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# pfs2guide.\_.Playtest Rules

These are the general rules for Pathfinder Society Playtests. Each playtest may have specific rules, see the playtest announcements for specific rules.

## Playtest Period

Each playtest runs for a specified period. Once this period has expired, players can no longer use the options being playtested until their publication in a future Pathfinder product.

## Playtest Characters

Playtest options can be accessed by creating a custom character using the rules presented in the playtest document. This character functions as a pregenerated character.

**Creating a playtest character:** Depending on the tier of the scenario, the player can use a 1st-, 3rd-, or 5th-level character created using the eligible playtest options and the following guidelines.

- **1st Level:** The character can be made using the character creation rules presented in the *Pathfinder Core Rulebook* and the [Character Creation Appendix](#) of this guide.
- **3rd Level:** This character follows the same rules as above, except that instead of 15 gp starting gold, they can select one 2nd-level and two 1st-level permanent items. In addition, the player can spend up to 25 gp on other available equipment.
- **5th Level:** This character follows the same rules as above, except that instead of 15 gp starting gold, they can select one 4th-level, two 3rd-level, one 2nd-level, and two 1st-level permanent items. In addition, the player can spend up to 50 gp on other available equipment.

The Guidelines for Treasure for New Characters and Choosing Items on pages 510-511 of the *Pathfinder Core Rulebook* apply to these pre-gen equipment choices.

**Credit:** Choose which of your characters will receive the credit at the beginning of the adventure. The credit earned for playing a playtest character follows the same rules and guidelines as applying credit for a pregenerated character, presented in the [Applying Credit](#) section of the Player Basics page of the *Guide to Organized Play: Pathfinder Society*.

**Boons and Other Character Options:** In order for the playtest character to take a character option that would normally require a boon, that playtest character must have all of their credit assigned to a character number that has purchased that boon.

## GM Opt In

Because playtest use additional rules elements that some GMs may not be comfortable with, each GM must opt-in for playtest characters to be used at their tables. Please make sure that you consult the GM prior to game!

## Current and Past Playtests

This list contains all previous play tests. Make sure to check the dates to see if a playtest is still ongoing.

### [Psychic and Thaumaturge](#) – September 20 to October 29, 2021

This playtest includes the psychic and thaumaturge classes as outlined in the *Dark Archive* playtest. The character must take a playtest class, and can not take archetypes.

### [Gunslinger and Inventor](#) – January 5 to February 5, 2021

This playtest includes the gunslinger and inventor classes as outlined in the *Guns & Gears* playtest. The character must take a playtest class, and can not take archetypes.

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