

# Warning!

## Violence and the Supernatural

The fictional worlds of Palladium Books® are violent, deadly and filled with supernatural monsters. Other-dimensional beings, often referred to as “demons,” torment, stalk and prey on humans. Other alien life forms, monsters, gods and demigods, as well as magic, insanity, and war are all elements in these books.

Some parents may find the violence, magic and supernatural elements of the games inappropriate for young readers/players. We suggest parental discretion.

Please note that none of us at Palladium Books® condone or encourage the occult, the practice of magic, the use of drugs, or violence.



**The Rifter® Number 39**

**Your guide to the Palladium Megaverse®!**

First Printing – July, 2007

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The Rifter® #39 RPG sourcebook series is published by Palladium Books Inc., 12455 Universal Drive, Taylor, MI 48180. Printed in the USA.

Palladium Books® Presents:

# THE RIFTER

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# #39

## Sourcebook and Guide to the Palladium Megaverse®

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**Special Thanks** to all our contributors, writers and artists – and a special welcome on board to the artists and writers making their debut in this issue. Our apologies to anybody who got accidentally left out or their name misspelled.

– Kevin Siembieda, 2007



# Contents – The Rifter® #39 – July, 2007

## Page 6 – Art

This page of sexy art by *Mike Mumah* is a nice introduction piece to our *second annual, Swimsuit Issue* of **The Rifter®**. Mike has been contributing to Palladium as one of the Drunken Style Studio guys for at least 3-4 years. However, his art has taken a quantum leap in the last year, and people are really starting to notice Mike's work.

Mike Mumah has contributed artwork to **Rifts® D-Bees of North America** and **Hades** and several of the upcoming Minion War books.

## Page 7 – From the Desk of Kevin Siembieda

The Bossman talks about where we've been, where we're at and where we hope to be going. Things are better at Palladium Books, but we continue to struggle to overcome the Crisis of Treachery and get completely back on our feet.

Kevin says Palladium is at a crossroads. We are at that transitional point where we need to make the next move, and you can help. How? By spreading the word about Palladium's games, products and fun. We need a grass roots movement to let fellow gamers know about cool games and products. Read all about it here.

## Page 9 – Palladium News

Robotech®, Game Day in Iraq, Color Catalog (is coming soon), and two conventions in Indiana – one big (Gen Con) and one small and intimate. Come to one or both and join the fun with *Kevin Siembieda*, *Wayne Smith* and others.

**Recent Book Releases** keeps you apprised of recent releases you might have missed. Like **Rifts® D-Bees of North America**, **Rifts® Machinations of Doom**, **Palladium greeting cards** and **Rifts® postage stamps**. Check it out here.

## Page 12 – Coming Attractions

The latest updates and descriptions of books currently in production and on our schedule for 2007. And we have a lot of exciting books planned for 2007. **The Minion War series** – a romp through two different Hells and battles across the Megaverse is 5-6 books all by itself. All are wild and devilishly good fun. **Rifts® and the Megaverse® – the Art of John Zeleznik**. You MUST take a look at this book, it is an amazing testament to 15 years of Palladium publications and artistry (and is unbelievably affordable). It is a MUST have item for anyone who has enjoyed Rifts®, Palladium's RPGs, or science fiction art. And just wait till you see what's in the pipeline.

## Page 16 – Chaos Earth™

### The Moons of Jupiter

*Mike Ferguson* presents life and adventure away from decimated Chaos Earth during the Great Cataclysm. Alien life forms, mad scientists, and adventure campaign ideas.

Art by Apollo "Spacecadet" Okamura.

## Page 23 - WARNING

**Swimsuit pinups and game stats start on the next page.**

Okay, you've been warned. Read on if you dare.

## Page 24 – Megaera – Nightbane®

Written by Irvin L. Jackson.

Art by Apollo Okamura.

## Page 27 – Aquaria – Nightbane®

Written by Mark Oberle.

Art by Mike Mumah.

## Page 31 – Doctor Lillian Campbell – Nightbane®

Written by Jason Marker.

Art by Michael Dubisch.

## Page 35 – La Llorona – Beyond the Supernatural™

Written by Josh Sinsapaugh.

Art by Michael Mumah.

## Page 39 – Nimbus & Madam Steel

### – Heroes Unlimited™

Written by Carl Gleba.

Art by Bill Bryan.

## Page 43 – Beatbox – Heroes Unlimited™

Written by Todd Yoho.

Art by Mark Dudley.

## Page 47 – Stormwitch – Heroes Unlimited™

Written by Julius Rosenstein.

Art by Comfort Deborah Love.

