

Building Your Character Playbook

Know Your Options Before You Need Them

A practical guide to efficiently using your character sheet during game sessions.



A PC 101 ebook

Building Your Character Playbook

A PC 101 lesson

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Building Your Character Playbook

Know your options before you need them.

A practical guide to turning a character sheet into prepared choices for common combat situations.



WELCOME

Your character sheet lists possibilities. Your playbook organizes decisions.

The playbook is not a script. It is a shortlist of options you have already thought through.

Lesson 1 taught you how to read the numbers and sections on the character sheet. Lesson 2 asks a different question: when your turn arrives, which parts of that sheet are most likely to matter?

The goal is to prepare for common situations before the pressure of the table. You are not trying to predict every encounter. You are identifying a few useful options so you can make a choice instead of starting from scratch.

THIS IS NOT A CLASS GUIDE

The Fighter, Wizard, and Bard in this lesson are worked examples. Their playbooks show a process, not the correct way to play those classes. Your playbook will be different from other players. There is no right or wrong playbook. Additionally your playbook should be updated as you play your character and prepare for different types of challenges. As you gain experience or understand this concept, you may not need to have a physical playbook. It is an aid, nothing more.

RULESET NOTE

The sample sheets from DnDBeyond use the 2024 Player's Handbook rules. If your table uses another rules version, build the playbook from the wording on your own character sheet and books.

BY THE END

You should be able to identify your Common, Burst, Defensive, and Escape options; recognize what uses an Action or Bonus Action; and build a playbook for your own character. These labels, Common, Burst, Defensive, and Escape are not from the D&D rulebooks. They are labels I put together to group actions based upon moments in a combat encounter. Don't get bogged down in the details.

THE PROBLEM

Do not start from scratch every turn.

A character can have attacks, spells, class features, species traits, feats, magic items, and general combat actions competing for attention.

WITHOUT A PLAYBOOK Your turn starts. You scan the whole character sheet. You reread abilities. You compare every spell. The table waits while you decide what your options even are.	WITH A PLAYBOOK Your turn starts. You identify the situation. Normal turn? Critical moment? Need to survive? Need to get out? Then you choose from options you already studied.
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The playbook changes the question.

Instead of asking...	Ask...
What can my character possibly do?	Which prepared option fits this situation?
Which of these twenty abilities is best?	Do I need a Common, Burst, Defensive, or Escape option?
Did I forget something?	What does this option cost in my turn and in resources?

Know your options before you need them.

ACTION ECONOMY

Your turn has a budget.

Before you choose an ability, identify what it costs in the structure of your turn.

MOVEMENT Move up to your available Speed. Movement is usually separate from your Action and can often be split around other things you do.	ACTION Your main expenditure on most turns. Attacking, Dashing, Disengaging, Dodging, Helping, Hiding, and many spells or features use an Action.
BONUS ACTION You have a Bonus Action only when a spell, feature, or rule specifically says it uses one. It is not a smaller second Action.	REACTION A triggered response, often used outside your turn. Opportunity Attacks are a common example; some features and spells also use Reactions.

PREPARATION

Write the turn cost next to every playbook option. "Action," "Bonus Action," and "Reaction" are not flavor text - they tell you what can fit together on the same round.

An unused Bonus Action is not a mistake.

Actions are the core of the turn.

- Take the Attack Action.
- Dash to gain more movement.
- Disengage to move away without provoking Opportunity Attacks from that movement.
- Dodge to focus on defense.
- Use a spell or feature that says it requires an Action.

Bonus Actions aren't guaranteed.

Do not search for a Bonus Action simply because you have not used one. First ask whether your character has a spell, feature, or other rule that specifically uses a Bonus Action.

GOOD QUESTION

"Does one of my prepared options use a Bonus Action, and would it help right now?"

BAD ASSUMPTION

"I have not used my Bonus Action yet, so I must be forgetting something."

PLAYBOOK NOTATION

For every option, record the turn cost first. This will help prevent taking actions on your turn that violate the rules.

Four categories cover many of the situations you face most often.

1 - COMMON OPTIONS

What am I likely to do on an ordinary turn? Choose two or three repeatable or inexpensive options you expect to use frequently.

2 - BURST OPTIONS

What can I do when this moment really matters and I am willing to spend limited resources for unusually large immediate impact?

