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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.



The Rifter® Number 18

Your guide to the Palladium Megaverse®!

First Printing – April, 2002

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Palladium Books® Presents:

THE RIFTER® #18

Sourcebook and guide to the Palladium Megaverse®

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Special Thanks to all our contributors, writers and artists. Our apologies to anybody who got accidentally left out or their name misspelled.

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Page 6 – Art

A powerful full page illustration by *Ramon Perez*. It depicts Julian the First, leader of the Juicer Uprising, in a second show of force on the western border of Tolkeen. Check out **Rifts® Aftermath** (in stores now) for the complete details.

Page 7 – From the Desk of Kevin Siembieda

Palladium's President, CEO and Chief Game Designer, Kevin Siembieda, laments about internet piracy and how it hurts the ones you claim to love.

Page 8 – Palladium News

Rifts® Movie update (just a little tidbit), Palladium to attend Origins 2002, and the fate of the Precedence Rifts® CCG.

Page 9 – Coming Attractions

An awesome *Glitter Boy* limited edition print signed by Kevin Siembieda and artist supreme, Scott Johnson. Get 'em while you can.

Palladium's Checklist of recent releases (page 10) through August. Details and information about new releases like the *Palladium Weapon Series*, *Rifts® Aftermath*, *Phase World® Anvil Galaxy*, *The Cosmo-Knights*, *RECON® Modern Combat*, *Land of the Damned 2 & 3*, and other good stuff. And speaking of good stuff, the third *Rifts® Novel* is back in print.

Page 16 – Questions and Answers

Another big, juicy section of questions and answers ever, by Rodney Stott, Shawn Merrow and Kevin Siembieda. This issue's Q&A focuses on mutants, dogs, and the **After the Bomb® RPG**. Lots of cool stuff including Mutant Emperor Penguins, Trained Dogs, small mutants, and other mutant related things. The one question that wasn't asked is, will there be future supplements and source-material for ATB? Answer: You betcha. Helpful information and material officially endorsed by Palladium Books.

Artwork by Mike Wilson and Tyler Walpole.

Page 20 – Heroes Unlimited™

Expanded Unusual Characteristics Tables

Rob Morrison presents a massive table with many sub-tables for the appearance of mutants for **Heroes Unlimited™**. Includes bonuses, penalties and, sometimes, special powers or abilities. Its all fun and useful material to spruce up your game. A must read for any HU2 fans.

Illustrated by Tyler Walpole.

Page 25 – Ninjas & Superspies™ & HU2

Mysteries of Southeast Asia

Russell Brin presents a handful of strange and interesting new Martial Arts O.C.C.s suitable for use in **Ninjas & Superspies™** and/or **Heroes Unlimited™**. There is the *Dukun* sorcerer healer (not to mention a half a dozen new spells), *Stickfighter* and *Bersilat* Malaysian martial artist, plus a few delightfully disgusting *monsters*.

Art by Ramon Perez experimenting with a simpler ink and brush technique on Duo-Shade board..

Page 34 – Heroes Unlimited™/Aliens Unlimited™ and Rifts® Phase World®

Planetary Creation Guide

Daniel Denis thought the planet creation rules in the **Aliens Unlimited™ Galaxy Guide** were insufficient, so he presents a batch of his own, interesting and comprehensive creation tables and considerations as an optional way for creating worlds and entire solar systems throughout the Megaverse™. Suitable for any of Palladium's role-playing games from HU2™ and Rifts® and **The Mechanoids®** and any game.

Artwork by Apollo Okamura and Michael Wilson.

Page 47 – The Palladium Fantasy Role-Playing Game®

Song Magic™

Joseph Larsen shares his ideas about the magic of music in this unique presentation on one of the many obscure mystic arts of the Palladium World. Includes the optional Song Mage O.C.C., and over 20 musical spells.

Artwork by Tyler Walpole.

Page 54 – Rifts®

Wormwood™

Like we said, we want to provide more support for all Palladium's lines and dynamic world settings.

Eric Thompson gives us a helping hand by presenting the *Symbiotic Warrior* of Wormwood, some cool powers over symbiotes, combat symbiotes, some notes and guidelines.

Some impressive artwork by Tyler Walpole.

Page 62 – Rifts®

A Long Dark Walk

Kimara Bernard's contribution this issue is part story, part optional source-material, complete with new O.C.C.s and plot ideas.

Art by the indomitable Kent Burles.

Page 68 – Rifts®

Coalition Biowarfare Division

David Liam Moran presents this very “optional” set of source-material for CS biowarfare. Its all good, well through-out and interested, but it is NOT officially sanctioned by Kevin Siembieda and Palladium Books. Moreover, Mr. Siembieda warns that bringing in biological warfare, nuclear weapons and truly advanced nano-technology can be extremely unbalancing and destructive to campaign game settings and even entire game worlds. In real life, plagues have decimated entire countries. Use with caution.

Art by Apollo Okamura.

Page 86 – Rifts® Phase World®

Hammer of the Forge

Chapter 18: Repo Man, in James M. G. Cannon’s gripping *Phase World™* story.

Artwork by Apollo Okamura.

Page 94 – Chaos Earth™ RPG

Part Two: NEMA O.C.C.s

& The Great Cataclysm

This is the second instalment of Kevin Siembieda new vision for *Chaos Earth™*, a complete new role-playing game being developed and presented in the pages of *The Rifter®* before the final version is released as a new game in 2003.

Ever want to play in an apocalyptic setting? We mean as human civilization collapses all around you. You have. Good, here’s your chance. Enjoy.

This installment opens with *Armageddon Christmas Day Blues* to set the stage and atmosphere. It is followed by more about NEMA and NEMA Response Teams broken down by O.C.C.s like the *Chromium Guardsmen*, *Fire & Rescue*, *Para-Arcane*, and the *Silver Eagle Strike Force*. Not to mention Paranoid Vigilantes and Militia groups, and Witch-Hunters. Yeah, its starting to get good now.

Artwork by Kent Burles, Kevin Long and Mike Wilson.

The theme for issue 18

If you’re looking for a theme it probably has to be technology and genetic engineering (from germ warfare to mutants and symbiotes), with stuff on space, mutant animals, germ warfare, and the collapse of the Golden Age of Humankind. Then again, this issue has a little bit of everything, including magic and monsters.

The Cover

Scott Johnson out did himself on this issue’s cover showing a USA NEMA *Chromium Guardsman* standing brave and defiant in the carnage of the Great Cataclysm of Chaos Earth. A slightly modified version of the cover is available as big, breathtaking limited edition print signed by artist, Scott Johnson, and writer/publisher, Kevin Siembieda. Its gorgeous and you are crazy if you don’t scoop one up as soon as possible. This is Pal-

ladium’s first ever, limited Edition print so even has that additional bit of history and specialness going for it too. Oh, and while this may be the first limited edition print, it will not be the last. Scott is kicking around some ideas for another, and we’d love to hear what our loyal fans might like to see, including past covers as well as new things.

Details on how to order the print is found on page 9.

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 fun, 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 the reader can use (if you want to), or which might inspire you to create your own wonders.

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Coming Next Issue The Rifter™ #19

- *Chaos Earth™, Part Three: Psychic and other O.C.C.s, some monsters and more adventure and setting information and ideas.*
- Material for *Nightbane®*.
- More material for *Rifts®*.
- With any luck, something for *After the Bomb®*.
- Material for *Palladium Fantasy®*.
- The next chapter of the *Hammer of the Forge™*.
- The latest news and developments at Palladium.
- Source material for the entire Palladium Megaverse®.
- New contributors and fun. So please join us.

Palladium games are found in stores everywhere

