

ISAAC WOLCOTT

Age: 33

Looks to be: 27 (due to not aging inside of Nosta)

Birthdate: November 28th, 1883

Ethnicity: White

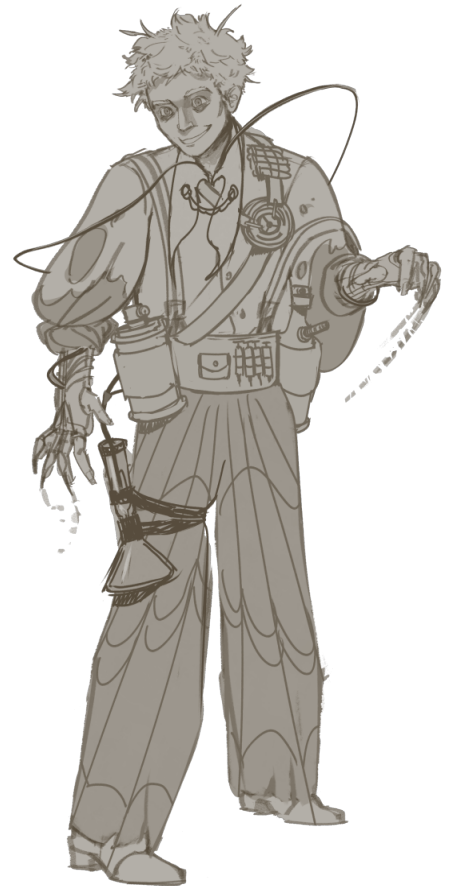
Nationality: British

Faction: Wellmind Collective

Story Purpose: Deuteragonist, hidden antagonist

Gameplay Purpose: Player ally, shopkeeper (item upgrades), true final boss

Alignment: Chaotic neutral



PERSONAL

Personality: Isaac is intelligent, creative, and dedicated. When he has a goal, he will stay determined and use any means necessary to achieve it. He thinks outside the box and finds bizarre solutions to problems that many find hard to follow. He has difficulty explaining his ideas to others and doesn't have the patience to do so.

Isaac is on his own wavelength. His mind darts from ideas that are seemingly unrelated to one another, yet somehow he can come to solid conclusions. He is easily distracted because his brain captures every little bit of information. Due to long-term Synirvi usage, he is extremely forgetful and finds it difficult to retain any memories.

Isaac often acts on his impulses, creating a reputation of being feral, unpredictable, and unhinged. He has a mischievous and childish side as he enjoys seeing those he dislikes fall victim to his schemes.

As for those he respects or admires, he often puts them on a pedestal. Due to his lack of self, he finds that his genuine relationships with those he likes slowly turn into worship. He is extremely loyal to those who even show him a sliver of kindness, having not experienced much of it in his life. His morality is directly linked to whom he is loyal to, as he believes they can do no wrong.

Likes: Althea, puzzles, experiments, repairing/taking things apart to see how they work, multitasking, confidence (in others), ambient noise, closed spaces, routine, hiding, throwing things (sometimes at people), giving gifts

Dislikes: People in power, rules, disrespect towards Althea, small talk, remembering something previously forgotten, flashing lights, the texture of velvet, the smell of bleach, cold weather

Fears and triggers:

Electricity - it reminds him of the electroshock therapy he underwent during his time in the asylum. The corrupt facility used the procedures to punish patients for “acting out”. He had sustained permanent nerve damage from it.

Not being believed - After society had thought he had murdered his parents despite him telling the truth, Isaac is incredibly anxious and frustrated when someone refuses to believe or trust him. He’s afraid of being called a liar and that there might be something inherently wrong with him that makes him unworthy to be trusted.

Abandonment - Isaac has a fear of abandonment. Because of his eccentric nature, he had a hard time fitting in with his peers. After his parents’ deaths, he lost everyone he believed cared about him. He lived in isolation with no

connection to the outside world or meaningful relationships for years in the asylum. As a result, he became terrified of losing his remaining relationships, as it would mean being left alone once again.