3 - DEFENSIVE OPTIONS

What can I do when avoiding, reducing, or preventing harm matters more than my normal contribution?

4 - ESCAPE OPTIONS

What can I do when staying where I am has become dangerous and I need to change the situation or my position?

IMPORTANT

These categories are intentionally broad. A Burst might be damage, healing, protection, control, or something else. The player decides what belongs in the playbook.

Use the same five-step process on any character sheet.

1. SCAN Look at attacks, spells, class features, species traits, feats, equipment, and the general actions available to every character.

2. LABEL THE COST Mark Action, Bonus Action, Reaction, movement, and any other requirement.

3. LABEL THE RESOURCE Does it use a spell slot, limited feature, charge, Hit Die, ammunition, or nothing at all? When does that resource return?

4. SORT BY SITUATION Which options look Common, Burst, Defensive, or useful for Escape? One option can fit more than one bucket.

5. CHOOSE The playbook is yours. Pick the options you understand, remember, and actually expect to use.

COMMON OPTIONS

What do I expect to do when nothing unusual is happening?

A Common Option should be easy to reach for. It does not have to be your strongest move. It should be useful, understandable, and available often enough that you can depend on it.

OFTEN REPEATABLE Weapon attacks, cantrips, support features, control tools, Help, or another action you can use without burning a scarce resource.	USUALLY 2-3 CHOICES One option is too rigid. Ten options defeats the purpose. A small menu gives you flexibility without forcing you to rescan the sheet.
NOT ALWAYS DAMAGE A character may consider support, control, positioning, or helping an ally a normal contribution.	RECORD THE MECHANICS Turn cost, roll or save, range, effect, and resource cost should be visible at a glance.

QUESTION TO ANSWER

When the DM says, "What do you do?" and the situation is normal, no one is about to die, the enemies are all fresh, what two or three options are you comfortable choosing immediately?

BURST OPTIONS

Spend more when the moment matters more.

A Burst Option trades a limited resource for unusually large immediate impact. That impact does not have to be raw damage.

DAMAGE BURST Concentrate attacks or spend resources to remove a dangerous enemy quickly.	HEALING BURST Restore enough Hit Points, or enough allies, to keep the party functioning through a crisis.
PROTECTION BURST Prevent a major hit, raise defenses, or shield several allies from a dangerous effect.	CONTROL BURST Change the battlefield, shut down enemy actions, or create an opening that is more valuable than direct damage.

Before you put it in the playbook, ask:

- What does it cost?
- When do I get that resource back?
- Does it need setup, positioning, Concentration, or a particular target?
- What happens if it fails?
- What situation would make me glad I saved it?

Surviving and leaving are different problems.

DEFENSIVE OPTIONS Reduce the danger while you remain engaged. Dodge, cover, defensive spells, healing, temporary Hit Points, resistance, control, or positioning can all belong here.	ESCAPE OPTIONS Change your location or break contact. Disengage, Dash, teleportation, forced movement, invisibility, hiding, terrain, or simply accepting one Opportunity Attack may be the answer.
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Do not treat Opportunity Attacks like invisible walls.

Sometimes taking one possible hit is safer than spending another round beside several enemies. The playbook is supposed to help you recognize that tradeoff before panic sets in.

UNIVERSAL ACTIONS MATTER

Not every useful playbook entry has to come from your class. Dodge, Disengage, Dash, Help, Hide, movement, cover, and other general rules are available because you are a character in the game, not because of a class feature.

FIGHTER EXAMPLE

A 5th-level Fighter: start with what is already visible on the sheet.

This Human Fighter - Champion has several weapons, general Actions, and class features. The player is not ranking the entire Fighter class only identifying useful answers on this sheet.

NAME	HIT	DAMAGE/TYPE	NOTES
Crossbow, Light	+4	1d8+1 Piercing	Simple, Ammunition, Loading, Range, Two-Handed, Slow, Range (80/320)
Greatsword	+6	2d6+3 Slashing	Martial, Heavy, Two-Handed, Graze
Longsword	+6	1d8+3 Slashing	Martial, Versatile, Sap
Shortsword	+6	1d6+3 Piercing	Martial, Finesse, Light, Vex
Unarmed Strike	+6	4 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

Fighter character sheet, page 1: the weapon table gives several different repeatable choices.

