Using Sword World 2.0 in 2.5

This is an addition to the Start Guide Granzale, p. 97+ "Key Changes from SW2.0 to SW2.5".

Monsters

2.0 has slightly different monster unique skill tags:

∿ - Major Action Type, equal to the ▶ in 2.5.

☆ - Minor Action Type, equal to the ▶▶ in 2.5.

▽Conditional Type (always triggered) ▼and Conditional Choice Type (triggered if the monster wants it) are all now part of the ◯ Passive Type in 2.5.

☑ - Declared Type, equal to the ဩ in 2.5.

Items

In 2.0, it was possible to wear items without meeting rank requirements. This means that you could have non-rank effects that always work and rank effects that only worked if you had the required proficiency feat.

Book References

To play most of the 2.0, you will need Barbarous Tales for monsters, Alchemist Works for items, and Wizard's Tome for spells. This data from the 2.0 CRs has been revised and is closer to the 2.5. For a comprehensive list of all items, refer to the 2.0 Lumiere Legacy. This book also includes the list of all monsters at the end.

Schools

To use 2.0 schools from Natural Histories, you can refer to their official update in 2.5 Battle Mastery.

If In Doubt

Usually, it is easier to use 2.0 monsters/items as it is harder to find what was revised in 2.5 and to what degree. But you can try to use as much 2.5 as you can.