## Page 50 – Scarlet Albany – Heroes Unlimited™

Written by Levi Johnstone.

Art by Allen Manning.

## Page 53 – Shock – Heroes Unlimited™

Written by Wayne Breaux Jr.

Art by Wayne Breaux Jr.

## Page 55 – 1st Lt. Nicole Bradshaw

### – The Mechanoids®

Written by Carl Gleba.

Art by Nick Bradshaw.

## Page 57 – Alyssa Peknamovic – Rifts®

### “Center Spread” Girl of the Year – Circa 109 P.A.

Written by Taylor White.

Art by Chris Bourassa.



## Page 60 – Beata Olga Von Strauss – Rifts®

Written by Brandon Aten.

Art by Jeff Russell.

## Page 62 – Sirina the Anchian – Rifts®

Written by Jason Richards.

Art by Michael Dubisch.

## Page 67 – Lucretia Anteri – Wormwood™

Written by Braden Campbell.

Art by Kent Burles.

## Page 69 – The Slingin’ Banditas – Rifts®

Written by Josh Sinsapaugh.

Art by Brian Manning (Amanita).

Art by Mike Mumah (24-Shot Dave).

Art by Brian Manning (Sarah “Quiet Shot”).

## Page 79 – Artemis – Rifts®

Written by John C. Philpott.

Art by John Zeleznik.

## Page 82 – Nysha Karillith – Palladium Fantasy RPG®

Written by Levi Johnstone.

Art by Adam Withers.

## Page 84 – La Mort Venus – Palladium Fantasy®, & Heroes Unlimited, BTS-2, Chaos Earth, & Rifts®

S.D.C. and M.D.C. stats presented.

Written by Kevin Siembieda.

Art by David Martin.

## Page 89 – The Hammer of the Forge™

Chapter 39: Safari. Amazonian women, giant lizards, Kreeghor Legionnaires, and more are all found in the latest installment of *James M.G. Cannon’s* epic tale. Read and enjoy.

Artwork by Apollo Okamura.

## Page 95 – A Checklist of Palladium Books®

### The Theme for Issue 39

This issue’s theme is beautiful women with a penchant for combat, danger and walking on the wild side. Some are heroes, others villains, or even monsters, but all are sexy . . . in a deadly, black widow spider kinda way. Twenty characters you can drop into your games and campaigns. Each started out for a particular Palladium RPG, but all easily adaptable to any of Palladium’s game settings.

The idea for this swimsuit issue was to give you, our readers, more than just a bunch of hot babes and pretty pictures, but actual *characters* – heroes, villains & NPCs – you could easily slip into your adventures. To add spice and variety, we had a dozen different writers script out the ladies and create stats based on the artwork (the only exception being *La Llorona*, who is based on real mythology and superstition).

We hope you find the Swimsuit Issue to be another fun-filled issue that provokes your imagination and inspires you to try new ideas and expand your gaming Megaverse®. And aren’t you glad there aren’t any Palladium Staff pinup photos this time around?!

### The Cover

The cover is by artist, *David Martin*, who jumped at the chance of painting a beautiful woman (go figure). She’s not exactly a bathing beauty, but she is very much a *femme fatale* (see her stats starting on page 84). In fact, it was David’s cover art that gave Kevin the idea to turn the pinup pages into femme fatales started out for the Palladium game world. Yep, that David Martin can be an inspirational fella. And he paints real nice too, don’t you think?

### Optional and Unofficial Rules & Source Material

Please note that most of the material presented in *The Rifter*® is “unofficial” or “optional” rules and source material.

They are alternative ideas, homespun adventures and material mostly created by fellow gamers and fans like you, the reader. Things one can *elect* to include in one’s own campaign or simply enjoy reading about. They are not “official” to the main games or world settings.

As for optional tables and adventures, if they sound cool or interesting, use them. If they sound funky, too high-powered or inappropriate for your game, modify them or ignore them completely.

All the material in *The Rifter*® has been included for two reasons: One, because we thought it was imaginative and fun, and two, we thought it would stimulate your imagination with fun ideas and concepts that you can use (if you want to), or which might inspire you to create your own wonders.

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## The Rifter® #40 – Annual Horror Special

- Zombies and other dead things.
- Material for Wormwood™.
- Material for Beyond the Supernatural™.
- Material for Nightbane®.
- Material for Rifts®.
- The next, epic chapter of *The Hammer of the Forge*™.
- Source material for the entire Palladium Megaverse®.
- New contributors and fun. So please join us.
- Latest news and coming attractions.

**Palladium Books® role-playing  
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