SHEET ENTRY	TURN / RESOURCE	WHAT THE PLAYER NOTICES
Greatsword	Attack Action	+6 to hit, 2d6+3 Slashing, Graze. Strong repeatable melee candidate.
Longsword	Attack Action	+6 to hit, 1d8+3 Slashing, Sap. Lower damage, but the mastery can reduce an enemy's next attack.
Extra Attack	Modifies Attack	At level 5, one Attack Action produces two attacks.
Action Surge	1 / Short Rest	Adds another Action on the turn; a natural Burst candidate.
Second Wind	Bonus Action - limited	Heals and also activates Tactical Shift at this level.

WHAT GETS LEFT OUT MATTERS

The character also has Protection, but that Reaction requires a Shield. This character's equipment list does not show a Shield, so this player does not put Protection in the current playbook.

FIGHTER EXAMPLE

One possible playbook for this specific character.

COMMON Greatsword Attack Action. Extra Attack means two attacks at +6, each dealing 2d6+3 Slashing on a hit. Graze also makes the weapon useful on a miss by dealing the Strength modifier as Slashing damage.	BURST Attack twice with the Greatsword, use Action Surge, then take another Attack Action for two more attacks. Four attacks in the round, but Action Surge is only available once per Short Rest.
DEFENSE Dodge when survival matters more than attacking. Second Wind is a Bonus Action that restores 1d10+5 HP. A Longsword attack is another defensive-minded choice because Sap hinders the target's next attack.	ESCAPE Second Wind can trigger Tactical Shift: move up to 15 feet without provoking Opportunity Attacks, then use normal movement. Disengage remains the universal reliable option when a clean exit matters most.

This is not "the Fighter playbook." It is one player's shortlist for this Fighter.

ANOTHER PLAYER COULD CHOOSE DIFFERENTLY

The Light Crossbow may become a Common option in a ranged fight. The Longsword might replace the Greatsword for a player who values Sap. The categories describe situations, not mandatory moves.

A 5th-level Wizard: more choices make the shortlist more valuable.

This Evoker has at-will cantrips plus spells from 1st through 3rd level. The playbook is deliberately smaller than the spell list.

PREP SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
=== CANTRIPS ===	(At Will)							
☐ Elementalism	Wizard	--	1A	30 ft./5 ft. Cube	V,S	Instantaneous	PHB-2024 267	5 ft. Cube, V/S
☐ Fire Bolt	Wizard	+6	1A	120 ft.	V,S	Instantaneous	PHB-2024 274	V/S
☐ Ray of Frost	Wizard	+6	1A	60 ft.	V,S	Instantaneous	PHB-2024 311	V/S
☐ Toll the Dead	Wizard	WIS 14	1A	60 ft.	V,S	Instantaneous	PHB-2024 334	V/S
☐ Acid Splash	Evocation Savant	DEX 14	1A	60 ft./5 ft. Sphere	V,S	Instantaneous	PHB-2024 239	5 ft. Sphere, V/S
☐ Fire Bolt	Evocation Savant	+6	1A	120 ft.	V,S	Instantaneous	PHB-2024 274	V/S
=== 1st LEVEL ===	4 Slots OOOO							
☐ Charm Person	Wizard	WIS 14	1A	30 ft.	V,S	1 hour	PHB-2024 249	D: 1h, V/S
☐ Detect Magic [R]	Wizard	--	1A	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB-2024 262	D: 10m, 30 ft. Sphere, V/S
☐ Expeditious Retreat	Wizard	--	1BA	Self	V,S	Concentration, up to 10 minutes	PHB-2024 270	D: 10m, V/S
☐ Ice Knife	Wizard	DEX 14 / +6	1A	60 ft./5 ft. Sphere	S,M	Instantaneous	PHB-2024 287	5 ft. Sphere, S/M
☐ Jump	Wizard	--	1BA	Touch	V,S,M	1 minute	PHB-2024 290	D: 1m, V/S/M
☐ Mage Armor	Wizard	--	1A	Touch	V,S,M	8 hours	PHB-2024 293	D: 8h, V/S/M
=== 2nd LEVEL ===	3 Slots OOO							
☐ Arcane Vigor	Wizard	--	1BA	Self	V,S	Instantaneous	PHB-2024 242	V/S
☐ Hold Person	Wizard	WIS 14	1A	60 ft.	V,S,M	Concentration, up to 1 minute	PHB-2024 286	D: 1m, V/S/M
☐ Invisibility	Wizard	--	1A	Touch	V,S,M	Concentration, up to 1 hour	PHB-2024 289	D: 1h, V/S/M
☐ Melf's Acid Arrow	Wizard	+6	1A	90 ft.	V,S,M	Instantaneous	PHB-2024 297	V/S/M
=== 3rd LEVEL ===	2 Slots OO							
☐ Animate Dead	Wizard	--	1m	10 ft.	V,S,M	Instantaneous	PHB-2024 240	V/S/M
☐ Counterspell	Wizard	CON 14	1R	60 ft.	S	Instantaneous	PHB-2024 258	S
☐ Dispel Magic	Wizard	--	1A	120 ft.	V,S	Instantaneous	PHB-2024 265	Special: (See Description)*, V/S
☐ Fireball	Wizard	DEX 14	1A	150 ft./20 ft. Sphere	V,S,M	Instantaneous	PHB-2024 274	20 ft. Sphere, V/S/M
☐ Haste	Wizard	--	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB-2024 284	D: 1m, V/S/M
☐ Lightning Bolt	Wizard	DEX 14	1A	Self/100 ft. Line	V,S,M	Instantaneous	PHB-2024 292	100 ft. Line, V/S/M

