

Public Profile (Player Card)

[1] Name: *Amy R. Abbett*

[2] Physique: *Hi! I'm Amy! I'm not short, everyone else is just too tall! My fur is soft and I have these long ears, so pretty!*

[3] Attire: *They made me wear that awful jumpsuit in prison, can you believe it? But Mr Producer said they'll get me my old barman attire for the show. Cool and stylish.*

[4] Hometown: *I live in NYC! I love the place. So many people, alive and always moving. Much better than that stinky jerkwater town.*

[5] More Info: *I'm a bunny! Not really, but I look like one, right? I don't wear jewels but I love my earrings. Oh and I also have a tattoo! I won't tell you where though, teehee!*

[6] Character Image: <https://imgur.com/qvGpkaY>



NOTE: *For people who want to make their own character cards instead of having them made by me, speak with me. I am once again trying to standardize card format for this game in particular. This game will have no video/animated cards, and I will be sticking to a theme, but I will be looser than in AFD where everyone was confined to a specific card.*

Private Profile (Character)

[7] Rough Background: Amy was born in Louisiana, and mutated into a beast-man at a young age. Her surgery was conducted by a scientist wizard in hiding under false pretenses, although her family didn't know.

A couple years after she moved to New York in an attempt to make her forget her trauma. There, she recovered and managed to successfully integrate back into society.

Working as a bartender after highschool, she was caught in an incident and accused of murder. Her bad luck continued when she also accidentally killed the guard that was escorting her to trial.

She joined American Coliseum to restore her image, planning to get through the game without harming anyone.

[8] Important Moments: *Optional, but highly advised.*

[9] Character Relationships: *Optional, but highly advised.*

[10] Motives: Redeeming her image, going back to her normal life.

[11] Likes: Humans, drinks, cars, crowds.

[12] Dislikes: Goblins, harpies, the wilderness (especially swamps).

[13] Additional Character Information: *Optional.*

Private Profile (Backstory)

[14] Backstory:

Amy Randall Abbett is a 25 years old human-transformed beast-man. Her features are remarkably accurate and well shaped for a beastman, with no immediately visible scars or deformities.

She was born in a remote village in Louisiana, fifth of six siblings. After her birth, a weird series of unrelated incidents and misfortunes started falling on her family one after another. Her parents, superstitious as they come, quickly became convinced that she was under some kind of curse. In their ignorance, they sought to break it by taking her to a clairvoyant that was supposed to take care of mysterious and supernatural ailments.

The old woman lived like a hermit and was treated by everyone like some sort of saint. In reality, she was a scientist and magician in hiding that had been banished from society after her numerous experiments with beast-men creation.

After faking a divination ritual on the young girl, she declared she was cursed with adverse fortune that would hit her and anyone she held close if not cured through a specific procedure. This procedure, she said to her parents, would impart her with the lucky influence of rabbits.

So the old woman turned her into a rabbit beast-man, making use of both magic and science to morph her appearance into a surprisingly well crafted rabbit girl. Thanks to some special healing salves and magic-fueled transfusions during the procedure, the grafted parts would properly attach to her body and grow with her to fit her adult self.

Having received her beast-man surgery when she was 5, the girl doesn't remember much about it and has managed to reintegrate into society. When she was 14 she moved to the New York area along with two of her older brothers and became enamored with the city. After high school, she tried college but not being the brightest she dropped out and decided to become a bartender.

Unfortunately for her, there was some kernel of truth to what their parents suspected. The bad luck orbiting around her finally struck when one day as per usual she was bringing coffee to the neighboring machine shop. Clumsily tripping and falling, she caused two workers to get impaled by machinery and a third to get seriously wounded.

She would've gotten a lighter sentence, if it wasn't for another tragic coincidence at the detention center she was being held at during her pre-trial. The guard in charge of escorting her to court was apparently tremendously allergic to rabbit fur, and her panicked attempts to revive him only made things worse. She was surprised on top of the dying man and no autopsy was performed to find the actual cause of death.

In jail for life, she decided to sign up for American Coliseum and was accepted.

Amy is set on proving her innocence by going through the game without harming a single soul, showing the country that she couldn't possibly be responsible for those terrible incidents. Again, not the brightest.

[15] Weapons

Tier 1 Weapon (10 ATK)

Name: Misfortune

Tier: 1

Description: Amy tries to counter-attack and misses, then chaos ensues. Anything could happen, from falling ceilings to sudden explosions.

Tier 2 Weapon (8 ATK)

Name: Flee

Tier: 2

Description: Amy runs away, and a chase scene ensues. Of course, anyone chasing after her will have horrible, horrible things happening to them.

Tier 3 Weapon (7 ATK)

Name: Some brick I found

Tier: 3

Description: Amy grabs the first thing she finds and throws it at her assailant.

Tier 4 Weapon (6 ATK)

Name: Acrobatic stumble

Tier: 4

Description: Amy falls against her attacker, pushing them down a flight of stairs or something,

Tier 5 Weapon (5 ATK)

Name: Rabbit slap

Tier: 5

Description: How dare you attack her! Amy slaps her assailant and... well, she has rabbit paws, not a lot happens. [Unspeakable violence.](#)

[16] Traits

Trait #1

Original Trait Name: Scavenger

Cost: 1

Character Trait Name:

Trait Explanation:

Trait #2 (optional)

Original Trait Name: Gambler

Cost: 3

Character Trait Name:

Trait Explanation:

Trait #3 (optional)

Original Trait Name: Good Instinct

Cost: 3

Character Trait Name:

Trait Explanation:

Trait #4 (optional)

Original Trait Name: Rabbit's Feet

Cost: 3

Character Trait Name:

Trait Explanation:

[17] Race:

Beast-man

-1 ATK +2 HP

-1 SPE +1 LCK