

## WAR 2007 Playtests

For the 2007 gaming season, We Are Roleplayers (WAR) will be incorporating some new playtests, not participating in others, and also setting up some guidelines that will make the game more enjoyable to all who play it. Instead of having the players muddle through to find out what has changed and what hasn't changed, the ownership group has decided to put this in a clear, concise document that should explain all of your questions.

We have some clarifications for the playtests we are going to use for 2007:

Additional Spells, Volume 2 – we are currently NOT using the spell *Mystic Lock*. This has not changed from the 2006 playtest.

**WAR will NOT use the NERO International Policy of *Cast on the Fly*.** All spells must be picked before memorization, and written down on the back of the character sheet, which has been modified to reflect this change.

**WAR will NOT use the *Meditation* playtest – however, WAR will continue to use the *Return* playtest.** You MAY meditate spells and skills back, which have the defense call “Return <type>”.

**WAR will be using the *Limited Reset* playtest.**

**WAR will continue using the *Cantrips Version 4.1* playtest, with a few changes.** Please consult the WAR Cantrip Policy 2007 for further clarifications.

**WAR will continue to use the *Armor Suite & Smithing* playtests, again with a few changes.** Please consult the WAR Weapon & Armor Policy 2007 for further clarifications.

Also, since we are changing a National Policy, all characters will receive a rewrite, if one is requested. This rewrite is good at the first event you participate in (either PC or NPC) in 2007, or August 31 whichever comes first.