Physical health: Chronic tremors, malnourishment, bloodshot eyes, rapid heart rate

Mental health: ADHD, C-PTSD, dependent personality, dissociation and memory loss, delusional/paranoia, obsessive behavior.

Addictions: Synirvi - After the Wellmind collective repeatedly used Synirvi on Isaac as a test subject, he became addicted to the chemical because of its withdrawal symptoms. He often carries canisters of Synirvi gas to use both as a weapon and to stabilize himself from its withdrawal effects. He is suffering from long-term side effects of Synirvi, such as losing the ability to form new memories.

Signature Move or Tic: Shifting weight from heel to toe, fidgeting, chewing on the tip of pencil/pens, drawing/writing on his arm (to take quick notes/jot down ideas to remember them), muttering to himself

Inner conflict:

True self denial vs. acceptance - After his trial and being branded as a monster, he believes the world has turned on him because he truly is one. Althea became a major influence in his life because he is desperate to grab on to the only person who he thinks loves him.

He represses his feelings of unease about Althea and suppresses his own feelings to stay loyal and useful to her. He feels safer embracing the role Althea lays out for him, even though the relationship often causes him pain. This includes adopting Althea's negative view of Nosta, even though Nosta was a

sanctuary for him. Deep down, he doesn't want to hurt others, but due to her influence, he leans into the intrusive, violent urges she had instilled in him.

Wants: Isaac wants to feel a sense of belonging and external validation. His ego and self-esteem are built on being needed by others. It gives him purpose in a world he thinks does not care about people like him. The feeling of being useful minimizes his insecurities that he will never belong anywhere.

Needs: Isaac needs to have the freedom to explore who he truly is, independent of societal judgments. He needs to reclaim his own worth and find personal agency instead of following someone else's commands. He needs to embrace his own thoughts, feelings, and opinions rather than repress them.

Goals: Isaac's short-term goals include looking for clues about Nereo (Althea's family), locating where Nosta's founder is and killing her, as well as spreading Synirvi gas to all of Nosta. His goal is to help Althea fulfill her wish to dismantle and destroy Nosta once and for all.

His ultimate goal is to gain Althea's approval and affection by completing the mission she had assigned him. He believes that when he completes the goal, he will become worthy and she will finally return his feelings.

DETAILS

Skills: Lock-picking

Special Abilities: Isaac is a Weaver (one of the three magic talents inside of Nosta), which means he has the power to create physical and mental constructs inside of Nosta using Imtali droplets. Weavers have their own containers to carry Imtali from the Obso whirlpool. These containers take different forms depending on the Weaver's strongest memory. In Isaac's case, his container is a flask, a

representation of his memories of being an inventor, and how his experiments were once a source of joy that led to his ruin.

Education/Intelligence: Since he was young, Isaac was interested in academics, particularly mechanical engineering and chemistry. In school, he outpaced his peers in learning and understanding new concepts. It quickly became obvious that he was a genius.

He found it difficult to relate to his peers and felt alienated because of his eccentric personality. He instead spent his time reading scientific journals, tinkering, and learning new things. His parents recognized his brilliance and pulled some strings to have him work as an apprentice for an inventor in London. Within a few years, he gained recognition in the industry, and his brilliance was undeniable to those who had seen his work.

What Isaac has in knowledge, he lacks in emotional intelligence. He speaks his mind bluntly and finds no point in being “polite”. Despite his great inventions, his lack of tact has put off many from sponsoring or promoting his work because he keeps accidentally offending them.

Occupation and attitude towards it: Working as a researcher and inventor in the laboratory of Nosta, Anbari; Scientists in Anbari are researching how to reduce one’s regret levels to prevent disintegration. Issac uses unconventional methods to achieve results, oftentimes finding loopholes to circumvent regulations posed by the authorities (the morial guard). Isaac enjoys his work because it allows him to discover the unknown. The very act of testing and making breakthroughs excites him more than the purpose of the experiment itself.

