

# Contents – The Rifter® #82 – 2018

## Page 6 – From the Desk of Kevin Siembieda

It has been 10 years since Erick Wujcik was taken away from us much too soon at age 57. The fun and insightful trip down memory lane starts here, with some photos of Kevin and Erick at Gen Con in 1984. Here Kevin talks about their early days working together, Erick's many accomplishments, and presents an Erick Wujcik Bibliography of Palladium Books published works and some things you may not know about Erick. It is a fun and interesting read, and a prelude to many more insights about this creative dynamo in the Remembrance section on page 22.

Photos by *Matthew Balent*.

## Page 9 – Palladium News

Publisher Kevin Siembieda offers up the latest goings-on since last issue. He talks about the bold moves we are making with the company and upcoming releases, the *Christmas Surprise Package* offer (yes, it is that time of year again, see page 18 for complete details), some errata for *The Rifter® #80*, and updates on the books in the pipeline. The news that Rifter fans will find disappointing is *The Rifter®* is going on hiatus. The good news is that there are still two more issues coming and the hiatus should help us get more new books into your hands.

## Page 11 – Coming Attractions

Books like **Rifts® Bestiary Volume One, In the Face of Death™, Rifts® Bestiary Volume Two, Rifts® Chaos Earth®: Psychic Scream™, Rifts® Antarctica, Garden of the Gods™, Chaos Earth®: First Responders**, and many other titles are in production, along with a lot of other books. Read all about them here.

## Page 18 – 2018 Christmas Surprise Package™

Quite possibly the best deal in gaming. Certainly the most fun. A way to get autographs from the Palladium crew wherever you live. All the details are right here.

## Page 22 – Erick Wujcik Remembered

### – Fond, fun insight to the man and his work at Palladium

Kevin Siembieda has managed to put together an uplifting and insightful celebration of Erick's life that is fun and touching. The many contributors are just a few of the millions of people who have been touched by Erick's work in gaming or by the man himself. It is a tribute to the creative spirit and a joyful life that has inspired countless others around the world. Erick is missed, but never forgotten. For your reference we list the page numbers for some of the remembrances.

- Page 23 – Erick and Kevin by Kevin Siembieda
- Page 24 – The Butterfly Effect by Julius Rosenstein
- Page 27 – My Early Recollections by Matthew Balent
- Page 28 – The Wujcik Legacy by Mark Oberle
- Page 32 – Living in the Moment by Brandon Aten
- Page 34 – Art and story by Nicholas Bradshaw
- Page 36 – Mutant Animals and Humanity by Michael Leonard

- Page 38 – Flights of Imagination by Paula Leasure Blumm
- Page 39 – My Friend, Erick by Paul Deckert
- Art by *Kevin Siembieda*. Photos by *Matthew Balent* and others.

## Page 40 – The Name Giver

### – “Official” G.M. & Player Tips for All Settings

We thought it only fitting to reprint this gaming advice by *Erick Wujcik* from *The Rifter® #1*. It's solid advice that holds up. Art by *Scott Johnson*.

## Page 45 – Thinking Big

### – “Official” G.M. & Player Tips for All Settings

Some more great tips and advice by *Erick Wujcik* from *The Rifter® #2*. Learn from a master of seeing the big picture and thinking big. It will make your games feel epic. So read, learn and unleash those imaginations.

Art by *Apollo Okamura* and *Kevin Long*.

## Page 48 – The Impact of Age

### – “Official” Source Material for the *Nightbane® RPG*

*Mark Oberle* (co-author of *Nightbane® Survival Guide* and *Nightbane® Dark Designs™*) presents more information about the *Becoming* and tables for selecting skills based on the 'Bane's age and experience.

- Page 50 – Adapting to Power
  - Page 51 – Educational Character Classes
    - Page 51 – Young Nightbane
    - Page 52 – Average Nightbane
    - Page 54 – Older Nightbane
  - Page 55 – New Skills
- Artwork by *R.K. Post* and *Roger Peterson*.

