

SWORD WORLD 1.5

PLAYING IN ALECRAS USING SW2.0

These rules will allow you to convert the rules of Sword World 2.0 in order to play in Forcelia, the continent of Alecrast.

0

Introduction

To use this guide and play in Alecrast, you will need "Sword World 2.0 Core Revised Rulebooks I, II, and III".

(see CR I/II/III, p. YY) means see book "Core Rulebook I/II/III Revisited" page YY.

The worlds of Sword World RPG (Forcelia) and Sword World 2.0 (Raxia) are strikingly different. But

have a lot of common things, monsters, and the game systems themselves are close to each other.

These rules were created using Sword World 2.0 rules while aligning them with some aspects of Sword World RPG Complete Edition.

Using these rules, you can play in Alecrast using the Sword World 2.0, the Core Rulebooks I-III which have

already been translated in full as well as many supplements (see <https://www.reddit.com/r/SwordWorld/>).

If some aspect of SW2.0 is not described here, consider that it has not changed.

The first thing to consider if you play in the world of Alecrast is the difference in the races that inhabit the continent.

1

Races (CR I, p. 67, CR II, p. 23)

【 General Changes 】

For all mentioned later races:

- Remove all racial abilities. Use new racial abilities specified below.

- You can use SW2.0 languages as is. Alecrast also has "Trade Common" ("Daily Language") and "Regional Language" (see CR I, p. 87).
- Lifespan and visual description are the same as in SW2.0.

You can use the following Adventurer background for all races:

Race	Starting Classes	Skill/Body/Mind	Experience
Human	none	2d/2d/2d	3000
Elf	Conjurer or Spirit Tamer (aka Fairy Tamer)	1d+6/2d/1d+6	2000
Half-Elf	none	1d+6/1d/1d+4	3000
Dwarf	none	2d/1d+6/1d+4	3000
Grassrunner	Scout	2d+6/2d/1d+6	2500

【 Humans 】

No additional changes.

【 Elves 】

Restricted Classes: Priest.

【 Half-Elves 】

Restricted Classes: Priest.

【 Dwarves 】

[Darkvision]: Can see in the darkness as well as they can during daytime.

Restricted Classes: Sorcerer, Conjurer.

【 Grassrunners 】

[Natural Communication]: Grassrunners are able to understand plants and animals to a small degree. While this does not mean a full conversation can be held, the Grassrunner can pick up on subtle expressions, such as if there is

danger ahead, or if there's something wrong in the environment.

【 Rolling Ability Score 】

Roll ability scores using following table instead of one present in Core Rulebook I.

	Hum.	Elf	Half-Elf	Dwarf	Grass.
A	2d	1d+6	1d+4	2d+6	1d+4
B	2d	1d+6	1d+4	1d+4	1d+4
C	2d	1d	1d+4	1d+4	2d
D	2d	1d+4	1d+6	2d+4	2d+6
E	2d	1d+6	1d+6	1d	1d
F	2d	1d+4	2d	3d+4	3d+4

2

Classes (see CR I, p. 219)

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.

【Restricted Classes】

Artificers from SW2.0 are not present in Alecrast and therefore cannot be selected for growth and level up. You can also use classes from SW2.0 supplements for example Warlord or Mystic (see Cardia Grace), but for that please discuss it with your GM.

【 Priest 】

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

god will have. For a description of the gods see "Sword World RPG World Guide".

Alecrast God	Raxia God	Changes
Pharis	Tidan	instead of [Sunlight]-> [Search Evil], same effect as [Search Barbarous] but for evil creatures
Mylee	Zaiya	
Rada	Kilhia	
Cha-Za	Lu Lode	
Marfa	Lyphos	instead of [Search Barbarous] -> [Purification]
Phalaris	Dalkhrem	[War Cry] instead affects

		all evil creatures
Fenes	Sien	

For more rare and unique gods GM and players can come up with their own specialized spells (for such gods as Wehner or Cardis).