They selected Isaac to work in Coborus, the laboratory’s restricted wing, which was unknown to the public or regular researchers. Morial society saw resurrection as wrong and unnatural. To avoid public outrage, the Founder

created the division Coborus after she had faked her own death. The researchers of Coborus are searching for a way to restore someone who has disintegrated in the waters of Cradol. Unlike his peers, however, Isaac did not have someone he wanted to “revive”. He joined Coborus for the opportunity to investigate the founder’s true whereabouts while improving the formula of Synirvi.

BACKSTORY

Early life

Isaac was born in 1883 to a middle-class family in Britain. He lived a normal life and had an interest in science. When he turned sixteen, he started working as an inventor’s apprentice.

His downfall came one day at the London Exhibition, a grand event where scientists, enthusiasts, and members of high society attended. Isaac was showcasing his work, a portable air ventilator—it’s a revolutionary invention that would help purify air in factories and greatly improve public health.

A noble strolled up to him and paid him a compliment, thinking he had potential. Isaac had a distaste for the upper class. He thinks they are hypocritical, self-serving, and that their presence at the event was more for their own prestige. Being tone deaf and reckless with his words, he quipped back with a joke that humiliated the noble in front of the crowd.

The noble thought Isaac had made him look like a fool in front of high society. Enraged, he wanted to ruin Isaac’s life. He looked into Isaac’s acquaintances and learned about a rival of Isaac’s. He offered Felix, Isaac’s rival, a decent amount of money to sabotage Isaac’s invention so that the public would discredit it.

Felix saw Isaac as someone who always overshadowed him. In addition, Isaac had never been one to follow the rules. He believed Isaac’s relentless pursuit of discovery would eventually lead to disaster because he neglected to

consider the ethics of his work. He has seen Isaac work on projects that may lead humanity into a darker place if it was fully realized. As a result, Felix wanted to ruin his career.

After Isaac's showcase, a factory had manufactured a more refined version of his air purifier that would eventually be mass-produced. The first sample of this advanced version was stored at his home temporarily. Isaac's parents, who had seen and used a lot of his inventions in the past, wanted to see the result of his hard work.

Unbeknownst to Isaac, Felix had sabotaged the sample of the machine back at the factory. He had planned for it to sputter and fail. However, he didn't have an in-depth understanding of Isaac's machine to adjust and calibrate it accurately.

When Isaac's neighbors came to his home, mocking Isaac and his work like usual, his parents, wanting to defend him, had turned the purifier on to prove them wrong. The circuit inside the machine fails, and an explosion detonates, killing everyone inside the house.

Isaac returned home to find the horrifying scene. He broke down laughing, realizing what had happened. To others who also saw the scene, they branded him as insane and a madman. The public assumed the worst in him as they always did, even when Isaac desperately tried to explain he would not hurt people, especially not his parents. The judge and jury, however, found his behavior off-putting and gave him the insanity verdict.

Institutionalized

Isaac was committed to a mental asylum for a few years. Since he was a well-known figure in the scientific community, there was a lot of media attention on him. The staff in the asylum were more wary of him and even felt justified in hurting him because they thought he was evil. He spent his days in restraints, forced to take a variety of different medications, and underwent electroshock

therapy. His treatments were a torture he accepted because he felt guilty that he had killed his parents.

During his time at the asylum, he begins to gain access to Nosta. The realm of memories mesmerized Isaac, who found everything about it fascinating. Nosta was a world where everyone had some type of personality quirk. Isaac was not an outcast here — instead, he belonged. However, he could not stay in Nosta for extended periods of time because his regret levels were too high, causing him to “sink” through the layers of the realm. He often accidentally sank to Cradol, which was highly dangerous. Morial guards recommended him to stay in reality because of his unstable form to avoid disintegration.

Isaac felt rejected, that even in a place that made him feel accepted, did not want him to stay. He still snuck into Nosta when the pain and torment he suffered in reality became too much for him to handle.

Four years passed, and Julian Sotir, the Director of the Wellmind Collective, eventually purchased the asylum.

Wellmind Operations

Isaac sees Althea Sotir, Julian’s daughter, for the first time when she comes to visit the asylum after it is bought out. She was a striking figure in the run-down facility, who caught the attention of all the patients. She had put a stop to all violent treatment and corruption ongoing at the asylum. Isaac saw her as a savior who had put an end to the suffering he and other patients experienced every day.