## Page 57 – Hitting the Gym

### – Optional Source Material for *Heroes Unlimited™*

*Matt Reed* revisits and expands upon the *Physical Training Hero* with new abilities, signature moves, and more. It is all so fun and compelling it will leave you wanting to dive into a *Heroes Unlimited™* game with martial artists and Batman types of heroes.

- Page 58 – Parkour and Stunting
  - Page 59 – Determining Focus
  - Page 60 – Hand to Hand and Signature Moves
    - Page 61 – The Power of Signature Moves
  - Page 62 – Physical Training Abilities
  - Page 64 – General Abilities
  - Page 65 – Defensive and Fast Abilities
  - Page 66 – Other Stuff
  - Page 66 – Sample Physical Training Characters
    - Page 66 – Olympian
    - Page 66 – Swashbuckler
    - Page 67 – Manik
- Artwork by *Mark Dudley*.

## Page 69 – Chaos Earth® Nebraska, Part Three

### – “Official” Source Material for *Rifts*® *Chaos Earth*®

Dan Frederick, Matthew Clements and Kevin Siembieda team-up to present the Pyromancer O.C.C., Pyromancy Magic, the Zone Twister, some notable characters, and an adventure hook for the *Rifts*® *Chaos Earth*® setting. Also suitable for the *Rifts*® and *Phase World*® settings.

Page 70 – Ionia, Island in the Ashlands

Page 70 – NORAD, the Big Bunker

### Page 71 – Nebraskan Pyromancer O.C.C.

### Page 73 – New Pyromancy Spells

Page 73 – Pyromancy Spell List starts

Page 74 – List of other Fire-Based Spells

### Page 74 – Descriptions: Pyromancy Spells by Level

Page 74 – Level One

Page 74 – Armor of Ash (7)

Page 75 – Fiery Dagger (4)

Page 76 – Level Two

Page 77 – Volcanological Divination (7)

Page 78 – Level Three

Page 78 – Fiery Arrowhead (4)

Page 78 – Fiery Sword or Axe (12)

Page 79 – Level Four

Page 79 – Armor of Magma (14)

Page 80 – Level Five

Page 80 – Fire Jump (Teleport; 15)

Page 81 – Heal Burns (10)

Page 82 – Level Six

Page 82 – Healing Lava Pool (15)

Page 83 – Walk on Lava (10)

Page 83 – Level Seven

Page 84 – Pyroclastic Cloud Attack (25)

Page 84 – Level Eight

Page 84 – Magma Geyser (20)

Page 85 – Level Nine

Page 85 – Ash Storm (35)

Page 86 – Level Ten

Page 88 – Rain Lava (110)

Page 88 – Zone Twisters

Page 89 – Notable Characters

Page 90 – Jon “Buckshot” Bauer

Page 91 – “Crazy” Cabe Williams

Page 91 – Dorther “Dot” Hawkens

Page 92 – The Battle for Lincoln

Artwork by *Benjamin Rodriguez*.

### Page 93 – *Rifts*® Bestiary Preview

#### – “Official” Source Material for *Rifts*®

Here is your first peek at the *Rifts*® *Bestiary*, Volume One. It’s just a small sampling of some updated monsters and a couple new creatures.

Page 93 – Alien Rex

Page 95 – Allosuarus

Page 96 – Ghost Allosaurus

Page 101 – Covenant Falcon

Page 105 – Devil Serpent Tongue

Page 109 – Eeracrech Riding Lizard

Art by *Robert Atkins, Ramon Perez, and Charles Walton II*.

## The Theme for this Issue

The theme for *The Rifter*® #82 is about discovering and unleashing the power inside each and everyone of us. Enjoy.