【 Spirit Tamer 】

This is the local name of Fairy Tamers. The term "fairies" in Alecrast is used to describe dwarves, elves, grassrunners, and SW2.0 fairy creatures as Pixies and Sprites. Spirit Tamers can summon nature spirits, create pacts with them, and mechanically work the same as SW2.0 Fairy Tamers.

3

Other

【 Soulscars 】

Forcelia has unique rules for the resurrection that doesn't involve soulscars (see CR I, p. 214). Only Priests can resurrect creatures and only via following modified [Resurrection] that is 13th level instead of 10th [Raise Dead] as resurrection is much rarer in Forcelia.

[Resurrection]

13th level Basic Divine Magic

Cost=MP20

Target=1 Corpse

Range/Area= Touch/-

Duration= Instant

Resistance=Special

Type=-

This spell can be cast instantly (instead of 1 hour). This spell restores lost life and raises the dead. In order to resurrect, the spell requires something strongly connected to the target of the spell, the dead person.

The more time that has passed since the death, the less likely for this spell to succeed. The Target Number for this spell is equal to the "24 + number of days since death". On a failed check, the caster cannot cast [Resurrection] on the same corpse until their Magic Power is increased by any means (Priest level or Intelligence Modifier). Also, it cannot resurrect targets that died of old age.

A corpse must not be in a condition that would cause

immediate death even if revived, such as a decapitated corpse. The same goes for a decomposed corpse. If a corpse died from poisoning [Cure Poison] must be cast on it before the resurrection.

Once the resurrected target can immediately act again.

【 Sword Shards 】

This item (see CR I, p. 344) 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 Alecrast.

Barbarous

This race is unique to Raxia (see CR I, p. 346). Make them just typical monsters by stripping them of their common Barbaric language (Goblins still have their Youma language in Alecrast). Make Divine Magic spells and items that affect

barbarous to instead affect evil creatures.

Constructs

Alecrast doesn't have magitech constructs (see CR III, p. 225).

Appendix

Converting SWRPG Scenarios to SW1.5 (2.0)

These rules will allow you to play Sword World RPG adventures using the SW2.0 rules + the rules presented here. At the moment there are no translated scenarios of Sword World RPG, and this section serves more as a future reference and guide for translators.

Checks

Sometimes Sword World RPG uses a more simplified checks system where it doesn't have skills and just specifies Classes and Ability Modifiers that need to be used. To convert these checks, you will need a

correlation between SWRPG classes and SW1.5. See the next table.

SWRPG	SW1.5
Sorcerer	Sorcerer
Shaman	Conjurer and Spirit Tamer
Fighter	Fighter and Grappler
Priest	Priest
Thief	Scout
Ranger	Ranger
Sage	Sage
Bard	Bard

Target Numbers can remain the same or adjusted for the planned level of the PCs using guidelines in

CR I, p. 111, "Deciding the Target Number".

Adventure Skills

Sword World RPG has also skills that are linked to the aforementioned classes, these adventure skills should be converted using the next table. For example, Lockpicking is a skill of a Thief Class and in SW1.5 you will need to use Scout Level instead with the Dexterity Modifier.

Adventure Skill	SWRPG Class	SW 1.5 Class	Ability Modifier
Passive (受身)	Thief	Scout	Agility
Lockpicking (鍵開け)	Thief	Scout	Dexterity
Balance (軽業)	Thief	Scout	Agility
Memory (記憶術)	Thief	Scout	Intelligence
Listen (聞き耳)	Thief, Ranger	Scout, Ranger	Intelligence
Sneak (忍び足)	Thief, Ranger	Scout, Ranger	Agility
Pickpocket (スリ)	Thief	Scout	Dexterity
Hide (潜伏)	Thief	Scout	Agility
Search (搜索)	Thief, Ranger	Scout, Ranger	Intelligence
Climb (登攀)	Thief, Adv. Level	Scout, Adv. Level	Agility
Long Jump/High Jump (幅跳び/高跳び)	Thief, Adv. Level	Scout, Adv. Level	Agility
Follow (尾行)	Thief, Ranger	Scout, Ranger	Agility
Disguise (変装)	Thief	Scout	Dexterity
Appraise (宝物鑑定)	Thief, Sage	Scout, Sage	Intelligence
Find Trap (罠発見/感知)	Thief, Ranger	Scout, Ranger	Intelligence
Set Trap (罠解除/設置)	Thief, Ranger	Scout, Ranger	Dexterity
Track (足跡追跡)	Ranger	Ranger	Intelligence
First Aid (応急手当て)	Ranger	Ranger	-
Camouflage (カモフラージュ)	Ranger	Ranger	Intelligence
Danger Sense (危険感知)	Ranger	Ranger	Intelligence
Survival (生存術)	Ranger	Ranger	Vitality