He did not expect her to take a personal interest in him. She brought him notebooks and pens for him to write in, stopped by to check in on him, and offered him kind words and encouragement. He didn’t know her father tasked her with scouring mental facilities all across the country to find morials with high regret levels. She needed someone who could gain access to Nosta’s deepest layer—Cradol.

She comforted Isaac as he told her about his past, and she had offered him Synirvi, a drug invented by the Wellmind Collective to take away painful memories. Isaac agreed, wanting to forget his agonizing past mistakes.

Once Isaac had confided in her and she had gained his trust, she told him about her own tragic past. Her hatred of Nosta and how it had ruined her family for generations. He wanted to help her seek revenge, to take down the Founder and eradicate Nosta once and for all. For once, he had a purpose ever since he had been committed. With the use of Synirvi, his regret levels had lessened as he forgot more of his past, and could enter Nosta, this time as a spy.

Isaac infiltrated the Founder's secret division of scientists. The lab Coborus was working on resurrecting disintegrated individuals. He reports back to Althea frequently, making trips in and out of Nosta. She is in full control of his Synirvi dosages. She's aware that Isaac is beginning to sustain long-term side effects of the drug. The more he forgot, the more he couldn't access the deeper layers of Nosta. She denied him access to the drug despite the painful withdrawal effects, so he could continue to access Cradol. She framed the deprivation of Synirvi as a punishment so Isaac would force himself to do better to please her. To Althea, as soon as Isaac cannot access Nosta, he would be completely useless to her, and she would have to dispose of him.

Fashion: Isaac does not participate in the two major styles of Nosta (Retrocore or Nouvia). At all times, he wears the standard lab uniform of Anbari for convenience. He believes extravagant fashion styles are a costly indulgence, and enjoys simple and functional clothing.

Due to the poor circumstances inside the Wellmind collective, he is not used to having basic amenities. As a result, he does not replace his clothes unless they are completely unwearable. His clothes bear markings of stains, rips, and discoloration.

Equipment: Underneath his shirt, he has plastic tubing connected to his weaver container, allowing him easy access to quick creation powers. By engaging the valve, the Imtali stored inside flows down to his Weaver's Talons. The hand accessory allows Weavers to have finer control over the Imtali and weave more intricate details effectively.

RELATIONSHIPS

Letitia Wolcott

Letitia is Isaac's mother. She is a sweet woman who had Isaac when she was twenty-five years old. She had noticed Isaac's eccentric nature ever since he was young, and encouraged his curiosity. She had grown used to Isaac's antics, accepting them as a part of who he is, which contributed to Isaac being socially tone deaf.

Seeing Isaac struggle to connect with others made her very sympathetic toward him. She tried her best to make him feel accepted. Isaac loved her very much. He was grateful that despite his awkwardness, which brought trouble to the family, she never tried to change him.

Enos Wolcott

Enos is Isaac's father. He is three years older than Letitia. He is a quiet, emotionally reserved man who showed his care through actions instead of words. Despite Isaac's quirks, he will always subtly redirect negative attention away from Isaac by bragging about his son's positives to his colleagues.

He's always been fascinated with Isaac's intelligence and mystified by how his brain works. Even though he doesn't express it as much, he's very proud of Isaac's accomplishments. Isaac appreciated his father because he allowed Isaac to pursue his passion for science, and provided financial support for him to

pursue his dream. Isaac was very respectful of his father and enjoyed sharing his experiments and invention ideas with him.

Cyril:

Isaac had a vague memory of meeting Cyril back when Cyril was first abducted by the Wellmind Collective. Cyril, however, does not remember this exchange because he was doused with Synirvi, and his memory erased. After seeing him in Nosta being chased down by the Morial guard, and using the Synirvi gas canisters, Isaac realized Cyril was a new Liberampi (spy for Wellmind Collective). Isaac felt less alone in his mission to liberate the people inside of Nosta. Cyril was in a similar circumstance as Isaac, following the orders of his handler, Dan, much like how Isaac followed the orders of Althea.