Wizard character sheet, page 4: scan casting time, range, save/attack, duration, and spell-slot level before opening the full spell description.

CANDIDATE	COST	WHY IT STANDS OUT
Fire Bolt	Action - cantrip	+6 spell attack, 120 ft.; 2d10 Fire damage.
Fireball / Lightning Bolt	Action - 3rd-level slot	Both are large damage Bursts; shape and positioning decide which is practical.
Counterspell	Reaction - 3rd-level slot	Protection option that can matter outside the Wizard's own turn.
Expeditious Retreat	Bonus Action - 1st-level slot	Movement / Escape candidate; Concentration up to 10 minutes.

WIZARD EXAMPLE

This player emphasizes reliability, area damage, spell defense, and movement.

COMMON Fire Bolt: Action, +6 spell attack, 120-foot range, 2d10 Fire. Because this Wizard is an Evoker with Potent Cantrip, a missed cantrip attack still deals half its damage, making this a very dependable default.	BURST Fireball or Lightning Bolt. Each uses a 3rd-level slot and deals 8d6 on a failed Dexterity save, half on a success. Fireball uses a 20-foot-radius Sphere; Lightning Bolt uses a 100-foot Line. The player chooses based on the battlefield.
DEFENSE Counterspell is marked as a Reaction protection tool. Dodge remains the no-slot fallback when the Wizard needs to devote the turn to survival; Invisibility is another possible defensive choice when its Concentration cost makes sense.	ESCAPE Expeditious Retreat is a Bonus Action that immediately gives a Dash and allows Bonus Action Dashes while Concentration lasts. If already threatened in melee, this player can Disengage with the Action and use the spell's Dash to create distance safely.

WHY THIS EXAMPLE IS USEFUL

The two highest-damage spells use the same damage dice. "Best Burst" is therefore not just a number - the shape of the targets, remaining spell slots, and current problem determine the choice.

BARD EXAMPLE

A 5th-level Bard: a Burst can save the party instead of hurting the enemy.

This College of Dance Bard has at-will cantrips, Bardic Inspiration, movement-oriented subclass features, and one 3rd-level spell that immediately suggests a different kind of Burst.

