

## Chapacters

**Directions:** Roll two ten sided dice and re-roll any "0"s. Read the resulting roll as a 2 digit number (an 8 and a 4 become 84). Then use the table below to find out what character will star in your short story. The tens place is vertical and the ones place is horizontal, so 38 would be read as 3 down and then 8 across, thus producing "the abominable snowman" as your result.

L	1	2	3	4	5	6	7	8	9
1	A ferocious tiger	A principal with a secret	a man who lives forever	a small monkey	a child who is always grumbling	a giant snake	a girl with X- ray eyes	an enormous werewolf	a blind beggar
2	an abandoned baby	an injured bird	the last of the pirates	children from the future	a living stat- ue	a screaming ghost	a flying worm	a living shadow	the oldest woman in the world
3	the cheerful puppet	monster in the swimming pool	giant spiders	a secret agent	a mad professor	a swarm of bees	a wounded shark	the abominable snowman	an Egyptian mummy
4	the artist who painted the future	the best fisherman in the world	a knight in shining armor	an octopus	a security guard	a police Detective	a truly remarkable grandfather	the driver of a train	the owner of a huge ship
5	a team of mountain climbers	the richest man in the world	a dwarf	a cat burglar	an amazing animal train- er	a school bul- ly	a mysterious newcomer	a slave	a computer nerd
6	a gold pro- spector	a very lonely child	a powerful black witch	a great inventor	a man on the run	a war hero	a boy who liked to dream	a lighthouse keeper	a creepy reporter
7	a surgeon with an iron hand	a robot	a castaway	a very small man	a miser	an airline hijacker	a top security prisoner	a drunk	a newspaper reporter
8	a talking cat	a shapeless creature of the dark	the enthusiastic salesman	a mind traveler	the prince of the gypsies	two terrified lions	a tribe of Eskimos	Invaders from Mars	a circus clown
9	burglars	a giant baby	a one-armed teacher	a mounted policeman	the strongest man in the world	a slime monster	a master of disguise	a top class stuntman	the man who held the world to ransom







