

Key Changes from SW2.0 to SW2.5

This article is intended to summarize points of caution that are easy to make mistakes or overlook when playing SW2.5 as if you were playing SW2.0, and to avoid such occurrences.

In this regard, we have omitted obvious additions unique to SW2.5, such as the new race Lykants, the action check packages, and the rules for fellows.

In addition, since this article is intended for those familiar with SW2.0, the names of the supplements and databooks for SW2.0 are used without explanation.

Changes to Game Procedure

Changes in Declaration

First of all, it is essential to mention that SW2.5 has one significant change in the game's rules. It is the concept of "declaration." In "SW2.0," in many cases, "action declarations were made by the character." For example, a character declares to withdraw from a skirmish (Major Action) or declares the use of an Active Combat Feat (Minor Action). However, it should be the player or GM who "declares" a character's actions.

When declaring the use of [Power Strike I], the character should not be shouting, "I'm about to [Power Strike I]!" but rather describe something more appropriate, such as winding up to deliver a powerful blow. If the declaration is made "By

the character," one may wonder if the declaration cannot be made while the character cannot speak.

To correct these discrepancies, in SW2.5, the player (or GM) makes all "declarations" related to game procedures. (Whether or not the character can actually act is a separate decision. Such as when declaring [Power Strike I] when you cannot make a melee attack.)

However, the phrase "Declared by the character" is retained in the notation. This is because it would be too lengthy to state, "Declared by the player or GM who controls the character." Please consider this as an abbreviation.

Changes to Races

In principle, there are no significant changes to the races. The method of determining Ability Scores and their numerical settings have been retained for all species. There is only one point that requires attention

Changes to Elf's Racial Ability

For elves, the following effects have been added to their Racial Ability, [Sword's Grace/Gentle Water], and the freedom of underwater actions.

- They also gain +2 to Fortitude and Willpower against poison and disease-type effects.

Changes to Skill Checks

The fundamental rules of Skill Check have not changed at all. The same procedure is used to compare the Standard Value, the Success Value, and the Target Number by adding the 2d roll to the Standard Value, the Automatic Success/Failure, Checks made without a Class (Straight Rolls), and so on.

Success Value of Automatic Successes

In the case of Automatic Success, when Success Value became necessary, a rule was created to specify it.

- Automatic Success's Success Value = Standard Value + 12 (sum of 2d) +5

This is used, for example, to calculate the damage reduction value in a tumble check. It also defines the Target Number of spell casts with Automatic Success to dispel it (this solves the problem of spells with Automatic Success never being canceled).

Automatic Success is still success regardless of the difference between the Target Number and Standard Value. This rule also does not apply to Initiative Checks.

Ranger Class Skill Checks

Some of the Skill Checks by the Ranger Class are subject to conditions for use. The original "Outdoors" condition has been changed to "Natural environments" in SW2.5, and at the same time, specific guidelines have been established for the previously ambiguous scope of application.

New Skill Checks

In SW2.5, several Skill Checks have been added to facilitate the game.

Notice Check (Standard Value: Scout or Ranger Class Level + Intelligence Modifier)

This is a check to detect anything out of the ordinary. It is extremely passive and can only be performed at the GM's direction. It is used when the GM wants to give a small hint

that may lead to the truth of the matter, such as a suspicious NPC's behavior or a slight discrepancy in the arrangement of furnishings.

Climb Check (Standard Value: Scout or Ranger Class Level + Agility Modifier)

This is a Check for climbing up and down cliffs and walls. In SW2.0, the Standard Value of Adventurer Level + Strength Modifier was noted as a part of the Adventuring Skills. Still, in addition to this, the Standard Value of Scout or Ranger Class Level + Agility Modifier can also be used instead. Target Numbers and bonuses/penalties are the same. Choose the one that works best for your character.

Strength Check (Standard Value: Adventurer Level + Strength Modifier)

This check belongs to the Adventurer Skills category and is performed when something is done with a lot of force. Examples include lifting a heavy object, pushing open a rusty door, bending an iron rod, or pulling a stake out of the ground.

Modified Skill Checks

Some Skill Checks have had their contents changed.

Conceal Check

Duration is changed to "1 minute (6 rounds)".

Hide Check

Duration is changed to "1 minute (6 rounds)". Also, you can make a check instantly (hide at the moment) by applying a -2 penalty to the success value.

