



1948



FX TRAINING MANUAL

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



JOINT STRATEGIC OPERATIONS COMMAND

FX Training Manual (Free Preview)

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This **Free Preview** of the [1948: FX Training Manual](#) offers a look at the cover, the Title Page, the introduction, the Table of Contents, and the first page of text. The full version of the FX training Manual is also fully hyperlinked. Download your copy of the [1948: FX Training Manual](#), today for only **\$2.00!**

INTRODUCTION

Welcome to the third volume of the 1948 Training Manual series. Characters who have at least 3 levels in the core classes can usually qualify for advanced FX training. This training can take several forms, depending on the career path of the character. Those characters specializing in divine magic may join an official clergy and attend seminary school. Those that are pursuing an arcane or psychic path might find a mentor or a collection of books that provide deeper insight into the secret sciences.

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

[Volume 2](#) of the Training Manual presents 12 Prestige Classes including the Arch Mage, Ecclesiarch, and Mentalist.

[Volume 4](#) of the Training Manual covers nearly 200 feats that are available in the 1948 setting. These heroic abilities are sorted into Divine, General, Metamagic and Psionic sub-groups. All are available to characters in 1948, provided they can acquire the training

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](#).

OPEN GAME CONTENT

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ACOLYTE

The acolyte is a devoutly religious person. Some acolytes subscribe to an established religion such as Christianity, Islam, or Buddhism while others might follow more obscure deities or philosophies such as Asatru or voodoo. Acolytes seek to live in harmony with their philosophical or theological belief system and structure their lives around their faith. Some are healers; others are shepherds, philosophers or sages. All acolytes spend a great deal of time contemplating their beliefs.

The acolyte gains power through personal faith and dedication. With prayers and meditation the acolyte can cast divine spells and utilize several divine special abilities. Usually, the acolyte perceives himself as a conduit through which the divine forces exert magical power.

Select this class if you want your character to follow a “higher” purpose or serve a cause that is greater than any man or earthly object.

REQUIREMENTS

To qualify to become an Acolyte, a character must fulfill the following criteria.

Base Attack Bonus: +2.

Skills: Knowledge (theology and philosophy) 6 ranks, Listen 6 ranks, Sense Motive 6 ranks.

Feats: Anointed



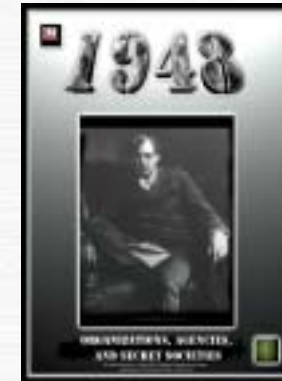
1948

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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