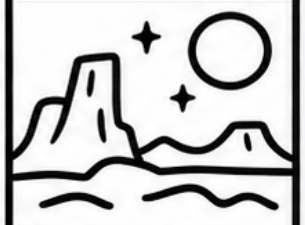
Roll a Story

Roll a die 3 times to create a story.

main character						
setting						
problem	Lost an important key.	Sees a fire.	Made a big mistake.	Too scared to leave home.	Wakes up a giant.	Feels an earthquake.

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