## Become a Writer for *The Rifter*®

We need new writers and artists to fill the next few decades of *The Rifter*®. You do not need to be a professional writer to contribute to *The Rifter*®. This publication is like a “fanzine,” written by fans for fans. A forum in which gamers just like you can submit articles, G.M. advice, player tips, house rules, adventures, new magic, new psionics, new super abilities, monsters, villains, high-tech weapons, vehicles, power armor, short works of fiction and more. So think about writing up something short (even something as small as 4-6 pages). Newcomers and regular contributors are always welcome.

*The Rifter*® needs new material, especially when it comes to adventures and source material, for *all* of our game lines, particularly *Rifts*®, *Chaos Earth*®, *Palladium Fantasy RPG*®, *Heroes Unlimited*™, *Ninjas & Superspies*™, *Beyond the Supernatural*™, *Dead Reign*®, *Splicers*® and *Nightbane*®.

Pay is lousy, fame is dubious, but you see your work in print, get to share your ideas and adventures with fellow gamers, and get four free copies to show to your friends and family.

## The Cover

The cover is by Nick “The Brick” Bradshaw and depicts one of the new monsters found in the *Rifts*® *Bestiary Volume One*. It is the deadly Devil Serpent Tongue. See page 105 for details.

## Optional and Unofficial Rules & Source Material

Most of the material for this issue is “official” source material. As for optional source material, settings 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. We hope all of it ignites your imagination and inspires you to create your own wonders.

[www.palladiumbooks.com](http://www.palladiumbooks.com) – Palladium Online

## The Rifter® #83

- *Rifts*® source material.
- *Heroes Unlimited*™ source material.
- *Palladium Fantasy RPG*® source material.
- Other adventure source material.
- News, coming attractions, product descriptions and more.
- 96 pages – \$14.99 retail – Cat. No. 183. Winter release.

One game system, infinite possibilities  
limited only by your imagination™

# The die is cast. Nothing can stop it.



## From the Desk of Kevin Siembieda

This issue is especially meaningful to me, because it remembers my beloved friend, **Erick Wujcik**.

Erick passed away on June 7, 2008, at age 57. In some ways, that feels like a long time ago. In other ways, it seems like only last week. I think of Erick every day and I know he is missed by thousands of people around the globe. That's just who Erick was: Larger than life, a masterful networker, and a good friend to so many.

In the world of gaming, Erick Wujcik was a genius game designer, visionary and writer. He is most remembered for writing and designing Palladium's **Teenage Mutant Ninja Turtles® and Other Strangeness RPG** and its first several sourcebooks, **Ninjas and Superspies™**, and the **Amber® Diceless RPG**, but he did so much more, especially when it came to bringing joy to millions of gamers and inspiring and encouraging countless others.

In 1985, only Erick understood and shared my vision of what the **TMNT® RPG** and its sourcebooks needed to be to make it a great game. Only he saw the same big picture I painted of creating an RPG in which players could create an infinite array of mutant animals, not just the *Ninja Turtles*. When there was nobody else to write it, because I had other commitments and deadlines, Erick stepped in to tackle the job. He and I had been talking about the concept for at least three months. He knew what I wanted as much as I did. We were inside each other's head and the ideas had been crystalizing in his mind.

While he wrote the **TMNT® RPG** we spoke almost every single day that he worked on the book. At first, he was only going to knock out the animal creation rules, then the animal powers,

but he was inspired and kept writing more and more of the book until he had written pretty much the whole thing. As I remember it, he knocked out **Teenage Mutant Ninja Turtles®** in three and a half weeks, Erick always said it took four and a half weeks. Whichever it was, it would be the fastest turnaround from Erick ever. And it was a masterpiece.

