

Violence, War, Magic & the Supernatural

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Dedication

With great fondness to Julius Rosenstein, the friend and “source” who introduced me to role-playing games. Without Julius there might not have been a Palladium Books. Thanks, Jules.

– Kevin Siembieda, 2007

The cover, by *Scott Johnson*, depicts an A-64 Master commanding a legion of Archie ‘Bots to engage intruders.

This book was re-mastered in 2023 as part of the **Rifts® Titan Robotics™** crowdfunding campaign. Thank you to all of our backers.

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The original *Rifts® Sourcebook One* first appeared in 1991 and sold more than 100,000 copies, world wide.

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Archie Three, A.R.C.H.I.E. Three, 3-OZ, Bio-Wizard, Black Faerie, Body Fixer, Bottweiler, ‘Bot, ‘Borg, ‘Burb, Brodkil, Chaos Earth, Chi-Town, Chromium Guardsman, City Rat, Coalition States, CS, Combat Cyborg, Coming of the Rifts, Crazy, Cyber-Doc, Cyber-Knight, Dinosaur Swamp, E-Clip, Emperor Prosek, Erin Tarn, Federation of Magic, Free Quebec, Glitter Boy, Great Cataclysm, Headhunter, Horune Pirates, Juicer, Knights of the Order of the White Rose, Lazlo, Ley Line Walker, Lord Dunscon, Madhaven, Magic Zone, Manistique Imperium, Mind Melter, Monst-Rex, Mystic Knights, Naruni, Naruni Enterprises, NEMA, Northern Eagle Military Alliance, New West, Northern Gun, Psi-Stalker, Psyscape, Republicans, Rifts Earth, Shemarrian, Shifter, Skelebot, Stormspire, Splynn Dimensional Market, Splugorth, Minions of Splugorth, Splugorth Slavers, Techno-Wizard, Titan Robotics, Tolkeen, True Atlantean, Tattooed Man, Maxi-Man, Undead Slayer, Vampire Kingdoms, Rifts® Game Master Guide, Rifts® Book of Magic, Rifts® Dark Conversions, Rifts® Atlantis, Wilk’s, Witchling, Xiticix, Mega-Damage, M.D.C., S.D.C., I.S.P., P.P.E., and other names, titles, initials, characters, character likenesses and slogans are trademarks owned and licensed by Kevin Siembieda and Palladium Books Inc.

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Special Thanks to Palladium's original crew, including Kevin Long, Thomas Bartold, and others, and Palladium's current crew – they are my not so secret army – Alex, Wayne, Julius, Kathy, Hank, Tony, Jeff, Margaret, and all the rest.

– *Kevin Siembieda, 2007*

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A few words from the Author

This book is about technology and secrets.

On the technology end of things, *Rifts*® *Sourcebook One* contains robot creation rules, robot repair and salvage rules, optional robotic player characters, A.I.s, Archie Three and his legion of robots, Wilk's weapons, vehicles, weapons and robots from Triax and Northern Gun, and the long awaited info on *the Republicans*. That's a lot of tech toys to play with, and we know you'll enjoy including them in your games.

Some of the robots and tech are items that appeared in the *original edition of Rifts*® ***Sourcebook One*** with *revised and updated* descriptions and extra nuggets of information, others are *brand new*. I've also tried to organize the data better and bring stats in line with ***Rifts*® *Ultimate Edition***.

By way of secrets, we return again to **Archie Three** and the introduction of the **Republicans**. I hope you find the history and relationship between these two unique relics from the past to be fun and nothing short of mind-blowing, so 'nuff said here. Read about 'em elsewhere in this book.

Actually, there are secrets scattered throughout this sourcebook. Even the monster section contains some secrets. The secrets are often hidden in the updated material and speak to new developments in recent years or months, and may warn about things to come as well as offer new avenues for adventure. I hope you find these adventure ideas intriguing and fun to play. Ideas that you'll grab and run with and make your own. If you're looking for a surprise or two, then you definitely want to read about the **Xiticix** in the monster section and about **Archie's** private war with the Splugorth via his **Shemarrians**, as well as events involving **Archie** and **the Republicans**.

