



WELCOME TO THE POST-APOCALYPSE

RIFTS



THE GOLDEN AGE OF MANHIND

The Golden Age was an era of untold progress and learning for all. Safe from the ugly violence and war that plagued humans of previous ages, Earth became a paradise as everyone worldwide had access to goods and services only dreamed of in science fiction a century before—and unimaginable to their ancestors.





A GOLDEN AGE OF TECHNOLOGY

Breakthroughs in genetic engineering, cybernetic limbs, and advanced sciences created a utopia of abundance and longevity. But some greedy leaders used these wonders to augment their youth, twisting them into weapons. Medical cybernetics devolved into bionic upgrades, stripping men of their humanity. Super drugs and implants turned civilians into super soldiers. Industrial exoskeletons became power armor—walking tanks. War loomed.

THE GREAT CATAclySM

In late December 2098, a devastatingly murderous nuclear exchange between two South American countries coincided with a planetary alignment in the heavens. The simultaneous energies released at the moment of atomic death acted as a massive ritual sacrifice, shattering the unseen barriers holding magical energies at bay for millennia.

Titanic rifts in space and time tore open. The biggest brought the continent of Atlantis crashing back to Earth. Tidal waves, earthquakes, and volcanic eruptions ensued. An apocalyptic chain of events was set in motion, with later deaths causing more arcane chaos and destruction, until most humans were dead, and their world sundered.



THE COMING OF THE RIFTS

The return of the rifts heralded a new era for Earth, and for her unfortunate human progeny. Connected to parallel dimensions, alternate planes of existence, divergent timelines, and innumerable bizarre realities, Earth is now the gateway to the Megaverse®. Creatures long extinct or thought to be mythical fight for survival alongside alien and supernatural beings. The Great Cataclysm reshaped the landscape of the planet, and the rifts continue to warp and change entire regions. This is Rifts® Earth.



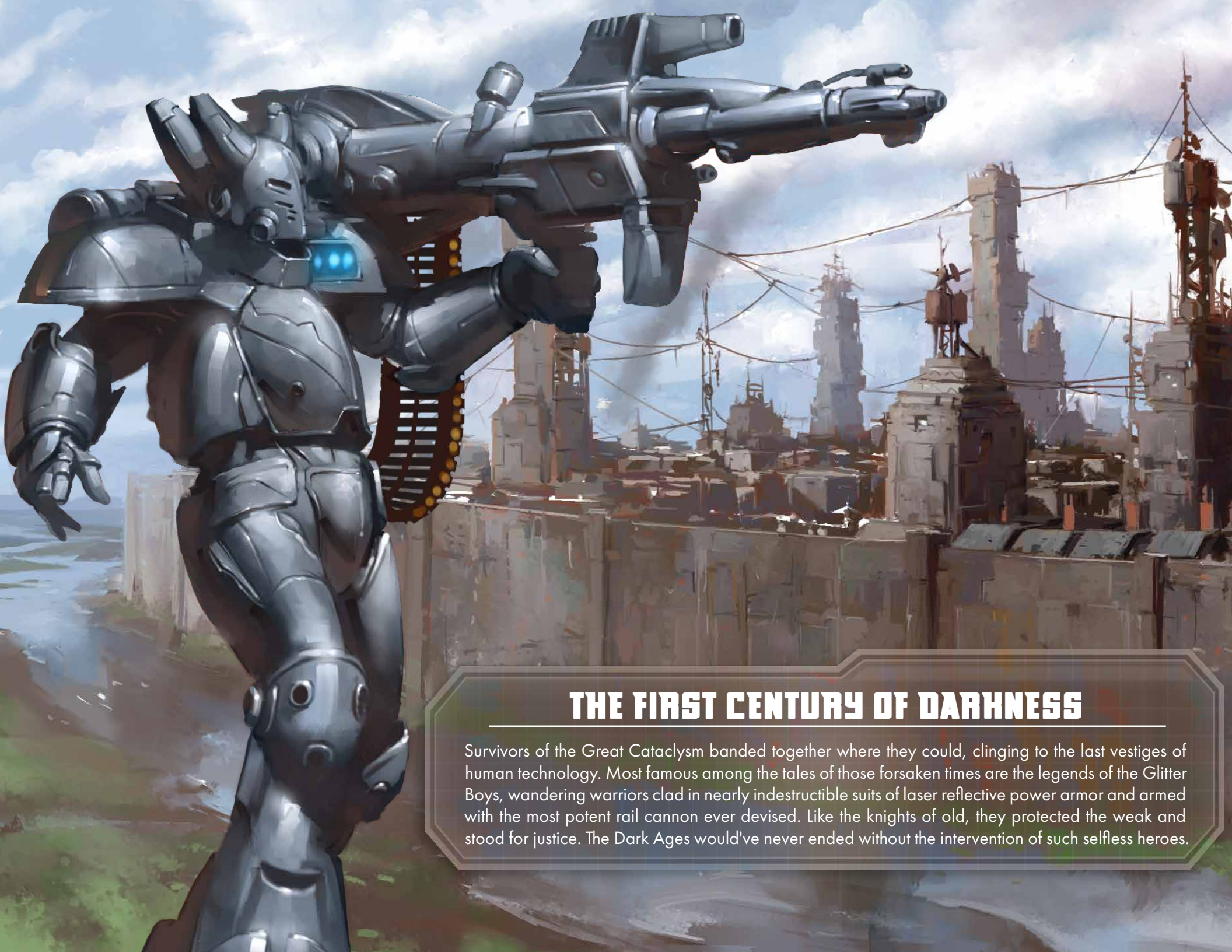


THE DARK AGES

The rifts have continued to bring otherworldly intelligences to our planet. Some are hapless aliens, others are cruel creatures attracted to mayhem and mystical power.