SWORD WORLD 1.5

Cartography(地図製作)	Ranger	Ranger	Intelligence
Meteorology(天候予測)	Ranger	Ranger	Intelligence
Ecology(動植物判定)	Ranger	Ranger	Intelligence
Ambush(不意討ち)	Ranger	Ranger	Intelligence
Monster Knowledge(怪物判定)	Sage	Sage	Intelligence
Language(言語)	Sage	Sage	Intelligence
Astrology(占星学)	Sage	Sage	Intelligence
Knowledge(知識)	Sage	Sage	Intelligence
Literature(文献調査)	Sage	Sage	Intelligence
Medicine(薬品学)	Sage	Sage	Intelligence
Singing(歌唱)	Bard	Bard	Spirit
Playing(楽器演奏)	Bard	Bard	Dexterity
Language(Talk)(言語(会話))	Bard	Bard	Intelligence
Spell song(呪歌)	Bard	Bard	Spirit
Lore(伝承知識)	Bard	Bard	Intelligence
Riding(乗馬)	Adv. Level	Adv. Level	Agility
Swim(水泳)	Adv. Level	Adv. Level	Agility
Ship Handling(操船)	Adv. Level	Adv. Level	Dexterity

【 General Skills 】

There are also general skills in SWRPG which corresponds to work

skills mentioned in Alchemist Works p. 75.

These general skills can also be mapped to the Work Skills. For that see the following table. Presented

Work Skills are just guidelines and the translator/GM is free to add or change mapped work skills.

General Skill	SWRPG Class	Work Skill	Ability Modifier
Price(価格判定)	Merchant, Craftsman, Hunter	Weaponsmith, Armorer, Inventor, Carpenter, Tailor, Hunter, Blacksmith, Merchant, Leatherworker	Intelligence
Business(商談)	Merchant	Merchant	Spirit
Craft(クラフト)	Craftsman	Weaponsmith, Armorer, Inventor, Carpenter, Tailor, Blacksmith, Leatherworker	Dexterity
First Aid(応急手当て)	Healer	Witch Doctor, Cleric, Doctor, Apothecary	-
Theraphy(治療)	Healer	Witch Doctor, Doctor	Intelligence
Herbology(薬草学)	Healer	Witch Doctor, Cleric, Doctor, Apothecary	Intelligence
Preprocessing(前加工)	Hunter	Hunter	Dexterity
Large Ship Handling(大型船の操船)	Sailor	Sailor, Navigator	Intelligence
Nautical Navigation(航海術)	Sailor	Sailor, Navigator	Intelligence
Small Ship Handling(小型船の操船)	Sailor	Sailor, Navigator	Dexterity
Swim(水泳)	Sailor	Sailor, Navigator, Fisherman	Agility
Meteorology(天候予測)	Sailor	Sailor, Weatherman, Navigator, Fisherman	Intelligence
Climb(登攀)	Sailor	Sailor, Navigator, Fisherman	Agility
Ropework(ロープワーク)	Sailor	Sailor, Navigator, Fisherman	Dexterity

【 Monsters 】

For unique monsters use “Sword World 2.0 - Homebrew Monsters and Encounters” that can be found in the Resourced SW2.0 folder to create homebrew monsters similar to those described in the original.