

# 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. Unlike traditional Overseers, servant models created by Oakland Heavy Industries, OSC-01 immediately showed signs of free will and particularly dangerous armaments. 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 working with her, eventually leading to many arguments and revelations. Tara served the New Incipere Courthouse at one time, serving as the personal guard for many important figures and friends in a begotten era. Left with a curse of immortality as she was unable to prevent the untimely deaths of several 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. Several of her former accomplices within the Servants Eternal are also active, though in differing states and opinions of her.

## 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.

As the captain of the Arcandum Union, he seems to oversee their operations directly and often strikes deals with other factions to get ahead. He puts up with the Downriders as a necessary evil to keep his heroic plans in line, though he has tried multiple times to get rid of them to no avail.

## The Narrator



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

The primary instigator and aptly, the narrator of the plots 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.

While not all meta text in the plot can be considered the word of the Narrator, their presence is usually noted by *conspicuously italicized narration*.

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## 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](#)



**ALIOTH**

An artificer and field agent for the Arcandum Union, as well as Bryce Arvero's right hand partner in justice. An Arcadian ravaged by the Schism and left with no memory or name, Alioth is plagued with growths of raw echyllis and partial decay, living in a strange state between life and death. Because of this, she is an extremely powerful Syllic vested in telepathy, telekinesis, and echyllis manipulation.

A rather flat and easily annoyed individual, she leaves most of the theatrics of the Arcandum Union to Bryce, while she organizes dirty work and new leads. However, Alioth possesses (or at least claims) to be able to see the future, and knows that the end of the world is coming. She personally foresees the ISS Downrider expedition will be responsible for it, and as such is hesitant about working with them. She works with the Union in an attempt to make sense of the world she's found herself in, try and recall her past, and stop the Schism from coming again.

## Satori



**SATORI**

Bryce Arvero's robotic bodyguard, one half of a pairbonded Arcadian AI that has been split from its regulatory half. A last gift from his wayward mother, Satori acts as a guardian and information agent for Bryce. They specialize in cyber warfare, but their large frame means they excel in their own fair share of direct 'conflict resolution'. Their ATES-branded bodyguard body is strong and hard to take down, but is not their only place of residence.

Satori has access to a premium wealth of information through old Arcadian military and science channels (notably, SARCOM). They are also responsible for acting as a remote operating system for

the Union's many shoddily made androids, which act as thin clients. Where Satori originated, the details of their creation, and the location of their missing half is unknown, nor do they seem troubled by it.

## **Clef**

One of the three agents working for the Biechelon Collective Scouting Patrol A-13, and the patrol's scout. Quick to draw and even quicker to comment, Clef is capable of running his mouth and his opposition in circles at the same time. While not a particularly strong fighter, his ability to manipulate inertia and attain high speeds makes him hard to hit and capable of delivering high-speed kicks. Using the Overdrive key inserted into two leg-based drivers, Clef is capable of fast reflexes and solid air control, letting him ignore the effects gravity when running. When all else fails, machine pistols are a go-to defense.

A loud and foul-mouthed of thinned Nepherian blood, Clef serves as the scout and resident handyman of the A-13 Trio. He was born to a large family without much parental supervision, leading into his eventual induction into the Biechelon Collective as he searches his own path and history.

## **Gallo**

One of the three agents working for the Biechelon Collective Scouting Patrol A-13, and the patrol's planner. A reserved and quiet man, Gallo prefers to bide his time when making attacks. Using a highly-experimental key known as 'Coalescence' in a helical drive, Gallo utilizes rifts for the purpose of evasion and laying traps to deal methodical bursts of destruction at the expense of no direct armor. Made up of multiple keys, the experimental key has unknown power channeled directly through a folding pole-arm. Without any armor, Gallo relies on dodging and redirection as well as a mesmer state to avoid attacks.

A reserved and mostly polite individual, Gallo often acts as the voice of reason for the A-13 Trio. Once upon a time he served as a technician in the Institute, never participating in the program directly but learning the mechanics behind it very well. When the Institute began to decline, Gallo was consumed by a lust for power and knowledge, stealing whatever documents and technologies he could muster along with his trade knowledge. Eventually, his experimentation caught the eye of the Biechelon Collective. With an organization to back his research, he constantly seeks new knowledge, experiences, and finds to fuel his curiosity- no matter the cost to others.

## **Agatha**

One of the three agents working for the Biechelon Collective Scouting Patrol A-13, and the patrol's leader. Though she may appear old, Agatha is incredibly strong- even more so when under the effects of her driver. Manifesting in a bulky industrial suit, the Vulcan key slotted into an equally bulky driver allows her to manipulate earth and metal, super-heating the environment in the process. She quickly becomes a hardy opponent that cannot be knocked down feasibly, bringing a great deal of offensive and defensive power at the cost of range and longevity.

The hardest yet oldest of the trio, Agatha is a zealot to her bones. She does not take lightly to those who stand in her way, often making spiteful remarks against her opponents and sometimes falling

victim to her own hubris. Once upon a time, Agatha was a preacher for a small church, with a loving collective beneath her wing. The tides of Ayenee's endless power struggle eventually ravaged the area, burning the church to the ground and killing many in its wake. Pushed past the deep end by loss, Agatha swore to take vengeance against those who wronged her. Looking to gain enough strength to end the struggle once and for all, Agatha was swept up in the Biechelon Collectives teachings, becoming enthralled in it.

## **OSC-02 / Avani**

OSC-01's sister unit, another specialty Overseer of extremely similar model. Given the span of time between their creation, OSC-02 is marginally more refined on a physical level than OSC-01, possessing greater combat flexibility and a more durable reactor.