Speaking of secrets, I want to let you in on one of mine. *The Republicans* were first mentioned in the ***Rifts*® *RPG*** way back when it was first released in August 1990. However, they were never mentioned again. Why? Did I have some grand scheme for them?

As it turns out, I sort of did, but truth be told, I had *forgotten* about them. Yep, I forgot I had ever mentioned the little buggers until, out of the blue, fans *started asking me* about them 10 years later. I went back, read the *mention*, checked my old notes and vowed that I *would bring them to life*. As I worked on the ***Chaos Earth*® *RPG*** I also hatched my plans for the **Republicans**. Ironically, presenting them now, a few years after ***Rifts*® *Chaos Earth*®**, works perfect.

Here's another personal tidbit. One of the cool things about writing fiction is that *sometimes* your characters and ideas take on a *life of their own*. When *that* happens, you, the writer, suddenly find the ideas running off on their own and you feel more like an observer chronicling their story rather than the creator writing it. For me, it's as if aliens were *beaming* the story into *my head* and I'm just writing it all down as fast as I can before the transmission ends or I forget something important. It's awesome whenever that happens, and it seems to happen a lot when I'm writing about anything involving **Archie Three**, and by association, the **Republicans**. Their history, story and conflict with Archie just poured out of me and went in directions that surprised even me. Imagine, if you can, me pounding away at my keyboard, writing a mile a minute and saying aloud, "Holy crap! I can't believe it! Who knew!? The fans will freak!" I know, stupid, but true.

Maybe it has something to do with the fact that I'm a fan of this stuff myself. Maybe it has to do with the *writing process* and tapping into the deepest corners of your imagination and losing yourself there. Or heck, maybe there really are *aliens* beaming these stories into my mind and I just let the words spill out onto paper. Whatever the process is, I hope you enjoy the end results.

Oh yeah, and you ain't seen nothin' yet. My freelance writers, artists and I have a million dynamic, new adventures to share with you. I guess those aliens must be working *overtime* beaming out all those stories and ideas.

Unleash your imaginations and game on.

— Kevin Siembieda, January 2007

Secrets of Technology ... Lost and Found

When the Great Cataclysm *struck*, human civilization collapsed in a matter of days.

The scope of the disaster defied imagination. Think Hurricane Katrina times a million across the entire globe. No government or *military authorities* to provide relief. No communications. Not *enough* doctors. And add to it all one new freak storm and disaster after another, hour after hour. A continuous barrage of *mass destruction*, total anarchy, and madness, accompanied by *monsters* streaming through holes in the skies that people would later call "the Rifts."

Over the next decade, human life, let alone human civilization, was nearly wiped from the face of the planet. Technology which had reached new heights just before the *Coming of the Rifts* was gone. Most people lived like cavemen and vagabonds. Those who understood the workings of technology and were fortunate enough to have access to it, were the only ones who had anything resembling modern conveniences. They lived in isolated terror as if they knew their days were numbered. That one or two percent of the population who clung onto technology and possessed generators, electricity, heat, drinking water and a hidden, fortified sanctuary would, with the passage of time, be discovered by men or monsters. It didn't matter which, because the outcome was always the same with both. Discovery by either led to being attacked, overrun, the sanctuary destroyed or taken over, the lucky residents run out with what they could carry, the unlucky ones slain, or worse.

These were dark times when people killed one another for a can of beans, a pair of shoes or a warm blanket. Those with guns had an advantage over their fellow humans without weapons. Those with the military's new Mega-Damage weaponry might have even enjoyed moments of triumph, or a year or two as the leader of a band of survivors. A few even ruled as king of a gang, town, or homemade fort, but sooner or later, they fell to an alien plague, the living dead, D-Bee invaders, demonic hordes, monsters or magic. Fragments of advanced technology and even the mightiest of weapons, power armor and war machines were not enough to stem the tide of chaos.

Twenty years after the Coming of the Rifts, 90% of all human technology was lost and forgotten. Within fifty years, 98% of the human population lived as savages who shared a planet