Preface:

This is an **informal document** that's meant to sort of act as my 'hub' for brainstorming stuff about Hestia! Anything here can be changed, edited, or ret-conned later. **If I make a more formal document for Seraph, that will be entirely separate from this one.**

Please note that I am not perfect, **if something is inaccurate, please feel free to point it out!** (though if you could also provide examples/places to research more about whatever's inaccurate it would be most appreciated!)

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Name: Hestia Ardelean
Callsign: Seraph
Sex: F
Age: 34
Height: 5’6
Ethnicity: Romanian/American
Nationality: American
Birthdate: December 23rd, 1989

Languages Spoken: Romanian [Mother-tounge, barely able to get by. She has a similar level of comprehension and speaking to a kindergartener], English [primary language]

Former Affiliation: United States Coast Guard [Service Time of 12 Years [18-30], total prior service time of 12 years]

Current Affiliation: TITAN Security Corporation [TSOF [including TSOT]. Service time of 4 years [30-34+]]

Personality Wise:
I think we get the gist, different stages that correspond to major events in her life. Ok? Cool let’s go!

Before the Coast Guard: Hestia was a very troubled child, she grew up surrounded by bad influences and in turn adopted those habits and while she was “relaxed” it was mostly a front for extreme anxiety, depression, and self-destructive tendencies.

During the Coast Guard: The Coast Guard shaped Hestia into a respectable operative very quickly. Around this time, Hestia kept her calm, relaxed attitude but was shaped into someone who was able to be serious and channel her anxiety and self-destructive wants into important and productive means.

TITAN [Post-Coast Guard]: Hestia is mostly the same, but she’s slightly more depressed and anxious, it gets worse when Guardian ends up as her coordinator, as the two do NOT get along at all and argue a lot. She still tries to be kind when possible but… y’know.

Callsign Reasoning: Seraph gained her callsign after becoming the team leader/pointman for Seraphim Squad as a riff on how Seraphim is the plural version of Seraph.

Loadout Wise: Seraph would likely use a suppressed MK18 and FX 509 citing preference mostly, but is extremely versatile and capable of adapting to most weapons on the go.

Experience Wise:
- CQB
- Boat boarding and combat

- SAR/SCAR

Design + Colors:



I dont really feel like writing this rn sorry chat - 6/30/2026 at 9:37pm
Man fuck you - 6/30/2026 at 10:51pm

She has/had more people in her life, but I'm only listing those who made obvious impacts in her life lol (so only like 2 people)

Obviously, Hestia is not close to her parents at all. She hates them–resents them all that. There's love under there, sure, but it's hidden under so much pain and resentment.

Her C.O. Samantha Willis was definitely a major force in her life being turned around. Willis never let her slack off and always pushed her to the best she could potentially be, and the two are still somewhat close now, even though Hestia is in TITAN and Samantha is retired.

In TITAN, she's still very close with an Operative [their name stays redacted due to certain… things.] on her old team, the two are very sibling-like and talk often.

Perception on People:
Hestia is a "keep people uninjured over all else" person. She hates seeing people hurt and does everything in her power to keep people unhurt. She cares deeply and feels loss even deeper and it makes people question her ability to keep a team alive/authority as a squad leader, even when she proves she's more than capable over and over.

Seraph's hiring by TITAN corresponds to her nearing the end of her 3rd "term" with the USCG and looking for an out of sorts. TITAN, seeing her illustrious service record, contacted her regarding a renewable contract and Hestia accepted.

Hestia completed TSOT at an above average ranking, and was placed with [redacted] Squad, where she stayed for 3 years. She was described as extremely competent and very likeable, and still remains very close with [redacted] and most other members of the team.

After Operation [redacted] and the creation of Seraphim Squad, Hestia was transferred to said squad as the team leader under Anya 'Guardian' Fortier. Hestia ended up selecting the other members of the team but Anya and Hestia oppose each other on principle in multiple categories.

This conflict has negatively impacted Hestia's psyche and while she remains operationally stable, her mental health declined slightly, which slowed after suggested action (being discussion with on-site or insurance-approved psychologists about these issues) was taken.

Regardless of this, Hestia is still widely liked and generally perceived positively.

Primary:

- MK18 [Go-To]
    - Suppressor: DSL Technologies SWAT-5
    - Sight: Holostar HE503
    - Flashlight: Trifire Mini Scout Light
- SA58 OSW [Back-Up]
    - Sight: Holostar HE503
    - Flashlight: Trifire Mini Scout Light

Secondary:

- FX 509 [Go-To]
- Grail 17 [Back-Up]
    - Suppressor: Trifire Obsidian 9

Inventory:

- Administal
    - x2 Bliss Vial
    - x1 Tranq Vial
    - x1 Surge Vial
- Optiwand
- x2 9-Bangs [Air-Burst Stun Grenade]
- x3 Flashbangs
- Lockpicks

Utilities:

- Radio Interception Kit
- Mobile Signal Jammer
- Access Kit
- Night Optics

Notes:

- Seraph is usually the first in the room so her loadout is more offensive based
- Despite being at the front of the stack, Seraph usually moves slightly slower than the rest of the team, this slows the team down, yes, but it also makes them more aware of their surroundings and prevents injuries.

Hestia Ardelean was born on December 23rd, 1989 to Delia Ardelean and Theodore Beckett in Los Angeles, California. Hestia grew up here and never really excelled in academia, something made worse by being born and raised by neglectful parents who couldn't care any less if she disappeared or not. Her upbringing ended up leading to her picking up multiple bad habits, such as smoking and drinking as well as causing her to develop anxiety and depression at a young age. After graduating high school, with no career or college prospects, Hestia joined the U.S. Coast Guard.

The Coast Guard, to her, was like a life line. It dragged her out of her self-destructive state and turned her into a respectable woman who could channel that same anxiety that once ruined her life into something productive and beneficial to the people around her.

During her time in the Coast Guard, she excelled at search and rescue operations and took to water like an otter, which was her callsign around this time. Hestia also received psychological help for her mental health issues around this time.

Towards the end of her 3rd term of service, she was contacted by TITAN who offered her a position and she accepted, leaving the Coast Guard after 12 years of service.

Hestia opted to complete TSOT and following her completion was placed on [redacted] Squad for 3 years as a middle man. She and her team were very close, but eventually, after Operation [redacted] occurred and their team leader was killed, Hestia was moved to the newly formed Seraphim Squad under Mission Coordinator Anya 'Guardian' Fortier as the squad leader/pointman.

During this transition, Hestia selected 3 other members to be on Seraphim. It also became obvious that Hestia and Anya were not going to get along, Anya's more flippant attitude towards if her team was hurt or injured directly contrasted Hestia's deep-rooted concern and care for the team. Regardless of this, the two agreed to remain as professional as possible.

Hestia, at the modern day, has led Seraphim through multiple successful operations (with a few failures, yes, but the successful to unsuccessful ratio is more than positive especially with the certain situations they find themselves in).