Isaac saw him as an ally, and throughout the events of the game, they began to grow closer as Cyril helped the organization collect materials and information they needed for their ultimate goal of the mass dispersal of Synirvi. Being a Phaser, Cyril needed Isaac's help to overcome obstacles and create memory constructs. Isaac felt like he was useful, an emotion he hadn't felt in a long time with anyone else but Althea.

When Cyril told Isaac about the visions he received, Isaac felt trusted and guilty that he was hiding his true motives from Cyril. He was still very desperate to impress Althea and wanted to revive Nereo. He had a feeling that the monster Cyril saw in his vision might be linked to his experiments in reviving disintegrated morials, but was too far invested to stop. When Cyril shared his past with Isaac, and how he had lost his fiancée, Isaac felt honored since Cyril had been so guarded about his past. Cyril showed him the ring he wears around his neck, and how it was Cyril's fiancée's abandoned engagement ring. No one had trusted Isaac with something so personal in a long time, not even Althea.

Cyril always tries to see the good in Isaac, but he doesn't enable his more violent or destructive tendencies like Althea does. Slowly, Cyril became his closest friend, and the one he trusted the most.

As Cyril began to recover his memories, however, he began to grow more distant from Isaac. Isaac felt abandoned. When Cyril tried to make him see that Althea's influence was toxic, Isaac fought with him. He couldn't believe that someone he trusted wouldn't support his endeavor to win over his true love.

After his dangerous attempt to erase Nosta and the murder of the founder, the morial guards arrested Isaac. He believed no one would come for him again, this time having lost Althea. However, Cyril never gave up on him. Locked inside his Etri with no access to the rest of Nosta as punishment, similar to a prison sentence, Cyril visited him. Cyril gave Isaac his ring as a symbol of promise to return and visit him. Isaac felt hopeful that he was not alone and felt touched that Cyril still cared about him after everything.

Selah:

Selah is the captain of the morial guard, the head of the peacekeeping force in Nosta. When Isaac met her for the first time, he did not respect her because of his past negative experiences with authority. Being a stern individual, she reprimanded Isaac for not paying attention to or obeying her orders. To Isaac, she represented the broader order of society, and how his unconventional and morally grey methods of achieving his goals would never be accepted.

It's only when he learns of her past that he recognizes that they had similar experiences. Before she rose to captain, Selah was never taken seriously. Her Carver powers were seen as weak by other Morial guards before she could prove herself. Yet despite the mocking and bullying from other members, she never hesitated to throw her life on the line to protect Nosta. Her experiences made Isaac reflect on how not being seen as worthy in society's eyes didn't necessarily indicate one's true value.

Although he never admitted it out loud, there was a part of him that felt gratified when she acknowledged him and treated him like an asset to the team. After his nervous breakdown had put Nosta in danger, he felt a sense of shame and guilt for letting her down. He felt immensely moved when she ultimately decided to imprison him in Etri rather than execute him, even though he had killed the Founder. Her mercy and her belief that he still had a chance to atone left him hopeful that he wasn't truly the monster the world deemed him to be years ago.

Founder:

After being told by Althea to infiltrate the Founder's group of scientists, Isaac had met the Founder for the first time. Due to his intelligence and contributions, Isaac quickly rose through the ranks until he was the head scientist of Coborus. The Founder came to trust him with more important information as he feigned loyalty to her, trying to dig for information.

Internally, Isaac was vilifying every little thing the Founder did. Isaac believed that someone in such an influential position of power as she did, was using it for nefarious means. The secret sector of Anbari only confirmed Althea's words to him, that the Founder was corrupt and she had led to Althea's family member's death. Some part of him clung to this belief to cope with the fact that he was betraying Nosta to please Althea.

When he had learned what really happened to Nereo and the story behind their death, he became increasingly conflicted. The Founder's loyalty to her best friend and her desire for them to be alive again had led to her establishment of the secret lab. As Isaac worked on finding a way to revive those who had disintegrated, it had become increasingly obvious it would be extremely dangerous to bring someone back. They wouldn't return the same way. In the Founder's fervent desperation, she disregarded those risks. Isaac saw some aspect of himself in the Founder's blind loyalty and dedication, mirroring his

situation with Althea. He had grown to feel a sense of wariness about how manic the Founder had become, and simultaneously a strange sense of kinship.