Insight & Appraise Checks

Checks to determine the functionality and usage of an item are now integrated into "Appraise," and "Insight" is no longer used for this purpose. Furthermore, an "Appraise Check" may apply a -4 penalty to the Success Value, allowing the check to be performed instantly.

Changes to Terminology

The name of some terms has been changed since it was misleading or given a different Japanese name in the SW2.5.

Renamed Terms

Old Name	New Name
Swords of Creation	Swords of Genesis
Sword's Salvation	Sword's Grace
Stealth check	Conceal check
Find Trap check	Spot Trap check
Great Catastrophe	Diabolic Triumph

Changes to Combat Rules

Added "Combat Preparation"

In SW 2.5, the Combat Preparation action can be taken at the start of combat in a battle. This is done just before the Monster Knowledge & Initiative Checks are performed. Some spells, Minor Actions, and Active Combat Feats are allowed now. For example, the [Penetrate] spell that aids the Monster Knowledge Checks immediately follows, the Minor Action to change the active equipment, and the declaration of [Defensive Stance] combat feat to fortify the defenses. This makes it possible to go into battle with a certain amount of preparation even if you attack later, making it easier to avoid the battle line collapsing if you don't attack first.

Prepare to Withdraw from the Skirmish area

In principle, the procedure for a character to Withdraw from a Skirmish is the same as in SW2.0, but there are some changes. First, the "Declare Retreat" action (by the character) has been removed and replaced by the "Prepare to leave the Skirmish area" action. This is because "Declaration" is now strictly an action by the player (GM) rather than a character's action. The treatment is basically the same: it is performed as a Major Action, and the actual Withdraw is performed in the next round of movement, with a penalty of -4 to Evasion Checks until then. However, there is another change. In SW2.5, when there is a large difference in the number of players in the Skirmish Area, the player can move and Withdraw immediately without preparing a Withdraw. The Withdraw direction is limited to backward only. In Old Simplified Combat, you may not know this rule, but you could jump into the enemy's rear guard.

Changes to Combat Feats

Combat Feats are based on the revisions introduced in the "Ignis Blaze" supplement, but with modifications to both rules and data to make the game more fun to play.

Notes on Active Combat Feats

Many effects that were "1 Round" is now "1 Action"

For example, if a player declares [Power Strike I], in SW2.0, all subsequent melee attacks in a round would have

the effect of +4 additional damage. In SW2.5, however, this has been changed to only one melee attack. In addition, effects such as "Evasion Check - 2" are now part of the "Risk" and last for 10 seconds (1 round). On the other hand, the negative effects of Accuracy and Critical Threshold are, in effect, also limited to 1 Action.

Combat Feat Declaration * Minor Action

Declaring the use of a Combat Feat is no longer a character's Minor Action. As a general rule, you may still only use one Combat Feat per turn.

Combat Feats Additions and Changes

Some additions have been made to Combat Feats, and some effects have been changed. Since there are quite a few changes and additions, it is safe to say that you should read the rulebook and check the effects again to eliminate any assumptions about SW 2.0. Here we will only list those that are easy to overlook, etc., to which I wish to give special attention.

[Tenacity]

Fencer Class Level 5 or higher has been added as a prerequisite. Now Fighters and Grapplers and Fencers can learn this Combat Feat.

[Targeting]

[Precise Shot] & [Guided Magic] are gone, and this single Combat Feat covers everything they used to cover.

[Magic Control]

Changed to an Active Combat Feat.

[Mana Strike]

The penalty (risk) is now "-2 Fortitude & Willpower checks." The penalty for Evasion Checks has been removed.

Throw

The Combat Feat [Throw Attack] no longer exists, and Throw is now simply a wrestling weapon for Grapplers. Therefore, other Active Combat Feats may be declared when performing a Throw.

Changes to Magic

The basic rules for magic have not changed since SW 2.0. Most of the individual magic data is also unchanged. However, there are a few changes that have been made. The following is a list of magic that has been changed, added, or deleted.

[Sleep]→[Nap] (Lv 2 Truespeech Magic)

[Sleep] has been changed to [Nap]. It is now easier to remove, and target will nap while standing.

[Dark Mist] (Lv 1 Spiritualism Magic)

MP cost is now 2.

