



1948



# ELITE GEAR

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

**JOINT STRATEGIC OPERATIONS COMMAND****Elite Gear**

July 1, 1948

**From:** The Office of the Director  
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**Subject:** Elite Gear

**To:** All ECO Force Agents

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# 1948

**1948** is a sci-fi/fantasy adventure setting featuring 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.



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 naval 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.

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 apart!



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