Welcome to Animal Crossing RPG

You are an anthropomorphic animal living in a town of other anthropomorphic animals. The newest fashion is all the rage, as is fishing, catching bugs, and house décor. You get along with (mostly) everyone in town and often do favors for your neighbors.

PLAYERS: CREATE CHARACTERS

1 Choose a personality for your character: **Cranky**, **Jock**, **Lazy**, **Peppy**, **Smug**, or **Snooty**.

2 Choose an animal type for your character: **Alligator**, **Anteater**, **Bear**, **Bird**, **Bull**, **Cat**, **Chicken**, **Deer**, **Dog**, **Duck**, **Eagle**, **Elephant**, **Gorilla**, **Hamster**, **Hippo**, **Horse**, **Kangaroo**, **Lion**, **Monkey**, **Mouse**, **Ostrich**, **Penguin**, **Rabbit**, **Sheep**, **Squirrel**, **Tiger**, or **Wolf**.

3 Choose a **number** between 2 to 5. A high number means you're better at **FASHION** (keeping up with the latest fashion trends, knowing the current town gossip, conversation). A low number means you're better at **ANIMAL** (lifting heavy objects, roughing it, catching fish/bugs).

4 Give your character a name and describe their personal appearance and clothing.

5 Describe your home. What are some notable pieces of furniture in your house?

You have: A small amount of Bells (currency), the clothes on your back, a fishing rod, a bug net, and impossibly large pockets.

Player Goal: Have a great time leading your character through a story full of friendship and fun.

Character Goal: Choose one or create your own: **Become the most fashionable villager**; **Own the nicest house in town**; **Find that legendary bug/fish**; or **Pay off your debt to Tom Nook.**

PLAYERS: CREATE THE TOWN

As a group, pick two features of your town: **Lots of fruit-bearing trees**, **Upgraded supermarket**, **Trendy café**, **Fortune-Teller shop**, **Well-furnished museum**, **Manicured public park**, **Marble fountain**, **Art sculptures.**

Also, pick a town problem: **Overrun with weeds**, **Overreaching HRA**, **Not enough trees**, **Secluded and remote**, **Litter**, **Stinky (and no one can find out why)**.

And finally, **name your town**.

ROLLING THE DICE

When you do anything with even the slightest chance of failure, roll **1d6** to find out how it goes. Roll **+1d6** if you're **prepared** and/or **+1d6** if you're an **expert**. (*The GM tells you how many dice to roll, based on your character and situation.*) **Roll your dice and compare each die result to your number**.

If you're using **FASHION**, you want to roll **under** your number.

If you're rolling **ANIMAL**, you want to roll **over** your number.

0 **If none of your dice succeed**, it goes wrong. The GM says how things get worse somehow.

1 **If one die succeeds**, you barely manage it. The GM inflicts a complication, harm, or cost.

2 **If two dice succeed**, you do it well. Good job!

3 **If three dice succeed**, you get a critical success! The GM tells you some extra effect you get.

! **If you roll your number exactly**, you get a **LUCK POINT** and treat the die as a success. You can spend luck points to change a die result by one number (higher or lower) or declare you have an item in your pockets (as approved by the GM).

Helping: If you want to help someone else, who's rolling, say how you try to help. Roll a dice. If you succeed, give them **+1d6**.

GM: CREATE A STORY

Roll or choose from the tables below.

SEASON		WEATHER	
1. Spring	2. Summer	1. Rain/Snow	2. Storm
3. Fall	4. Winter	3. Sunny	4. Cloudy
SOMEONE…			
1. Tom Nook, the store owner			
2. Blathers, the museum curator			
3. K.K. Slider, the drifting musician			
4. Pecan, the hoity-toity neighbor			
5. Tortimer, the ancient town mayor			
6. Cyrus, the skilled craftsman			
WANTS THE CHARACTERS TO…			
1. deliver this clothing/furniture to someone.			
2. catch a certain, super-rare fish/bug			
3. talk to their crush for them			
4. help organize the upcoming festival			
5. fill in for them while they're out			
6. hunt down a missing valuable/personal item			
IN RETURN FOR A…			
1. large sum of Bells			
2. favor (within their capable realm)			
3. piece of clothing from the latest Gracie-Gracie line			
4. plaque or otherwise public certificate of their help			
5. secret only they know (and the characters are interested in)			
6. piece of furniture that will fit in their house perfectly.			
BUT LITTLE DO THE CHARACTERS KNOW…			
1. they'll need to cut a deal with Crazy Redd first.			
2. an unpredicted and severe storm is about to blow in.			
3. Resetti is hot on their heels for something they did/didn't do.			
4. the subject they are looking for left town a few days ago.			
5. a swarm of bees surround their prize.			
6. only the fickle spirit Wisp knows where to find the subject, but finding him is an adventure in itself			