PREP SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
=== CANTRIPS ===	(At Will)							
☐ Message	Bard	--	1A	120 ft.	S,M	1 round	PHB-2024 298	D: 1Rnd, S/M
☐ Thunderclap	Bard	CON 14	1A	Self/5 ft. Emanation	S	Instantaneous	PHB-2024 333	5 ft. Emanation, S
☐ Vicious Mockery	Bard	WIS 14	1A	60 ft.	V	Instantaneous	PHB-2024 337	V
=== 1st LEVEL ===	4 Slots OOOO							
☐ Comprehend Languages [R]	Bard	--	1A	Self	V,S,M	1 hour	PHB-2024 252	D: 1h, V/S/M
☐ Detect Magic [R]	Bard	--	1A	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB-2024 262	D: 10m, 30 ft. Sphere, V/S
☐ Disguise Self	Bard	--	1A	Self	V,S	1 hour	PHB-2024 262	D: 1h, V/S
☐ Sleep	Bard	WIS 14	1A	60 ft./5 ft. Sphere	V,S,M	Concentration, up to 1 minute	PHB-2024 317	D: 1m, 5 ft. Sphere, V/S/M
=== 2nd LEVEL ===	3 Slots OOO							
☐ Aid	Bard	--	1A	30 ft.	V,S,M	8 hours	PHB-2024 239	D: 8h, V/S/M
☐ Calm Emotions	Bard	CHA 14	1A	60 ft./20 ft. Sphere	V,S	Concentration, up to 1 minute	PHB-2024 249	D: 1m, 20 ft. Sphere, V/S
☐ Heat Metal	Bard	CON 14	1A	60 ft.	V,S,M	Concentration, up to 1 minute	PHB-2024 284	D: 1m, V/S/M
☐ Shatter	Bard	CON 14	1A	60 ft./10 ft. Sphere	V,S,M	Instantaneous	PHB-2024 316	10 ft. Sphere, V/S/M
=== 3rd LEVEL ===	2 Slots OO							
☐ Mass Healing Word	Bard	--	1BA	60 ft.	V	Instantaneous	PHB-2024 296	V

Bard character sheet, page 5: the spell list shows Vicious Mockery at will, Shatter at 2nd level, and Mass Healing Word at 3rd level.

CANDIDATE	COST	WHY IT STANDS OUT
Vicious Mockery	Action - cantrip	Repeatable offense that also interferes with the target's next attack if the save fails.
Bardic Inspiration	Bonus Action - limited	Support that can sit beside many Actions; Font of Inspiration restores uses on a Short or Long Rest.
Mass Healing Word	Bonus Action - 3rd-level slot	A crisis-healing Burst that can affect several allies at once.
Agile Strikes + Push	Tied to Bardic Inspiration	Can turn a support Bonus Action into an Unarmed Strike and possibly create space for movement.

BARD EXAMPLE

The example player defines "impact" as keeping allies functioning.

COMMON Vicious Mockery: Action, Wisdom save DC 14, 60-foot range. At level 5 it deals 2d6 Psychic on a failed save and gives the target Disadvantage on its next attack roll before the end of its next turn. No spell slot is spent.	BURST Mass Healing Word: Bonus Action, 3rd-level slot, 60-foot range. Up to six visible creatures regain 2d4 + 3 HP each. For this player, restoring several wounded allies at once is a more important Burst to remember than maximizing personal damage.
DEFENSE Vicious Mockery already doubles as a defensive Common option because of the attack Disadvantage. Dodge remains available when direct survival matters more. Bardic Inspiration can also be reserved for an ally whose failed D20 Test matters.	ESCAPE Disengage is the reliable answer. A riskier character-specific option is Bardic Inspiration -> Agile Strike -> Push: if the Unarmed Strike hits, the Bard can push the adjacent enemy 5 feet away and then move without leaving that enemy's reach.

A DIFFERENT BARD COULD CHOOSE SHATTER

Shatter is a perfectly reasonable damage Burst candidate: it uses an Action, affects a 10-foot-radius Sphere, and deals 3d8 Thunder with a 2nd-level slot. The lesson is choosing what you want ready, not declaring one correct Bard action.

Burst means "large immediate impact," not "largest damage number."

THE REAL LESSON

The examples are disposable. The process is reusable.

SAME QUESTION 1 What can I do repeatedly without spending something I may regret later?	SAME QUESTION 2 What can I spend when the moment is important enough to justify a Burst?
SAME QUESTION 3 What can I do when taking less damage matters more than my normal plan?	SAME QUESTION 4 What can I do when I need to leave, reposition, or break contact?

A different Fighter, Wizard, or Bard could answer all four questions differently. So could a Cleric, Rogue, Barbarian, Warlock, Druid, Monk, Ranger, Paladin, Sorcerer, or any multiclass character.

PLAYER OWNERSHIP

The playbook works only if the player chooses the options. Copying someone else's "best rotation" replaces one kind of confusion with another.

BUILD YOUR OWN

Start with the four categories. Keep the first draft simple.

COMMON OPTIONS - What am I likely to use on an ordinary turn?

OPTION	TURN COST	ROLL / SAVE / EFFECT	RESOURCE
1.			
2.			
3.			