Since humanity's light went out in the world, terrifying demons have tormented mortals—using them as playthings, food, and worse.

Without ready access to the lost wonders of technology or the ability to manipulate the arcane energies about them, most humans were powerless do anything but cover in shadows and hidden places. An infernal age of true darkness and oppression had begun.



THE FIRST CENTURY OF DARKNESS

Survivors of the Great Cataclysm banded together where they could, clinging to the last vestiges of human technology. Most famous among the tales of those forsaken times are the legends of the Glitter Boys, wandering warriors clad in nearly indestructible suits of laser reflective power armor and armed with the most potent rail cannon ever devised. Like the knights of old, they protected the weak and stood for justice. The Dark Ages would've never ended without the intervention of such selfless heroes.



MUTANTS AND D-BEES

The same primordial energies which flow across the Earth to create the rifts are changing her inhabitants. Though many were mutated by the biological and radiological weapons of the Great Cataclysm, even the untainted often exhibit paranormal abilities. Some human mutants have stabilized into sub-species like the Psi-Stalkers—humans evolved to hunt and feed on the supernatural.

Earth is also being changed by the arrival of dimensional beings—or D-Bees—from elves and orcs to the truly weird. The definition of "person" is forever changed.

LEY LINES AND WIZARDS

Ley lines are visible blue rivers of arcane energy which crisscross the planet. They meet at nexus points, places of potent power known to oracles and shamans of old. It is at these sites where rifts in time and space will spontaneously rip open.

Sentient beings can learn to harness these primal energies as magic. The schools of sorcery are numerous. Mystics are mighty seers, Shifters summon creatures from beyond, Techno-Wizards meld magic with technology, and Ley Line Walkers master the tides of arcane power itself.





THE SECOND CENTURY OF DARKNESS

As humans and their new allies evolved to control the new reality, civilization once again gained stubborn footholds throughout Rifts® Earth. In North America societies with all manner of different approaches to this brave new world began to vie with one another. Miraculously, the technologies of the Golden Age were rebooted alongside new mystic orders, populations of D-Bees, and clans of mutants. Though continually assaulted by horrors from beyond, progress would not be stopped.

15 MARCH, 109 PA
IMPERIAL THRONE ROOM
CHI-TOWN

ERIN TARN
ENEMY OF THE STATE

BREAKING NEWS

////// IMPERIAL ADDRESS ON BANNED SUBVERSIVE AUTHOR ////
SIGHTINGS OF ERIN TARN OR KNOWN ASSOCIATES CITIZENS ARE WARNED TO REPORT

POST-APOCALYPTIC EMPIRES

In the Americas, various societies jockey for control as they push back post-apocalyptic badlands.

After roughly two centuries of darkness, the fortress city-state of Chi-Town declared the beginning of a new era of hope, a human era. Thus year one of the Post-Apocalyptic calendar began.

Now the current year is 109 P.A. The mighty Coalition States claim the territories of the fallen American Empire, the Universal Credit replaces the dollar, and state mandated speech supplants tolerance and free thought. Literacy and truth are dangerous. Scholars are outlaws.



THE CRUSADE FOR HUMANITY

From his throne room in Chi-Town, the Emperor of the Coalition has called for a crusade against all things alien and supernatural. Wearing their iconic death's head body armor, the "Dead Boys" of the Coalition States fight an unending xenophobic war on a scale unseen in America for half a millennia. CS war machines are technological terrors to rival their enemies summoned from beyond the rifts. They've leveled entire city-states of magic users and D-Bee sympathizers. Their expansion continues.



WASTELAND FRONTIERS

Though mankind is carving its own domain out of the wild lands, even the most civilized regions of North America are plagued by monsters—including other humans. Vampires, werewolves, faeries, spirits, dragons, cryptids, and much worse are the reality for travelers and those seeking to reclaim the wasteland. Cannibals and raiders terrorize weaker communities. Many people are willing to trade freedom for safety, and welcome the intervention of even petty tyrants able to protect them.



THE COMING DANGER

Already under constant siege by the horrific and the alien, Earth is also beset by ancient evils from the darkest corners of the Megaverse®.

The four horsemen of the apocalypse, a devouring swarm of demons, a terrible eater of souls, and many more dooms have been foreseen in similar visions by psychics and sages across the planet.

Menaced on multiple fronts by sinister beings as old as the cosmos itself, humanity faces oblivion.

A character with long black hair, wearing dark, futuristic armor, stands in a desolate, ruined landscape. The character holds a glowing blue sword. The background shows a hazy, orange-tinted sky and the remains of ancient stone structures. In the foreground, a black and white skull is visible on the ground. The overall scene is one of a post-apocalyptic world.

A CALL TO ARMS

With the rebuilders of civilization just waking up to the true threats of supernatural evil and the tyranny of men, the most learned have published a call for heroes.

The oldest fraternity of champions, the Glitter Boy brotherhood, and the much more centrally organized Cyber-Knight order have begun to bring justice and liberty to the American wasteland.

Brave adventurers stand with the Cyber-Knights and Glitter Boy pilots. Some are powerful warriors modified by technology, psionics, or magic, while others are simple scouts, scholars, or rogues driven to make Rifts® Earth a better place for all its inhabitants.

THE TOMORROW LEGION

Uniting under a common banner, many flock to a group known as the Tomorrow Legion. Founded in partnership with the Cyber-Knights, the Legion's headquarters are the budding city-state of Castle Refuge—a community that accepts anyone willing to resist evil and tyranny in all its forms.

The Tomorrow Legion sends its heroes on expeditions into the wasteland to defend the weak—then invites them to join an alliance of trade and mutual protection. Already, the Legionnaires are creating a bold new legacy of prosperity in the savage world of Rifts® Earth. Will you join them?

