

Florida Man

Prime Requisites: STR

Requirements: Maximum INT, WIS, & CHA of 11

Hit Dice: 1d6

Maximum Level: 14

Florida Men (and Florida Women) are rare people of incredible luck and ridiculous power. They live in the swamps of Florida and spend their time wrasslin' gators, making illicit substances, and getting arrested for the most ridiculous reasons.

Florida Men love to fight! They may use any weapon they want. However, they may not wear *any* armor (in many cases, they fight in the nude), nor can they use shields. At first level, Florida Men hit an unarmored foe (AC 0) with an attack throw of 10+. Thereafter they advance in attack throws by one point every level of experience up until 9th level (i.e. they fight as monsters). They advance in saving throws as normal fighters, by two points every three levels of experience. Like fighters, Florida Men increase their base damage roll from successful missile and melee attacks by +1 at 1st level and by an additional +1 at 3rd, 6th, and 9th level. Florida Men may fight with a two-handed weapon or a weapon in each hand.

Florida Men are not smart. However, somebody or something is looking out for them! They have the **luck of the swamp**. This luck manifests itself as a +2 bonus to all saving throws (already factored in to the saving throw progression chart).

Additionally, their stupidity, foolishness, and uncouthness can work in their favor. For every negative modifier a Florida Man has in INT, WIS, & CHA, they receive 1 AC. For example, a Florida Man with 8 INT (-1 modifier), 8 WIS (-1 modifier), & 8 CHA (-1 modifier), he will receive 3 AC.

With his love of wrasslin' the reptilian critters, Florida Men enjoy '**gator friendship** (Whenever the character builds a '**gator farm**, all ordinary alligators / crocodiles within 5 miles of the stronghold become kind and helpful) 'gator stats are the same as the ordinary crocodile found on page 160 of the core ACKS books.

At 3rd level, the Florida Man learns to fight **nekkid**. The character gains a +1 bonus to Armor Class if wearing no armor and able to move freely. At level 7, the AC bonus increases to +2, and at level 13 the AC bonus increases to +3. This stacks with the

Swashbuckling proficiency.

At 5th level, a Florida Man may attempt to use wands, staves, and other magic Items only useable by mages. He don't need **no book learnin'** to use them! At 5th level, the character must make a proficiency throw of 10+ on 1d20 or the attempt backfires in some desultory way (Judge's discretion). The proficiency throw required reduces by 2 per level, to a minimum of 3+.

Also, at 5th level, the Florida Man's terrible ideas have made his followers think he is a **secret genius**. Any henchmen & mercenaries hired by the character gain a +1 bonus to their morale score whenever he leads them.

At 7th level, the Florida Man knows how to breed, groom, and train 'gators. The animal can be taught simple tricks or orders. A character with proficiency in training an animal may choose a fantastic creature of a similar type with this proficiency. For example, a Florida Man could try to train a fantastic reptilian creature. Regardless of the type, animals must begin their training while still young. It take a minimum of one month to tame a wild animal. It takes a minimum of one month to teach a tame animal one trick. Thereafter additional tricks can be taught at half the time per trick. A 'gator can be taught a maximum of 2d4 different tasks or tricks. The Florida Man will only learn the animal's limit when he reaches it.

At 9th level, a Florida Man can, assuming enough gold is at hand, build a '**gator farm** and become a great leader of men, taking a leadership rank in his society. When he does so, up to 1d4+1 x 10 0th level mercenaries and 1d6 Florida Men of 1st - 3rd level will come to apply for jobs and training. If hired, they must be paid standard rates for mercenaries. This dwelling must be built in primarily swampy terrain. Tacky pink flamingo statues made of plastic are optional, but highly encouraged.

Florida Man Proficiency List: Acrobatics, Alchemy, Animal Husbandry, Animal Training, Ambushing, Beast Friendship, Beserkgang, Blind Fighting, Bribery, Climbing, Combat Trickery, Contortionism, Dungeon Bashing, Dwarven Brewing, Fighting Style, Labor, Mystic Aura, Passing Without A Trace, Running, Sniping, Skirmishing, Survival, Swashbuckling, Trapping, Unarmed Fighting (from the *Player's Companion*) Wakefulness, Weapon Finesse, Weapon Focus

Florida Man Level Progression

Experience	Level	Title	Hit Dice	Damage Bonus	Nekkid AC Bonus	No Book Learnin'
0	1	Shark Bait	1d6	+1	+1	-
2,750	2	Beach Bum	2d6	+1	+1	-
5,500	3	Skeeter Breeder	3d6	+2	+1	-
11,000	4	Meth Lab Lackey	4d6	+2	+1	-
22,000	5	Dolphin Provoker	5d6	+2	+1	10+
44,000	6	Manatee Rider	6d6	+3	+1	8+
90,000	7	Pelican Boxer	7d6	+3	+2	6+
180,000	8	'Gator Wrassler	8d6	+3	+2	4+
300,000	9	Florida Man	9d6	+4	+2	3+
420,000	10	Florida Man, 10th level	9d6+2	+4	+2	3+
540,000	11	Florida Man, 11th level	9d6+4	+4	+2	3+
660,000	12	Florida Man, 12th level	9d6+6	+5	+2	3+
780,000	13	Florida Man, 13th level	9d6+8	+5	+3	3+
900,000	14	Floridian Demigod	9d6+10	+5	+3	3+

Florida Man Saving Throws

Level	Petrif. & Paralysis	Poison & Death	Blast & Breath	Staff & Wands	Spells
1	13+	12+	14+	14+	15+
2-3	12+	11+	13+	13+	14+
4	11+	10+	12+	12+	13+
5-6	10+	9+	11+	11+	12+
7	9+	8+	10+	10+	11+
8-9	8+	7+	9+	9+	10+
10	7+	6+	8+	8+	9+
11-12	6+	5+	7+	7+	8+
13	5+	4+	6+	6+	7+
14	4+	3+	5+	5+	6+

Florida Man Attack Throws

Level	Attack Throws
1	10+
2	9+
3	8+
4	7+
5	6+
6	5+
7	4+
8	3+
9-14	2+

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