BURST OPTIONS - What can create unusually large immediate impact?

OPTION	TURN COST	WHY IT IS A BURST	RESOURCE
1.			
2.			

KEEP IT EDITABLE

Write in plain language first. Once you understand the option, add the exact attack modifier, save DC, dice, range, or resource count you need at the table.

BUILD YOUR OWN

Now prepare for the turns when the normal plan is a bad idea.

DEFENSIVE OPTIONS - How can I avoid, reduce, or prevent harm?

OPTION	TURN COST	WHAT IT PROTECTS / PREVENTS
1.		
2.		
3.		

ESCAPE OPTIONS - How can I get out of danger?

OPTION	TURN COST	HOW IT CHANGES MY POSITION / DANGER
1.		
2.		
3.		

USEFUL REMINDER

One option can appear in more than one category. Action Surge, teleportation, healing, control, invisibility, or movement can solve different problems depending on the situation.

MAKE IT USABLE

A name alone is not enough. Record the information you will need under pressure.

FIELD	WHAT TO WRITE
Turn cost	Action, Bonus Action, Reaction, movement, or another requirement.
Roll / save	What you roll, what the target rolls, or whether no roll is required.
Effect	Damage, healing, protection, control, movement, or other outcome.
Resource	Spell slot, limited feature, charge, ammunition, or none.
Best situation	The situation that should make you think of this option.
Restrictions	Range, target, Concentration, setup, equipment, or other important conditions.

AVOID DUPLICATION

Do not rewrite the entire spell or feature description. The playbook is a fast index. Keep the full rules bookmarked or easy to locate when an unusual interaction matters.

WHEN YOUR TURN STARTS

Use the playbook to narrow the problem, not to make the decision for you.

QUESTION	IF YES...
1. Is there an emergency?	Look first at Defensive or Escape options.
2. Does this moment justify spending a scarce resource?	Consider a Burst option.
3. Is this a normal turn?	Choose among your Common options.
4. Do I have a useful Bonus Action?	Use one only if a feature or spell actually gives you one.
5. Where should I move?	Use position, cover, distance, allies, and threats to decide.
6. Is there a Reaction I want to preserve?	Remember the trigger and keep the resource available if needed.

The playbook reduces search time. It should never eliminate judgment.

EXCEPTIONS EXIST

There may be moments that are uncommon that don't require a Burst or Defensive action. If a moment in the encounter doesn't fit, don't force it. D&D has many unique moments where the encounter may require a character to pull a lever or make a Persuasion Skill check. These are the times in the game you will want to take a moment and contemplate, and they will usually be pretty obvious they are uncommon.

PUTTING IT TOGETHER

Build the playbook, then rehearse three different turns.

SCENARIO 1 - NORMAL

A group of bandits, all the same, attack. Pick a Common option. Identify its turn cost, roll or save, effect, and resource use.

SCENARIO 2 - CRITICAL

A powerful enemy threatens the party. Decide whether one of your Burst options is worth the cost.

SCENARIO 3 - DANGER

The enemy has cornered you while your party is trapped in difficult terrain. Choose a Defensive or Escape option and explain why it is better than your normal plan.

After each rehearsal, change the playbook if it did not help. The first draft is not sacred. It should evolve as you learn the character, gain levels, acquire equipment, and discover what situations actually occur at your table.

HOMEWORK

Bring the playbook to your next session. When your turn comes up, use it as the first place you look not the only place you are allowed to look.

The playbook is preparation, not automation.

BUCKET	QUESTION
COMMON	What am I likely to do on an ordinary turn?
BURST	What can create unusually large impact when the moment matters?
DEFENSE	What can avoid, reduce, or prevent harm?
ESCAPE	What can get me out of a dangerous position or situation?

TURN RESOURCE	REMEMBER
Movement	Part of the turn budget; often separate from the Action.
Action	The main expenditure on most turns.
Bonus Action	Exists only when a rule specifically gives you something to do with it.
Reaction	A triggered response; often happens outside your turn.

Know your options before you need them.

A common theme throughout these lessons is that the more familiar you are with your character, the easier the game becomes. Take some time to learn your character's abilities and the rules that apply to them, and keep useful references close at hand for the things you don't remember. The DM has a lot to manage at the table; knowing how your own character works helps the game move more smoothly and gives you more confidence when it's your turn.