[Create Golem] & [Create Undead]

These two Spiritualism Magic items are included in "Core Rulebook II" instead of "Core Rulebook I." This is because the rules for creating and using golems and undead are included in "Core Rulebook II." Their content follows that of Ignis Blaze.

[Earth Shield] (Lv 5 Spiritualism Magic, New)

Newly added spell.

[Stun Cloud] (Lv 6 Spiritualism Magic)

Although the declaration of Active Combat Feat is no longer a Minor Action, this spell still prohibits the declaration of Active Combat Feats.

[Coercion] (Lv 6 Divine Magic, Removed)

This spell has been removed.

[Penetrate] (Lv 2 Specialized Divine Magic)

Usable during Combat Preparation.

[Targeting Sight] (Lv 1 Magitech)

MP cost is 2 now.

[Shadow Body] (Lv 2 Magitech)

Removed and became [Explorer Aid] instead.

[Analyze] (Lv 4 Magitech)

Usable during Combat Preparation.

[Chestnut Shotgun] (Lv 5 Magitech)

Stance: 2H Gun is now required.

[Grenade] (Lv 5 Magitech)

The target range has been changed to a "3m radius" and the maximum number of targets to 5.

Changes to Items

Not many changes have been made to items, including weapons and armor.

Elimination of the +10 min-Strength Non-proficiency Rule

The rule that allowed players to equip high-ranked weapons and armor without learning Combat Feat by adding 10 to the item's Minimum Strength has been eliminated. To equip A- and S-rank weapons and armor, the appropriate [Weapon Proficiency X/**] and [Armor Proficiency X/**] must be acquired. The terms rank/non-rank effects are no longer used.

Category Wrestling

Wrestling weapons have been generally reviewed, and additional data has been added.

Category Crossbow

Crossbow weapons have had their extra damage modified. Instead of being completely fixed, they are now "Marksman Class Level + Weapon Specific Fixed Bonus" for archers.

Shields that can be used as a weapon

These items were reviewed to ensure that there is a higher incentive to use them as a weapon.

Medicinal Herbs

The same 10-minute time period is still required for the use of herbs. However, this time requirement has been changed so that only the character who intends to use the herb to heal is required to use this time, and the character receiving the healing effect is not limited to this time.

[Watchful Doll] ([Accessory: Ear])

Due to the changes in the Combat Feat [Aimed Shot], the bonus to Accuracy Checks has been reduced from +4 to +2.

Changes to Monsters

There has been considerable data review and new additions to Monster. These changes and additions should be reviewed with each book's individual data.

Multi-Section Monsters & [Sword Shards]

The increment of HP and MP via Sword Shards has been revised so that the GM can assign any number of shards to any section of the body. The GM is free to allocate everything to

the main section or to heavily protect the sections with [O Flying] or [OAttack Obstacle], etc.

Monster's Unique Tag Classification Icons

The icons used to classify Monster's unique skills have been redesigned to make them more intuitive. The "Conditional (▽)" and "Conditional Choice Type (▼)" classifications that existed in SW2.0 have been eliminated and integrated into the "Always Active (○)" classification.

Converting Story-based Supplements

Supplements called "story-type supplements," such as "Mist Castle" and "Fairy Garden" from "SW2.0" can be played almost as they are in "SW2.5". If you have the data for items, monsters, etc., from "SW2.0", you can play "SW2.5" with the data as it is.

Differences in handling PC-data and Monster-data

Some Monster data have abilities, combat feats, etc., that have been changed or revised from SW2.0 to SW2.5. As a rule, please treat these Monster data as described in SW2.0. Specifically, Combat Feats such as [Mana Strike] and spell such as [Sleep] fall under this category.

Only when the GM decides that the rules and data of SW2.5 can be changed or revised and all players agree to it the GM may replace these data with those of SW2.5.

Data not on Hand can be Changed

If you are playing a story-based supplement with "SW2.5" rules and data, you may encounter items or monsters not listed in the rulebook or supplement you have at hand. They should not be used, and if substitutions are possible, they should be replaced with items that already have data or other monsters of the same Monster level, as appropriate. If the value of the item is unknown, replace it with a silver coin of about the same value as the "Approximate Total Remuneration per Character (Gamels)" (see CR I, p. 362) or an item of about the same basic price.

Credits (Translated section of Sword World 2.5 - Start Guide Granzale)

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