

Popeye "Pops" Reeve

Age: 53

Body: 8 Agility: 5 Perception: 6 Smarts: 8 Social: 5 Speed: 4

Competence: Riverboat Captain

Reliability: River Reading

Struggle: Persuasion

Incompetence: Land Scouting and Survival

Inventory:

- Scrap Longcoat (-4 torso and arms, -2 legs)
- Gambler hat
- Knife (2d6)
- Bolt-action rifle (3d6, 4 rounds, bayonet)
- Fishing line and hook
- Tool belt with simple woodworking tools
- Canteen
- One day of dry rations
- Folding magnifying glass

History:

Pops was born into a family that had made its living on the rivers for generations. His parents (who were born shortly after the war) asked his grandparents for the name of a great sailor to bestow upon their firstborn son. In a facetious reply, his grandfather replied, "Popeye." Not knowing any better, his parents went with it. By the time anyone realized the name was a joke that had been misunderstood, it had already been spread about and thus stuck. Fortunately for Pops, not many people alive now have any idea who his namesake was.

Most of his family was killed during the chaos that led up to the foundation of the Machine, whether through violence, starvation, or disease. As such, he has no particular love for the land or ties to any town. Indeed, he only feels at home on the water, and has very few friends outside of those he sails with.

He loves to share his passion of river life and is eager to teach it to anyone willing to learn. He's a minor celebrity in local trade and many people owe their careers to him. This behavior as a father-figure to so many people led to his old name being shortened to "Pops".

Personality:

- If there's too much activity without purpose, he has trouble focusing. It will unnerve him to the point he will usually lash out a bit.
- He loves the river and everyone on it (including his adversaries). Conversely, he hates the land and anyone that makes their trade there.
- He believes the only good thing on land is ants, because they lack disorder. Particularly when drunk, it's not uncommon to hear him expounding upon the virtues of ants.
- He names inanimate objects (even banal ones) and treats them as if they had personalities.
- He's a man of honor, decency, and compassion. He sticks to his word.
- You fully trust the ship's first mate and helmsman, Lillian Marshall.

Game Notes:

- In his younger days, Pops cut a deal with someone he knows only as "the ratman". His ship was failing and his finances bleak, and he was ashamed to be the first Reeve to fail at plying the river. So he agreed to smuggle cargo and share secrets through a series of drop points in return for funding. That was the only time he met the ratman, and he has no clear idea who he's working for or what they want.
- The debt has long been paid off, but there's no ending this deal. Attempts at breaking compliance have been met with notes threatening violence or exposure, which would put the boat, its crew, and the Reeve name at risk.
- The current run is downriver. Machine parts are being taken from St. Louis to Ste. Genevieve on behalf of House Culler for distribution to area industries. However, a particular bag isn't from House Culler. It's to be set aside for pickup by another party.
- Pops is tired of being manipulated and intends to end his deal with the ratman. This bag must not reach its destination, and this arrangement must end.
- Your objectives are listed below in order of priority. The more of these you achieve, the more information I will award your group on local conspiracies, either at the start of the campaign or very, very early in it.
 - Protect the people working with you.
 - Protect the family name.
 - End the arrangement with the ratman by...
 - Making sure the contraband bag is destroyed.
 - Destroying the boat to erase all evidence.
 - Faking your own death. Failing a faked death, die with dignity. However, no one must come looking for you or have reason to use those that survive as leverage to draw you out.
- You have three days and two nights from departure to arrival to make this happen.
- You've struck a deal with Arturo Craig (a non-1st river raider) to rob your ship and destroy the contraband bag. He will only attack in darkness and if a single lantern (no more, no less) is suspended from the ship's mast.
 - If the plan with Arturo fails for any reason, you'll need to improvise.
- Confiding any or all of this in Lillian might help. Tell me before the game what (if anything) she knows.