Erick had a million truly amazing ideas for games you have never seen or heard of. That's because Erick's genius came at a price. He wrestled with manic depression his entire life. That meant he was always working on 30 projects, half them new, when he was manic, and never finishing 95% of them when he was depressed. Still, the works he did leave with us are profound and fun and brought joy to millions of role-players around the world. I'm proud to say that I was able to wrangle the most finished products out of Erick for Palladium Books, and was happy to help him set up his own game company, *Phage Press*, which published **Amber® Diceless** and **Amberzine™ #1-15**. Erick also started **AmberCon**, a global network of Amber Diceless conventions, and helped produce an **Amber® Tarot card deck** via *DesCarte* of France.

What many people may not know, is that Erick and I were best friends and invisible forces in each other's lives. We offered each other help and ideas, encouragement and love until the day Erick left this mortal coil for a brand new cosmic adventure.

For those reasons, and because Erick remains an inspiration to me and many others, we present this special tribute issue with remembrances from just a handful of the many people who were touched by this remarkable human being.

## An Erick Wujcik Bibliography of Palladium Books® published works

Listed by game line rather than chronologically.

**Sector 57** (1980) – To my knowledge, this was Erick’s first self-published game. It was not published by Palladium Books, but it was our first game collaboration. I did the cover and artwork for it, play-tested it and offered feedback.

**The Mechanoid Invasion®** (1981, Palladium Books) – Contributing Writer.

**Weapons and Assassins™** (1983) – Author.

**Teenage Mutant Ninja Turtles® & Other Strangeness RPG** (1985) – Author.

**TMNT® Adventures** (1986) – Author.

**TMNT® Guide to the Universe™** (1987) – Author.

**TMNT® Transdimensional Ninja Turtles®** (1989) – Author.

**After the Bomb® sourcebook** (1986) – Author.

**Road Hogs™ AtB sourcebook** (1986) – Author.

**Mutants Down Under™, AtB sourcebook** (1988) – Author.

**Beyond the Supernatural™, 1st Edition** (1988) – Contributing Writer (victim characters).

**Ninjas & Superspies™ RPG** (1988) – Author.

**Mystic China™ sourcebook for N&S** (1995) – Author.

**Palladium Fantasy RPG®** (1983) – Contributing Writer (Tombs of Gersidi adventure setting).

**Old Ones** (1984) – Contributing Writer (Place of Magic scenario).

**Monsters & Animals™** (1985) – contributed concepts for the Eandroth, Emerin, Kankoran, Maxpary and Yema.

**Adventures on the High Seas™** (1987) – Contributing Writer.

**Adventures in the Northern Wilderness™** (1989) – Contributing Writer.

**Wolfen Empire™** (2003) – Contributing Writer.

**Dragons and Gods™** (2004) – Co-Author.

**Deluxe Revised RECON® RPG** (1986) – Author (inspired by Joe F. Martin).

**Rifts® China One** (2004) – Co-Author.

**Rifts® China Two** (2004) – Author.

**Rifts® China Three** – Never finished, it was all in his head.

**After the Bomb® RPG** (2001) – Author.

**Note:** My apologies to the family and friends if I missed a few titles.

Erick also helped me find the name for the **Rifts® RPG**, recruited artist *Kevin Long*, loved the **Wolfen**, **Changelings**, the **Old Ones**, the history of the **Palladium Fantasy** world, and everything about **Rifts®**. Of course, he was a sounding board for many concepts and ideas, my greatest cheerleader, a stalwart friend, and supporter of, and believer in, me and **Palladium Books**. He is missed.

One of our most fun and greatest achievements, along with a cadre of other people, was the establishment of the **Detroit Gaming Center (DGC)** in downtown Detroit; 1980. A passion project, Erick would continue to champion the DGC for decades after





I and others walked away from it. Those early four years at the DGC and the friends I made there would help shape my view of role-playing games and game theory, and gave me the confidence to start Palladium Books.

