

8.2 - Playtest Checklist

Record feedback at levels 1, 5, 10, 15, and 20 when possible.

Character Record

- Base ancestry and lineage.
- Ancestral Detail.
- Versatile or Mixed Lineage, if any.
- Heritage and background.
- Ancestral Trait and later talents.
- Class, subclass, and level.
- Expected party role.

During Play

- Which ancestry feature changed an outcome?
- Did the Ancestral Detail supply useful identity without behaving like another skill proficiency?
- Which feature was forgotten or never useful?
- Which choice felt compulsory?
- Which resource required confusing tracking?
- Did an ancestry feature outperform a class feature?
- Did exceptional sight remove the need for ordinary illumination?
- Did a glide, leap, or flight feature make terrain irrelevant more often than intended?
- Did Heritage remain distinct from both inherited Lineage and professional Background?
- Did a Flaw create an interesting decision without removing agency?

Quantitative Checks

- Damage added per round and per long rest.
- Damage prevented or healed per long rest.
- Number of rerolls or automatic successes.
- Flight, teleportation, and special movement uptime.
- Resistance frequency.
- Temporary Hit Point frequency.
- Number of extra skill, tool, and language proficiencies.

Red Flags

- Repeated bonuses to every attack or save for a full combat.
- A short-rest resource usable proficiency-bonus times.
- Sustained flight without an iconic body and a substantial Talent investment.
- A lineage that is strictly better than every alternative.

- A drawback that is actually a reliable benefit.
 - A later talent that duplicates a defining class feature.
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