Althea Sotir:

When Isaac was twenty, four years after being admitted into the asylum, Isaac met Althea. During that period, Isaac was struggling with the grief of losing his parents and the painful trauma he was going through with the unethical treatment at the facility. His only escape was the brief trips he could make to Nosta. The unethical treatment left him weak and disoriented, as well as feeling completely rejected by society. He hated himself for being the reason his parents were dead, and even though he could permanently leave the asylum and stay in Nosta, he chose not to as a form of self-punishment.

When Althea took an interest in him, it made him feel worthy and special again. She would stop by his cell with gifts, giving him attention and affection, as well as flattery. Her beauty captivated Isaac. He saw her as his savior from a world that had shunned him. He dubbed her with the nickname “my flame” for her fiery personality and became a symbol of hope in his life.

He did not know that Althea’s father, Julian, had specifically bought out the asylum to experiment on mentally ill individuals who would have a higher chance of accessing Nosta. Her interest in him was solely because she had observed him capable of doing so. He was also the one with the highest regret levels, which made him the perfect test subject for her prototype drug, Synirvi. Isaac became increasingly infatuated with Althea as time went on. He trusted her with every feeling, every doubt, and he was tired of feeling the pain. This gave her the ammunition to manipulate him. Althea framed Synirvi as a cure for Isaac’s sadness and pain, so that he could forget the memories of his past and move on with his life. Isaac agreed to being tested with the drug.

With the use of the drug, Isaac gradually lost his memories. It started off small, but with the passion and importance of other things in his past growing

blurry, the spotlight of Althea inside his mind grew brighter. Synirvi had an addictive effect. When he was off the drug, Isaac experienced severe withdrawal symptoms, during which Althea would come and help administer the drugs to him. She knew the addictive quality of the chemicals but still tested them on Isaac so he would associate her with relief. Some part of him liked the control she exerted over him, as he no longer could remember the pain of his past.

Althea was acutely aware of his desperation for her and used it to her advantage. She flickered her affection for him, creating a hot and cold dynamic that only rewarded him when he pleased her. If he does something she doesn't like, she acts disappointed, making him feel guilty. Isaac begins to go above and beyond to make her happy. Althea had told him about her past, and how Nosta had caused the death of her family member. The rippling effects of Nereo's death affected her childhood with an absent father who neglected her in favor of tracking down the Founder for revenge. Her past gained sympathy from Isaac, and it gave her an opportunity to change his opinion of Nosta.

She even showed him her lobotomy scar, the attempt to alter her brain to access Nosta that failed. She told Isaac he was her last hope in avenging her family once. He was a hopeless romantic who wanted nothing more than to be with her, but thought himself unworthy of her as a man who had lost it all. Isaac had nothing—he had no status, wasn't particularly attractive—a woman like her could do much better than him. But if he vowed to do her bidding and avenge her family, perhaps she would give him a chance.

He kept the plan to revive Nereo a secret from Althea. Isaac thought that reviving Nereo would make her happy, so he kept it a surprise to reveal to her, hoping it would win her over. Isaac thought it was even better than just killing the Founder and dismantling Nosta, as it would return to Althea the missing piece her family wanted back for so long.

He did not expect his grand gesture of love for her to be a complete disaster. Nereo had come back as a monstrous creature, and Althea was

horrified. Isaac's ultimate gift was a failure, and his failure of an experiment was going to destroy the people he cared about again. It sent him into a complete breakdown, and he shot the Founder in a desperate bid to win Althea back again, only for her to completely shun him. He fell into a manic state as the painful memories of his past came rushing back to him all at once.

After being imprisoned by the Morial guard, the kindness Cyril and clemency Selah showed prevented him from completely collapsing from Althea's rejection. He slowly begins to remember and reconnect with who he was before Althea's influence.