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Raxia is an interesting and distinctive world, and the rules made for it are not suitable for other worlds. These rules will help you modify the rules so that you can play Sword World 2.0 in any generic setting and not just Raxia. By working off of these guidelines you can figure out how to modify them further to play with Sword World 2.0 in any fantasy world.

## Setting-Agnostic Races

The following modifications can be made to the races so that they can be used in the generic world:

- Remove all Racial Abilities of races (you can also keep them if they are suitable or change them to give more appropriate effects).
- Remove restricted classes.
- Modify starting languages to fit your setting.
- You can use the following Adventurer background for all races (based on average of backgrounds):

| Race | Starting Classes | Skill/Body/Mind | Experience |
|------|------------------|-----------------|------------|
| Human | none | 2d/2d/2d | 3000 |
| Elf | none | 2d+3/1d/2d+3 | 3000 |
| Dwarf | none | 1d/2d+6/2d | 3000 |
| Tabbit | none | 2d/2d/2d | 3000 |
| Nightmare | none | 2d/2d/2d | 3000 |
| Shadow | none | 2d+6/1d+3/1d+3 | 3000 |
| Lildraken | none | 1d/2d+6/1d | 3000 |
| Grassrunner | none | 2d+3/1d/2d+3 | 3000 |
| Newman | none | 1d+3/1d+3/2d+6 | 3000 |
| Valkyrie | none | 2d/2d/2d | 3000 |

## Setting-Agnostic Classes

Most classes are suitable as-is for use in other worlds, such as Fighter, Fencer, or Sage. But you need to address a few problematic classes and how to play with them.

## Priest

You can use the table below to determine which specialized divine magic spells the priest of a certain god will have:

| Generic Domain | Raxia God |
|----------------|-----------|
| Light, Sun | Tidan |
| Wisdom, Knowledge | Kilhia |
| Trickery | Asteria |
| Fire | Grendal |
| Water | Luferia |
| War | Grendal, Zaiya, Dalkhrem (War Cry powers all allies) |
| Night, Moon | Sien |
| Love | Lills |
| Death | Metissier |
| Poison, Disease | Bragzabas |

## Fairy Tamer, Artificer

These classes are very dependent on your setting. If it supports their ideas, you can use them in your games.

## Homebrew Spells

If you want to add new spells to any of the Wizard-Type Classes, use the following guidelines.

- Determine the magic system in which this spell will be used. Damage-causing spells are likely to be Truespeech Magic, summoning creatures in Spiritualism Magic, etc.
- Determine the level of the spell by comparing it to similar spells. A small radius/impact effect will be up to level 4, while a Mountain-moving spell may be level 15.
- To determine damage, compare it to similar level spells. So for example Power 10 spell will be level 1-3 while Power 50 will be around 10th level.
- If the target can resist the effect and the spell deals no damage, set "Resistance: Neg", if it does damage, set "Resistance: Half". If it affects only willing creatures then "Resistance: N/A" should be fine.

## Setting-Agnostic Skills

The skills system in SW2.0 is quite flexible and allows you to easily add your own skills depending on the needs of your world. For example, if you need a skill for the occult to see spirits you can add it as 2d + Sage Level + Intelligence Modifier. Or if you need social skills you can add them using 2d + Adventure Level + Spirit Modifier.

## Soulscars

Each world may have its own rules for returning from the dead. And soulscars are unlikely to fit most of them. You can allow the resurrection of all creatures an unlimited number of times or forbid it altogether if it goes against the rules of the world.

## Sword Shards

This item is unique to Raxia, and you can choose not to use them and instead just enhance monsters using the principle of sword shards (+5 HP, +1 MP), but giving the equivalent monetary reward as loot instead.

## Monsters

Not all monsters in SW2.0 can fit into your world. Here are general guidelines for monsters in the setting-agnostic world.

## Barbarous

This race is unique to Raxia. You can make them just typical monsters by stripping them of their common Barbaric language, removing Divine Magic and items that interact with them. So, you can have Trolls in your world, but they won't have anything in common with Goblins if it goes against your world lore.

## Constructs

The use of these monsters greatly depends on your world and if it has magitech creatures and magical golems.