, scrolls, and wondrous items.
magicItemsSpecial.xml	Fight Club 5, GM 5	Player's, GM's, Full, Classic	Magical armor, weapons, and ammo that only comes in a few or a single variety, like Glamoured Studded Leather or a Holy Avenger sword. Pretty safe to import.
magicItemsUnique.xml	Fight Club 5, GM 5	Full, Classic	The sentient magic items and artifacts from the DMG.
monsters.xml	Fight Club 5, GM 5	GM's, Full, Classic	All of the creatures except those from the adventures.
monstersAdventures.xml	Fight Club 5, GM 5	Adventures, Full, Classic	All of the creatures from the adventures.
monstersPlayers.xml	Fight Club 5, GM 5	Player's	A smaller subset of monsters.xml: only those creatures that can be summoned; created: made into familiars, mounts, or ranger's companions: or wild shaped into. Just in case you don't want to load the entire file into Fight Club 5 when all you really need is your familiar.

File	Useable In	In Compendium	Contents / Notes
npcRaces.xml	Fight Club 5	Full, Classic	The NPC races from the DMG. While these are designed for NPCs, you can obviously use them to create PCs, too. I'm not the boss of you.
racess.xml	Fight Club 5	Player's, Full, Classic	All of the races from the PHB, the Elemental Evil Player's companion, the Eberron Unearthed Arcana article, and the DMG. You will probably have to add adjustments or trackers for some racial features since there's no way to pass anything but proficiencies from the XML file. Also, ability score adjustments are included, so when you enter your character's stats, just enter the results of your dice rolls or point buy... unless you're a Human Variant or Half-Elf, in which case don't forget to add the ability score adjustments you get to choose.
spells.xml	Fight Club 5, GM 5	Player's, GM's, Full, Spells, Classic	There's another really good spells file out there that's probably better proofread (I keep meaning to do that). One thing I like about mine is that it has all of the Oaths, Domains, and Circles in there as classes, making it super easy to add such spells. They're also separate versions of the spells, with an asterisk after the name and a note to remind you that they're always prepared.
spellsElementalEvil.xml	Fight Club 5, GM 5	Player's, GM's, Full, Spells, Classic	The spells from the Elemental Evil Player's Companion.

XML File Generators

The following files are Microsoft Excel spreadsheets which generate customized XML files. You must use Excel to open these files.

File	Useable In	In Compendium	Contents / Notes
background.xlsm	Excel (generated XML usable in Fight Club 5 and GM 5)	–	Custom background generator. Pick features from existing backgrounds or add custom traits and equipment. Run the macro and it will make an XML file.
beastmaster.xlsm	Excel (generated XML usable in Fight Club 5 and GM 5)	–	creates a custom critter for beastmaster rangers. Fill in your level, proficiency bonus, and pick a beast, and run the macro. Creature has “(ranger companion)” appended to its name, so you can safely load on top of a bestiary file, and file has your level in the filename, so you can pre-build multiple files for when you level up.
necromancer.xlsm	Excel (generated XML usable in Fight Club 5 and GM 5)	–	Creates a bestiary for a necromancer with undead beasts pre-adjusted for your Undead Thralls class feature. Like the other generators, you can generate multiple files for different levels so you’re all set when you level up. Also like the others, the custom critters are labeled uniquely — either (Animated) or (Created) — so you can upload them without affecting your regular bestiary.
wildshape.xlsm	Excel (generated XML usable in Fight Club 5 and GM 5)	–	<p>An excel spreadsheet that generates a custom wild shape bestiary for your character. Fill in the Druid sheet and run the ExportToXML macro. The resulting file will contain all valid wild shapes for your character, modified with your mental stats and skill and save proficiencies.</p> <p>The creatures’ names are appended with “ (Wild Shape)” so you can use this on top of one of the bestiary files without modifying the base creatures. That way, if you need to summon one, you have both the modified and unmodified versions.</p> <p>When you level up, adjust the Druid sheet, re-run the macro, and upload the new file. Your old wild shapes will be replaced with the updated ones.</p>

Notes

The following files in the Notes folder can be imported directly to a character by viewing that character, scrolling right to the Notes section, and tapping the Import button.

File	Useable In	In Compendium	Contents / Notes
conjureAnimals.xml	Fight Club 5	–	A listing of all of the valid creatures for the spell Conjure Animals.
conjureCelestial.xml	Fight Club 5	–	A listing of all of the valid creatures for the spell Conjure Celestial.
conjureElementals.xml	Fight Club 5	–	A listing of all of the valid creatures for the spell Conjure Elemental.
conjureFey.xml	Fight Club 5	–	A listing of all of the valid creatures for the spell Conjure Fey.
conjureMinorElementals.xml	Fight Club 5	–	A listing of all of the valid creatures for the spell Conjure Minor Elementals.
conjureWoodlandBeings.xml	Fight Club 5	–	A listing of all of the valid creatures for the spell Conjure Woodland Beings.