

Mister Blue Sky

Random encounter, neutral NPC

Locations: Open road, remote posts, not populated areas. Minimal hostile territories. Usually during the day?

Appearance: Early 40's, male, average/slim build. Tidy hair, clean-shaven; slightly dirty & disheveled clothes that were once nice, now slightly ratty.

Mannerisms: Cheerful, confident smile, alert eyes; happy-go-lucky, jaunty walk. Whistles upbeat tunes. Cheerful & confident, borderline cocky. Parts 1940's propaganda narrator, infomercial host, and 1950's sitcom dad.

Responses

- Avoids combat, runs away or cowers.
 - "This is not in the plan!"
 - "My schedule is too tight for this!"
 - "That's not very neighborly!"
- Steadfastly refuses any assistance or supplies

Inventory: Very little, and only what fits in his pockets (no pack). Varies between encounters, but may contain one or two of: a small amount of food, one or two stimpaks, a brochure for brake pads, three drywall anchors (no screws), an empty compact with a broken mirror, a used typewriter ribbon, an empty pill bottle (no lid). He considers everything except survival supplies to be essential to his plans.

1st encounter: Walking down the road

- Greeting
 - "Howdy-do! Fine day, even finer than the last! You can call me Mister Blue Sky. Now, that's not my given name, but that what folks at home called me, and, shucks, I couldn't spoil the fun!"
 - Happy to let you in on the joke
- "What are you doing out here?"
 - "I'm making things happen in this wonderful land of opportunity!"
 - Touch of showmanship
- "Where are you going?"
 - "To a future filled with fortune! I have plans, stupendous plans!"
 - Matter-of-fact
- "Where are you from?"
 - "From? That's the past! I'm focusing on the future."
 - The past is silly, the future is inevitable
- "Do you have anything to sell?"
 - "No sir, that's not my business - the only thing I carry is big plans."
 - Dead serious about those plans
- "Do you need anything?"
 - "Not at all - my plans are clicking."
 - Brushing off the offer
- Departure
 - "Pleasure to make your acquaintance, but I must keep up my schedule!"
 - Go-go-go!

2nd encounter: Now dirtier, clothes torn, scrapes & bruises

- Greeting
 - "Well, hey there, friend! Keen to meet you out here again!"
 - Genuinely pleased
- "How are you?"
 - "A-OK! The sun is shining as brightly as my future!"
- "Where have you been?"
 - "On the road to happiness! My plans are coming together with every step!"
 - "Road... to happiness" like a newscaster/narrator
- "What are your plans?"
 - "Why, they're the sharpest thing you'd ever hear! My plans are for yours truly, though, as they're just too astounding for others to understand! But don't you worry, friend, this land of opportunity has something for everyone!"
 - Quick, upbeat, assertive, like a snake oil salesman
- Depart
 - "I must mosey, mister/miss! Don't take any wooden nickels!"
 - Grandpa is seeing you off

3rd encounter: Black eye, bloody, limping

- Greeting
 - "Dandy day, pal! Good to see another go-getter going out to get it!"
 - Everything is good!
- "Do you need help?"
 - "Help? No, sir/madam, but thank you! What kind of plans would I have if I can't make do with just me, myself, and I?"
 - Almost embarrassed - no idea why you'd ask
- "Really, what are your plans?"
 - "The details are as dizzying as they are intricate! Without divulging any proprietary methods, I can summarize it as one party savvy, two parts, intellect, and a heapin' helpin' of good ol' American sticktoitiveness!"
 - Hush-hush
- Depart
 - "Well, while I always enjoy your company, I must divert my considerable cognition back to my plans. The perfect plan is never done - until you're at the top! Until next time!"
 - Bit of a game show host send-off

4th encounter: Very dirty, missing arm/hand, swollen eye/eyepatch

- Greeting
 - "Ahoy, chum! It's a heckuva treat to run into you, as always! I sure as sugar hope your plans are going as well as mine. So, how are you, sport?"
 - Everything is good - no, great!
- "Doing well."
 - "Stupendous news in the land of opportunity! You have plans, I have plans, yes, it's us folks with smarts and gumption that'll lead to a new age of prosperity!"
 - Welcome to the company!
- "Doing badly."

- "Chin up, champ! Why, I'm sure you can find the moxie you need to get the ball rolling! Just keep focused on your plans and everything falls into place."
- Dad's pep talk after you lost the big game
- "Your arm! What happened?"
 - "What happened? Oh, I can't be stuck in the past. Though, rest assured, my plans are humming! I sure do appreciate your concern, but save your energies for when you really need them."
 - Wants to be polite, mildly concerned
 - Gives healing item?
- Depart
 - "It pains me to part ways with a pal, but the future is calling! Remember: stay safe out there!"

5th encounter: In a nice area/bar/etc. Groomed, well-dressed, healed (mechanical arm?). Hot date(s), bodyguards? Initially blasé, bit disappointed

- Greeting
 - "Oh, it's you, hello. Uh, you're looking... well, I guess."
 - Doesn't care
- "How are you?"
 - Okay... yes."
 - Doesn't care
- "Looking good!"
 - "Hm? Sure, suppose so, thanks."
 - Doesn't care
- "You look bored."
 - "Oh, it's... fine."
 - Doesn't care
- "How'd your plans go?"
 - "The plans? Right, yes. Plans worked out."
 - Doesn't care
- Small talk transitions to... his old self
 - "...of course, this is just a little hiatus to work on my real plans. Yes, within this striking exterior roll sizzling waves of insight and inspiration crashing onto the shores of genius! Even mention of a fraction of my plans could reshape this land! You'll remember this moment!"
 - "Real plans" shakes him out of his ennui, working up to barely-contained excitement
 - Gives gift?