



1948



BASIC TRAINING MANUAL

Requires the use of the d20 Modern Roleplaying Game, published by Wizards of the Coast, Inc.



JOINT STRATEGIC OPERATIONS COMMAND

Basic Training Manual (Free Preview)

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CONTENTS

INTRODUCTION...4

COMBAT PILOT ...5

DEMOLITION EXPERT ...8

FIELD MEDIC...12

GENTLE WARRIOR...15

MACHINIST...18

MARTIAL ARTIST...24

PROFESSIONAL DRIVER...27

RESEARCH SCIENTIST ...31

RESISTANCE FIGHTER ...36

SNIPER ...39

SOLDIER...42

SPY ...45

SURVIVALIST...49

OPEN GAME LICENSE...54

This free preview of the Basic Training Manual offers a look at the Title Page, the Table of Contents, the Introduction and the first page of game material. To see the full version of this file, check out the [1948:Basic Training Manual](#) today!

INTRODUCTION

Welcome to the first volume of the 1948 Training Manual series. This Basic Training Manual offers an overview of 13 war-related professions including Soldier, Spy, Research Scientist and others. Basic training begins with Advanced Classes. Characters that have at least 3 levels in the core classes can usually qualify for basic training. This training can take several forms, depending on the career path of the character. Those characters specializing in combat may join the military and receive formal training. Those that are pursuing an academic path might find a mentor or a collection of books that provide deeper insight into the mysterious sciences.

In addition to the Advanced Classes featured here, some others from the core rules are also allowed in 1948 including the [Bodyguard](#), the [Personality](#), the [Investigator](#), and the [Field Scientist](#).

Other volumes in the Training Manual series include the [Elite Training Manual](#), the [FX Training Manual](#), and the [Specialized Training Manual](#).

Note that to qualify for this training you must meet all prerequisites.

Additional information on more exotic 1948 classes can be found in other files such as the [Templar Knights](#), the [Ninja](#), and the [Bioengineer](#). Equipment in 1948 includes plenty of [Top Secret Explosives](#), elaborate [Spy Radios and Cipher Devices](#), secretive [Clandestine Weapons](#), experimental [Ray Guns](#), and much of the equipment found in [Hell on Earth](#).

Players might also find the [Occupations](#) and the [Organizations, Agencies and Secret Societies](#) files to be helpful when designing a character. Some of the advanced war machines the characters might encounter in a 1948 adventure include the [Rat](#), the [HE-111-Z](#) and the [Vimana](#).

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COMBAT PILOT

The combat pilot is a skilled airman, capable of flying aircraft such fighters, bombers, and reconnaissance planes deep behind enemy lines. They are responsible for providing close air support to combat units on the ground and at sea. Combat Pilots are also skilled at battling each other, frequently engaging in massive dogfights such as the Battle of Britain.

Combat Pilots must have excellent vision, quick reflexes, a strong constitution (for enduring high speed turns and climbs), and steely nerves.

Select this advanced class if you want your character to be a death defying top gun such as those that fly in the RAF, the Luftwaffe, the



JAAF or other avionics forces. The quickest path to this advanced class is from the fast hero basic class, though other paths are possible.

REQUIREMENTS

To qualify to become a Combat Pilot, a character must fulfill the following criteria.

Base Fortitude Save: +3

Skills: Pilot 4 ranks

Feats: Aircraft Operation

CLASS INFORMATION

The following information pertains to the Combat Pilot advanced class.

Hit Die: The Combat Pilot gains 1d8 hit points per level. The character's Constitution modifier applies.

Action Points: The Combat Pilot gains a number of action pints equal to 6 + one-half his character level, rounded down, every time he gains a new level in this class.

CLASS SKILLS

The Combat Pilot's class skills (and the key ability for each) are as follows.

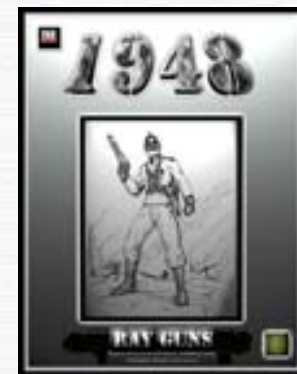
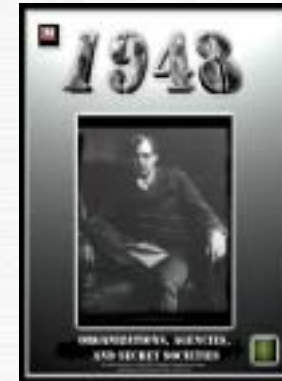
1948

1948 is a historical/sci-fi/fantasy adventure setting that focuses on an alternate WWII history. In 1948, no atomic bombs have been developed yet, though several nations are racing towards that end. Instead, dozens of other "wonder weapons" have been invented including huge super-tanks that weigh over 1,000 tons, ray guns, jet packs, flying platforms, and genetic mutations. There are also plenty of extra-dimensional aliens, demons, monsters, and much more. The 1948 setting also features a heavy dose of magic and mysticism. Voodoo mystics, occultists, holy knights, psychic spies, and arcane scholars are frequently encountered. Legends of huge underground cities, lost tomes of power and races of superior beings entice governments on both sides of the conflict to hunt down every possible advantage they can find.



Behind the scenes, dozens of secret societies pull the strings like puppeteers. The Illuminati, the Priori of Sion, the Freemasons, the Skull and Bones Society, the Black Dragon Society, the New Forest Witches, the Golden Dawn and many other organizations all pursue their own sinister goals as the world is ripped asunder!

The Axis powers have used these new weapons to turn the tide of the war against the Allies. In response, the Allies have developed many of their own wonder weapons, causing the battle fronts in both Europe and Asia to shift back and forth several times. New Nazi jets have begun bombing American cities. Japanese bioengineers have created unthinkable monstrous horrors that terrorize whole navel fleets in the Pacific. An ancient race of Nagas from inside the Earth has taken an interest in the war as have disgusting aliens from Sirius Minor. In the center of it all is the long and sordid history of the Templar Knights and a race of diabolical half-fiends, spawned nearly 1,600 years ago.



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