

# Arcadia Complex NPCs

*"What's the point of creating a world if the characters inside it are not equally willing and able to bitch-slap a player character?"*

- Pancakei

The plot of [Arcadia Complex](#) takes place in a world enriched by a multitude of major and minor Non-Player-Characters that frequently influence, back, or stand in the way of ISS Downrider Expedition as they travel the stars and beyond. This page serves as a roster for NPCs big and small, including information for characters and organizations who hold importance to the plot but do not have enough substance to warrant an entire page for themselves.

## Core NPCs

Core NPCs are the driving force and heart of the plot of Arcadia Complex. They are usually members of the crew played by the GM, as well as frequently appearing adversaries. These NPCs are nearly guaranteed to be in, mentioned within, or influence the events of any episode of Arcadia Complex.

### Dahlia Morgan



Main Article: [Dahlia Morgan](#)

Dahlia Morgan is the young scholar who serves as the relatively inexperienced captain of the ISS Downrider. A young woman who has heard the elegends of Arcadia passed down through many generations, she is determined to uncover as much as she can about both the Arcadians and the many events surrounding their influence. Though she tries to be the best captain she can for her crew, her lack of experience as well as blunt pride can sometimes get the best of her.

She is a minor captain within the Vigali's ranks, frequently working with informants to help further her expedition- and pay off her debts.

## OSC-01 / Tara

Main Article: [OSC-01](#)

Tara, former name OSC-01 is an unusual Overseer found in the densely irradiated forests of Loinia. Although initially appearing as just one of many robots created as servants from an ancient time, more was revealed of OSC-01 as the crew continued. Tara served the New Incipere Courthouse at one time, serving as the personal guard for many important figures and friends in a bygone era. Left with a curse of immortality as she was unable to prevent the deaths of her many colleagues, she cast herself into exile.

While on shaky terms with the captain, Tara now serves as a guardian and guide for the ISS Downrider expedition, looking to make up for a lifetime of mistakes.

## Bryce Arvero

Main Article: [Bryce Arvero](#)

The frequent antagonist of the plot, Bryce Arvero is the self-proclaimed captain of the Arcandum Union. A supposedly smug and self-centered Arcadian born from disaster and molded by a childhood riddled with loss and injustice, Bryce is determined to do what he must to be on top. He has plans that will do such, and save the world from the destruction of the Schism in the process. He frequently flips sides with the Downriders, either seeing them as friends or mortal enemies as they cross paths.

## The Narrator

Main Article: [The Narrator \(Arcadia Complex\)](#)

The primary instigator and aptly, the narrator of the plot's events. An incredibly powerful and undocumented being who exists far outside the way off the ISS Downrider. While they primarily serve as narration, their influence over the crew and their surroundings is strong. Strong enough so that they are responsible for the expedition's continued existence, bringing forth another iteration of the ISS Downrider Crew to carry their torch when the last one expires.

## Major NPCs

Major NPCs are NPCs who hold some significance to the plot at large, but are not ubiquitous with it. These NPCs may appear with others or on their own, but their attendance or mention is usually not mandatory.

## Alioth

Main Article: [Alioth](#)

## Satori

## **Clef**

## **Gallo**

## **Agatha**

## **BTC-03 / Ferrus**

## **OSC-02 / Avani**

## **Minor NPCs**

Minor NPCs are the lesser backbone of the plot, background characters that serve to fill the void in the world and offer dialogue and influence events from a distance. Usually, Minor NPCs only appear within their respective episodes or simply do not appear with enough importance to be considered a Major NPC. Historical figures who may have been important in their time but are now memory can also appear here.

## **NPC Factions**

NPC Factions are independent groups whose actions are directly facilitated by the GM and NPCs, either in support of, against, or completely indifferent of the Downrider Expedition itself.

## **Vigali Syndicate**

## **Arcandum Union**

## **Biechelon Collective**

## **The Institute**

## **New Incipere Courthouse**

## **OOC Notes**

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