When Tara chose to defect from New Incipere following the raid on the New Incipere Courthouse leaving several dead, Avani and Ferrus followed albeit somewhat reluctantly. The more emotional and hostile of the two, Avani took this out on Tara and the two left on poor terms as the gateway to Arcadia- and New Incipere by extension- collapsed. In the modern era, Avani awoke before Ferrus, and quickly fell into the same problems OSC-01 did upon wake. This left multiple expeditionist of the Grumman Adventure Corp dead or maimed, and Avani in shock. Their whereabouts since the incident are completely unknown.

## **BTC-03 / Ferrus**

A specialty 'Breaker-Type' unit, in the same line of servants as OSC-01 and 02. A hulking war machine with a heart of gold, Ferrus was designed to be the ultimate siege machine should Arcadia attempt to rise again. With twin reactors and several tons of armor, Ferrus is not an opponent that can be easily brought down without some kind of dirty trick.

When Tara chose to defect from New Incipere following the raid on the New Incipere Courthouse leaving several dead, Avani and Ferrus followed albeit somewhat reluctantly. Having also experienced the failure, Ferrus obliged with more reason than his soon-to-be wife. When the two retired and entered slumber, Ferrus was the second to wake only after Avani's rampage. After reconciling the situation, Ferrus reluctantly agreed that Avani needed time to sort things out. Years later when the Arcandum Union and the ISS Downrider came knocking, Ferrus was rudely awoken to a firefight where he had little time to catch up before being hacked by Satori.

His location is unknown, but he is still under the possession of the Arcandum Union.

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## **Minor NPCs & Historical Figures**

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.

## **Mervius Talamon-Beauford**

Mervius Talaomon-Beauford is the aged and quaint owner of the Downrider Inn, and one of the two primary financiers of the expedition which came to take his Inn's name. An balding man with a broad build and bushy eyebrows, Mervius is an avid collector and enthusiast of the weird and wacky. He works full-time as the manager and oftentimes barkeep of the Downrider Inn, located on the outer limits of Ayenee's Capital City. A warmhearted if hard-to-understand man, he has in the past acted as a bit of a parental figure to Dahlia Morgan. His favorite color is brown.

## **Douglass Vigant**

Douglass Vigant is the founder of the Vigali Syndicate, as well as the retired figurehead for its cover operation of Vigali Enterprises. An old and harsh man, Douglass has mostly delegated his responsibilities to other parties in his old age, though he still holds his agents liable against the core competencies that founded the Vigali Syndicate to begin with. Despite his age and importance in founding the organization, he has no children and therefor no heirs.

## **Adila Marheart**

## **Richter Marheart**

## **Amelia Athes**

## **The Faceless Baron**

## **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**

The Vigali Syndicate is an interplanetary organized syndicate spanning several sectors and systems. It was founded a few decades ago by Douglass Vigant, who has since retired into a more laid back administrative role. Initially, the Vigali Syndicate was founded as a free federation that sought to establish market operation among the stars, free from the everchanging tyranny of their home planet and the implications it put on space travel. Ever since Ayenee established further space travel and competitors have shown up, the Vigali have expanded their operations to... maximize potential dominance.

The organization is split into a bright front end, and a more morally ambiguous back end, with their cover known as Vigali Enterprises entitling them to perfect cover and corporate law. On the lighter end, Vigali Enterprises deals in cargo and transportation, known for an impressive fleet of freighters

and a dedication to ensuring material is moved as fast as possible- no matter how light or dark the cargo may be. With a high prioritization on information management, the Vigali have an entire network of ever-vigilant informants and spies, always looking for the next big haul or the next contract to seal.

On its less publicized back end, the Vigali Syndicate deals with matters of arms dealing, illegal cargo shipment, debt collection, human trafficking, and money laundering. Those who cannot pay their debts are rarely have blood spilt, the Vigali know better than to waste it. They are, however, sent to work for the Vigali's ever growing arrangement of asteroid mining and logistical warehouses until their debts are due. What drives their interest in Arcadians is not disclosed, but they are willing to support the ISS Downrider within reason. As their overseers and partial financiers, the Vigali frequently handles the contacting and sale of the expeditions finds.

## **Arcandum Union**

The Arcandum Union is one of the many political parties at play under the New Incipere Courthouse, founded by a woman named Rust. To say they were downtrodden and forgotten would be an understatement, as they never reached the limelight to begin with. The party was founded on the belief that The Faceless Baron was a flawed leader who lied their way into power, accusing him of murder, theft, and the disbelief that the Schism was stopped. While not an initial trait, the group eventually formed the belief that Schism would strike again, no thanks to the Faceless Baron's many other interests. While the party did receive power once, they hardly achieved anything with it. The party was at large marked as fools or cultists, often ignored at events they did attend.

In the modern era, Bryce Arvero came across the Arcandum Union and began to shape it to fit his master plans. With a bodacious persona and a fondness for finding old 'heritage' sites, Arvero helped turn the Union around into a more pleasant and outwardly growing organization. This was furthered by the joining of Alioth, who could only confirm the Union's fears of the Schism returning. Now the Union travels from place to place, restoring old world sites with the help of local, autonomous, and traveling workforce. While their intentions may seem pure, these acts could be considered a cover for defamation, often found altering or even destroying history that does not fall within Arvero's grand vision of the group- and himself.

## **Biechelon Collective**

## **The Institute**

## **New Incipere Courthouse**

## **OOO Notes**

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