

# ◦ Create a Video Game Character ◦

Name: \_\_\_\_\_

Strengths: \_\_\_\_\_

Weakness: \_\_\_\_\_

Likes: \_\_\_\_\_

Dislikes: \_\_\_\_\_

Enemy: \_\_\_\_\_



What is your character's mission?

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## Attributes

Distribute 25 points between the attributes. The more points, the stronger the attribute.

Speed

Strength

Intelligence

Magic points

Health points

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## View of Character

**Inventory:** (These are collected items that can be used by your character)

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**Special Powers:**

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**Sidekick:**

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_