

# FLORIDA MAN! [GURPS 4e]

Attributes [180]: ST 14 [40], DX 15 [100], IQ 10, HT 13 [30], HP 14, Will 12 [10], Per 10, FP 13  
Basic Speed 7, Basic Move 7, Ground Move 7, Water Move 7

Social Background: TL: 8 [0], Cultural Familiarities: Western, Languages: English

Advantages [465]: Ally (Florida animals) (20% of starting points) (Cost; 15 or less; Group Size (11-20); Non-Sapient; Summonable) [39], Amphibious [10], Animal Empathy [5], Animal Friend (4) [20], Breath-Holding (3) [6], Charisma (2) [10], Combat Reflexes [15], Damage Resistance (12) [60], Daredevil (1) [15], Hard to Kill (5) [10], Luck [15], Recovery [10], Regeneration (Fast: 1HP/Min) [50], Regrowth [40], Serendipity (1) [15], Speak Underwater [5], Speak With Animals [25], Super Luck (1 per hr) [100], Very Fit [15]

Perks [3]: Alcohol Tolerance [1], Masked [1], No Hangover [1]

Disadvantages [-75]: Code of Honor (Comics Code) [-15], Compulsive Behavior: Florida Rhetoric (12 or less) [-5], Curious (12 or less) [-5], Impulsiveness (12 or less) [-10],

Pacifism (Cannot Harm Innocents) [-10], Secret Identity (Serious Embarrassment) [-5], Sense of Duty (Florida) (Large Group) [-10], Weirdness Magnet [-15]

Quirks [-5]: Dislikes Cold [-1], Distinctive Feature (FLORIDA MAN!) [-1], Distractible [-1], Obsession (Florida) [-1], Trademark (Gators!) [-1]

Skills [32]: Animal Handling (Reptiles) IQ/A - IQ+3 13 [1]\*, Animal Handling (Snakes) IQ/A - IQ+3 13 [1]\*, Area Knowledge (Florida) IQ/E - IQ+2 12 [4], Boxing DX/A - DX+0 15 [2], Brawling DX/E - DX+1 16 [2], Current Affairs/TL8 (Florida) IQ/E - IQ+2 12 [4], Driving/TL8 (Motorcycle) DX/A - DX-1 14 [1], Falconry IQ/A - IQ+3 13 [1]\*, Riding (Equines) DX/A - DX+3 18 [1]\*, Savoir-Faire (Florida) IQ/E - IQ+2 12 [4], Stealth DX/A - DX+0 15 [2], Swimming HT/E - HT+2 15 [4], Veterinary/TL8 IQ/H - IQ+2 12 [1]\*, Wrestling DX/A - DX+1 16 [4]

\*Includes: +4 from 'Animal Friend'

Stats [180] Ads [465] Disads [-75] Quirks [-5] Skills [32] = Total [600]

Costume: Orange spandex with a white F on the chest. He usually wears a pair of mirrorshades, which makes him instantly unrecognizable as Archer Briggs.

It all started when Archer Briggs found the meteor. Well, the gators found the meteor first, and one of the really small ones had gotten the meteor stuck in its jaws, and Archer wasn't the sort that would let a critter get stuck like that, so he went right in there and yanked the meteor out of the now-faintly glowing gator's maw. Which got him chomped in the process, but it wasn't a really big chomp. Hell, it barely chewed up his arm. But it still hurt like the devil, so as Archer's shouting and yelling about with a radioactive gator in one hand and a leaky meteor in the other, down came the lightning bolt - what? Oh, yeah, this was all happening in a hurricane. And what was Archer doing out in a hurricane?

Well. Alcohol may have been involved.

Anyway, Archer wakes up the next morning fit as a fiddle, with his arm all healed up, and peacefully surrounded by a pack of gators. He figured out pretty quickly that he had the mystical strengths of the gator, except for the chomping: tough hide, ability to talk to other gators (they don't say much), suddenly amphibious, able to summon all the creatures of Florida... Basically, he was kind of like a swamp Aquaman.

That sounded like it could be fun. Becoming a superhero seemed like the smart next step. And it surprises people when they realize that the superhero known as Florida Man *is* effective. It's just that, well, it's the weirdness magnet. Things are just always going to be weird around him.

Florida Man has a net zero Reputation: weird stuff happens around him, but people just like him. He's a decent guy. He's also amazingly unaware of risks, mostly because the superhero has an equally amazing ability to survive things he has no business surviving. Then there's the -- look, Florida Man *isn't* dumb. He graduated high school. He knew something about animals, even before he became Florida Man. But he's not smart, either. And he gets himself in an amazing amount of trouble, even taking into account the weirdness magnet. Some of the stuff that happens to him? His own damn fault, and he'll even tell you so.

Personality: As noted above, Florida Man isn't very smart. But he's definitely a four-color superhero type. He's down with the Code, and does a lot of in-costume charity work on the side. He's also got a bad habit of constantly boosting the state (a relic of all those public service commercials he's done). In the end, Florida Man's a good guy. He just never has a normal day, you know?

Tactics in combat: if you're next to a pond, he'll swim under the water, sneak up on you from behind, and choke you out. This actually works really well, especially if he can yank you into the water. You know, fight you like a gator? If there's no water around, he'll go with fisticuffs if he remembers, and raw brawling if he doesn't. Oh, yeah, and he can summon the creatures of Florida to come to his aid. That... has its moments, yeah.

*Customization notes: ...600 points is the optimal point total for this particular joke.*

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*The material presented here is my original creation, intended for use with the In Nomine and GURPS systems from Steve Jackson Games. This material is not official and is not endorsed by Steve Jackson Games.*

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