Erick Wujcik also designed and published the **Amber® Diceless RPG**, **Mage Knights™** and **Amberzine™** through his own company, *Phage Press*. One of his great personal joys was befriending the late, great, *Roger Zelazny*, one of his (and my) favorite authors. Erick had offered to let me publish **Amber Diceless**, but the game system was so unique and he had such big plans for it and international AmberCons, that I encouraged him to start his own company and publish it himself. I thought he could do it better justice since Palladium already had so much on its plate. Of course, I helped Erick out with game mechanics feedback, my distributor list, printer, and business advice. Erick did a great job and sold something like 30,000 copies of the Amber Diceless RPG in just the first year of its release.

## Some things you may not know about Erick Wujcik:

- Erick dabbled in several different styles of martial arts, including Aikido and Kendo as well as Fencing.
- He was a skilled chess and Go player.
- Some of us called Erick “The Wuj,” at least in the early days, and there is a location in the Palladium Fantasy RPG® named *Wuj*, after Erick.
- Erick gave me my first paying job designing a logo and T-shirts: the **Otis the WerePig** logo for the *Wayne Weregamers*. It appeared on a popular T-shirt, flyers, newsletters, etc., for a number of years. For all I know, it may still be in use. Prior to that I had done artwork for Judges Guild and various other freelance work, but not for T-shirts.
- Erick ran an ongoing D&D campaign for something like 27 years!
- I enjoyed Erick’s *Dragonwright* ideas so much he told me to use it in my original Defilers campaign, 1979-1983. Later, Erick requested that *Dragonwright* and its gods become an “official” part of the Palladium Fantasy RPG world and he included them in the **Palladium Fantasy RPG, 1st Edition**, and later in **Dragons and Gods**.

- Erick was a big fan of ancient Japan, Samurai and Ninja, but didn’t know a thing about China or Chinese mythology and magic when I asked him to write **Mystic China**. After 2-3 years of intense and extensive research for the book, he fell in love with China, its culture, history and people. He continued to study and learn about China for the rest of his life and eventually moved there for a number of years.
- He lived and worked in Shanghai for 5-6 years, learned to speak some of the language, and visited many places across China. He worked in China as *Adjunct Professor* at *Hong Kong Polytechnic University* teaching game design, and as *Game Design Studio Manager* at *UbiSoft* in Shanghai.
- Erick enjoyed traveling the world (mostly Europe and Asia), where he happily ran impromptu games for people wherever he went. I used to tell people that Erick was a true Bohemian as well as a game design genius.

Great friendships are a rarity. I’m happy to say that I have been blessed with more than a few. I don’t know if I would be the person I am without the influence of amazing friends like *Erick, Florence, Alex, Kathy, Thom* and *many others*. I’ve known an unbelievably large number of wonderful and amazing people who have touched my heart and helped to shape me, and encourage me to reach for the stars. They gave me strength, and confidence, and made a better human being on so many levels.

Cherish those great friendships and hold them dear, for they are all too fleeting. With love,

– *Kevin Siembieda, Publisher, Writer, Friend* – September, 2018



**Otis the Werepig**

# Palladium News

By Kevin Siembieda, the guy who should know

## The Rifter® to go on hiatus

The Rifter® will be going on indefinite hiatus in a few issues. The Rifter® #84 will be the last issue for at least two years. Anyone who has a subscription beyond that number, will get a store credit for the balance of their subscription.

We know many of you will be disappointed, but this is best for the company. We are doing this so that all of us can devote our time to releasing RPG sourcebooks, World Books, Dimension Books and supplements, including awaited titles for Rifts® and the Palladium Fantasy RPG® to Beyond the Supernatural™ and Heroes Unlimited™. Moreover, we have been working on several *Top Secret* projects for the last few years. As those projects heat up, we need more time to devote to them and, hopefully, a large number of new releases. To make this happen, something had to go, and that something is The Rifter® — at least temporarily. We hope you understand.

## Bold moves at Palladium are coming

We have a number of bold moves and big plans for Palladium Books and our game lines. Things that have been in the works for a number of years and that we know you are going to go wild over.

