

Subterralien Characters

The Drill: G.I. Joe

Good Guys:

- Crocker Vanderlip: Billionaire Adventurer. Think Bezos, Musk, and Tony Stark. Wealthy. Tuned. Pays for the adventures—crazy Genius. He owns Starbow Research, which funds our team and numerous subsurface projects. Throw Tony Stark and Elon Musk into an osterizer, and you have him. It would be funny if he's always using experimental stuff that sometimes works and gets him into and out of trouble in clever ways. He's probably got a fantastic vision for an underground utopia, harmonizing all underground life forms for harvesting Elemental Energy, finding endless amounts of rare materials, and discovering alien and lost technology. His deepest goal is to find the Progenitor, and he has been duped many times by people who are trying to take advantage of this desire.
 - He's a big guy and handsome enough. He's probably somewhere on the spectrum and too brilliant to deal in the real world. He has a 'Siri-like A.I. that makes suggestions to him for translating his complex ideas to others (he's outlier brilliant) and tries to stay on script and be patient. He finds himself arguing with Siri and going off-script, which can have comedic effects.
 - When he says what he thinks, 95% of the world doesn't understand it, and controversies flare up. But since everybody

uses his products and he's accomplished amazing things, it's hard to argue with him.

- And yeah. He's charming. He's got a 7-Year-Old child prodigy, Evexx, who's smarter than he is, and she's the only person he listens to.
- Col. Audie Armstrong: Strategist. Reckless. Soldier. He dropped his last name because it would get him in trouble. It was Custer. He looks like the Erroll Flynn version of the character, and his underground gear is in good old-fashioned cavalry colors, blue and gold.
 - Armstrong has an advanced all-terrain motorcycle-type vehicle designed by Crocker that has A.I. and all sorts of capabilities that Vanderlip has never gotten around to explaining or maybe doesn't even know about because using a new 'smart metal' harvested from under the Earth, it evolves itself. It is A.I. guided, but Armstrong overrides it. This bike might evolve into Trophy/Dyaphena, but for now, it is a morphing vehicle that adapts to the terrain and can jump and glide, but is still working on flying.
 - *** After an adventure in a Vegitoid simulacrum "Dodge City," he has been granted the power of being irresistible to any woman in his presence. This has its dangers. Among them, he must roll if he is in the presence of an inordinately attractive person. (Or something; this was a Dan idea).



- Sister Ninevah (image from Westwood Va Cemetery alsys struck me. But adapt her to the team): Spiritus expert. Nobody knows her real past. Some say she was a religious figure, martyred and returned to life under the Earth. Some even say she was Joan of Arc, but Joan of Arc couldn't possibly have looked like that. She's etherial because she's part ghost, but when you touch her, she's authentic and physical. She is the least likely team member to start a fight, but she's a finisher. She wants the dead to be really dead unless she has another purpose, like co-opting dark will or gaining information from a terrified nephelim. She gets a +3 on any roll to detect supernatural or demonic activity in any entity or locale.
- If The Spectre had been a religious figure who looked like a centerfold, you've got the idea. She feels like she's wearing the Armor

of God, but the bible doesn't mention future tech. She's half exorcist and half warrior. Her goal is to Harrow the underworlds.

- As a result of Spiritus Dodge City, her skeleton is impervious to breakage. A bullet bounces off her head.
- Professor Karl Greene: Vegetoid Master: He started as an eco-scientist and probed the sub-surface for the key to healing the planet. Then, in a Nazgarian site, he made contact with the Vegetoids and the Mycellular Cloud. He longs to become one with the plants and walks around covered with Vegetoid vines, which provide natural defense and healing. It makes him very powerful and dangerous, but they seem to have an agenda with him.
 - At Nazgarian Site 6, Karl bonded with species of alien plants and thus can communicate with the Vegetoid world. Must roll die if attempting to communicate with plants not attached to him. At the Vegetoid Nursery in Ouro Preto, alien plants defended Green and his team against terrorist cartel enemies.
- Col. Rhodes: Mineralian Expert: Rhodes started as a tunnel rat in an American War that the government never officially declared. Then, he did a demo job and cracked open the wall to a lost civilization. He plans to map the entire network of caves and tunnels under the Earth. But he's got an edge. With the help of Vanderlip's tech, he's beginning to learn the language of the Earth. After all, it is what our tech is made of. And he fears a war of retribution from the Mineraliens, who are angry with humans for plundering their wealth. Well, some are—some kind of like us.

Bad Guys:

- Dr. Ragnarok: The line between science and sorcery is very porous. Once a benevolent doctor, healing the world's poor and infirm, Dr. Reyner Warnock, known as Dr. Ragnarok, was in a terrible accident and is plumbing the Earth and mining its secrets, funded by Dark Pharma, to rebuild, regenerate and optimize himself with living armor and dark sorcery. Half human, half machine, Ragnarok intends to transform the world.
- Martin Bildeberg: Mopper/Cult of the Deep
- Deadhead heads an army of skeletal warriors powered by Dark Spiritus, which results from dark alien Vegetoid and mineralien science from below the earth. Corpses animated by Skeletal guys. Elvin Wizard. Beard, etc.
- Abombination: Mutant sentient plants have learned to live ruthlessly for extended periods and function like deadly camouflage, almost undetectable. Abomination himself is a deranged natural intelligence who communicates with his army of poisonous, suicidal shock troops that take the form of everything from venus fly traps to serpents to assassin thorned flowers. Abomination himself is like a walking topiary monster.
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NEUTRALS

- Deadalus : Sometimes good, sometimes evil, Deadalus is tortured by the guilt of losing his son, Cary Briggs, in the underworld. Inventor extraordinaire, he clings to the belief that Cary .

Monsters:

- Giant snakevine.
- High Lords
- Graylien.
- Dark Transformer

Vehicle:

- Dante
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