Florida Man: The Game

# **Setting:**

This game takes place from the shattered viewpoint of Florida Man, who perceives the world as a surreal conglomeration of floating land masses and structures. The actual setting is the center of a small town, and consists of a modern-day church, department store, and library. Each location has a surreal appearance, including gaps in the floor, missing walls, and incomplete rooves. Surrounding the area is an endless void, which forces Florida Man to use the broken platforms and terrain to navigate his perception of the world.

# **Technology and Magic:**

Since Florida Man takes place in a modern-day town, there is no external source of magic or extraordinary technology. Florida Man himself is the only source of supernatural power, and the environment around him is a result of his mental state.

# **Cultures/Character Abilities:**

Florida Man has consumed a significant quantity of some substance that has rendered him inebriated to the point of transcendence. As a result, he is capable of supernatural mobility, and may summon powerful abilities from items he has equipped himself with. Despite this, he is still physically limited by his perception of reality in some cases. While the rest of humanity will see complete structures and flat ground, Florida Man must jump across gaps in platforms and terrain or he will plunge into the void.

The people of this town do their best to ignore Florida Man, who is obviously under the influence. They come from all walks of life; churchgoers, shoppers, students, and are normal in every respect. There is no overarching culture or ideology.

**Major Locations/Landmarks:**

The Church, Department Store, and Library are the three main locations in town.

**Summary of Conflict:**

Florida Man wants to be famous. The more news stories, the better.