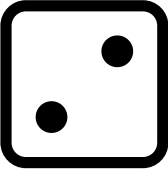


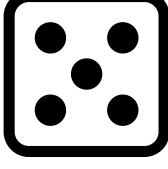



# Roll-A-Story #1



Directions: Roll a die to choose the main parts of your story. You can roll once for everything, or roll three times. Good luck!

# Rolled	Character	Setting	Problem
	A baby dinosaur	By a peaceful waterfall	Eats a poisoned berry
	A lonely astronaut	On a deserted island	Loses their memory
	An arrogant supervillain	In a high-tech skyscraper	Is chased by a tornado
	A three-eyed monster	On Venus	Best friend gets sick
	A magical elf	In a slimy cave	Gets split up from family
	A clumsy inventor	On Mount Rushmore	Home gets ruined

# Roll-A-Story # 2



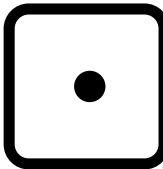





Directions: Roll a die to choose the main parts of your story. You can roll once for everything, or roll three times. Good luck!

# Rolled	Character	Setting	Problem
	A broken robot	In a hidden tree house	Is pranked by a ghost
	A charming ladybug	In the lost city of Atlantis	Fights with their evil twin
	A wizard-in-training	Inside a zoo cage	Loses their favorite item
	A shy superhero	On a beautiful beach	Gets brainwashed
	A lazy lizard	In a monster's stomach	Is fired from their job
	A sad treasure hunter	Next to a haunted house	Gets kidnapped

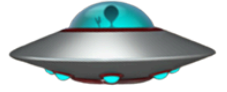
# Roll-A-Story #3



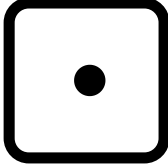





Directions: Roll a die to choose the main parts of your story. You can roll once for everything, or roll three times. Good luck!

# Rolled	Character	Setting	Problem
	A retired wrestler	By a frozen lake	Gets shipwrecked
	A wacky gardener	In a stuffy apartment	Is hunted by a monster
	A gentle T-Rex	In an empty castle	Steals a cursed crown
	A grumpy rhino	On a melting iceberg	Is late to work
	A spoiled knight	In a dark forest	Is betrayed by a friend
	A blind genius	At clown school	Gets picked on by a bully

# Roll-A-Story #4









Directions: Roll a die to choose the main parts of your story. You can roll once for everything, or roll three times. Good luck!

# Rolled	Character	Setting	Problem
	A mutant rabbit	At the White House	Is thrown in jail
	A sneaky reporter	On Mars	Falls down a well
	A flexible dancer	On top of a mountain	Fights zombies
	An old firefighter	At a theme park	Accidentally time travels
	An ancient beast	Somewhere in the clouds	Is captured by aliens
	A playful otter	On a dusty farm	Parents go missing

# Roll-A-Story #5



Directions: Roll a die to choose the main parts of your story. You can roll once for everything, or roll three times. Good luck!

# Rolled	Character	Setting	Problem
	A giant ant	In a glass house	Misses their flight
	A talking hamburger	In Tokyo, Japan	Gets injured
	A short secret agent	In a lush rainforest	Experiences an earthquake
	A failing student	Next to an apple orchard	Loses their self-esteem
	An annoying genie	In a busy kitchen	Makes a difficult choice
	A talented artist	By a tiny library	Is scared of a roller coaster