Moves that will thrill and rejuvenate the game worlds you love. And in the best ways possible to provide you with new avenues of adventure while blowing your minds.

Here are just a few of them:

- An up-to-date online Palladium Catalog – November 2018.
- A new Palladium Books website and one that is mobile device friendly – February 2019.
- Digital Palladium Fantasy character sheets – 2019
- A Rifts® character generator – 2019
- Consistent release of new products. Here is just some of what you can expect on that front:
  - Rifts® Bestiary™, Volume One – November release.
  - The Rifter® #83 – December or January.
  - Rifts® Bestiary™, Volume Two – December or January.
  - In the Face of Death™, Dead Reign® Sourcebook – December release.
  - The Rifter® #84 – First Quarter 2019.
  - Rifts® Chaos Earth®: Psychic Scream™ – First Quarter 2019.
  - Rifts® Antarctica – First Quarter 2019
  - Garden of the Gods™ (Fantasy) – First Quarter 2019.
  - Rifts® The Disavowed™
  - Rifts® Chaos Earth®: First Responders
  - Rifts® CS Arsenal™
  - And much more in development for Rifts®, Palladium Fantasy RPG®, Heroes Unlimited™, Dead Reign®, Beyond the Supernatural™, Splinters® and more!

And that's just the tip of the iceberg. There are much bigger projects in the works, but we don't want to reveal too much, too

soon. We want to wait until the bigger projects are ready to launch before we reveal all. More to come that will make you happy.

## Palladium Christmas Surprise Package

Available NOW thru December

**What is a Palladium Christmas Surprise Package?** It's a fun bargain for you and Palladium's way of saying thank you to its many fans around the world. Fill holes in your collection, try new games (because you are not limited to just Rifts® titles), get gifts for your gaming pals, and if you want, the Palladium crew will sign every book. And you don't have to wait till Black Friday. Order now.

**\$90-\$100+** worth of Palladium Books products for only \$46 plus shipping and handling. You are guaranteed to get an absolute minimum of ninety dollars (\$90) retail value in your Surprise Package. Most get \$95 and many get \$100 worth of goodies or more, because Publisher Kevin Siembieda is crazy during the Christmas Season. And for him, that season started with Halloween.

It's a surprise package and a Grab Bag because you never know exactly what you're going to get or who will sign your books. Palladium always tries to include many of the items on your "wish list," but they will surprise you with stuff you are not expecting. Things like a special print(s), map, or a negative from an actual book, or issues of The Rifter®, or a Palladium RPG or sourcebook(s), special edition comic book, or other items that they think you might enjoy. Plus you can ask for unusual items. All items are "hand-picked" by Kevin Siembieda, the Founder and Lead Game Designer at Palladium, from your "Wish Lists." ALL with autographs if you request them. For many of you, this is the only way to get autographs from Kevin and available Palladium staff members, artists and writers! Please spread the word and tell everybody about this offer! Ends January 8, 2019, but order today, because after you get your first Surprise Package, you will want another.

To those of you outside the USA, the X-Mas Surprise package is a way to get books and circumvent the extremely high cost of shipping from the US. Since you are getting \$90-\$100 worth of product and only paying \$46 plus a small handling charge, shipping via Priority Mail International (required for packages weighing more than four pounds) to most locations in Europe, Canada and many other countries should be around \$50-\$60 US dollars. HOWEVER, because the cost of the product is so low, that's the equivalent of paying retail for the products and \$0-\$30 for shipping. A very good deal. Plus you get autographs if you want them! Please take advantage of it to get all those products you've wished you could get except the shipping was too prohibitive.

See full details and how to order on page 19.

## No Digital Christmas Surprise Package

Last year, we experimented with offering a Digital Christmas Surprise Package with mixed results. This year there will be no such offer, but we will be offering a number of juicy Holiday sales for PDF books on DriveThruRPG.com starting with Black Friday, so keep your eyes peeled.