

Fudge Roleplaying Game 10th Anniversary Edition

Sacred Commerce Ayman Sawaf 2012-05-15
Sacred Commerce is a groundbreaking book which explores the past and the future of commerce. It tells of the Merchant Priests of ancient Egypt who practiced it and the skill of emotional alchemy they mastered in their pursuit of beauty goodness and truth. This book completes Ayman's work on the map of Emotional Intelligence and its four cornerstone model as explored in his international best seller "Executive EQ: Emotional Intelligence in Leadership and Organizations", co-authored with Dr. Robert Cooper.

Star Wars Edge of the Empire RPG Fantasy Flight Games 2014-08-15 "Fantasy Flight Games is proud to announce Far Horizons, a sourcebook for Colonists making their living at

the galaxy's fringes in Star Wars: Edge of the Empire. Far Horizons offers new options for Colonists, along with new gear, spaceships, and species that all players (and GMs) will find useful." -- Publisher website.

Shadowrun Core Rulebook Catalyst Game Labs 2013-09-25 "Created by Jordan Weisman ... [et al.]"--Colophon.

GURPS Lite Sean Punch 2000

We Are All Born Free Mini Edition Amnesty International 2011-10-25 Now in a mini edition! The Universal Declaration of Human Rights was signed on 10th December 1948. It was compiled after World War Two to declare and protect the rights of all people from all countries. This beautiful collection, published 60 years on, celebrates each declaration with an illustration by an internationally-renowned artist or

illustrator and is the perfect gift for children and adults alike. Published in association with Amnesty International, with a foreword by David Tennant and John Boyne. Includes art work contributions from Axel Scheffler, Peter Sis, Satoshi Kitamura, Alan Lee, Polly Dunbar, Jackie Morris, Debi Gliori, Chris Riddell, Catherine and Laurence Anholt and many more!

Into the Odd Chris McDowall 2015-01-10 *Into the Odd* contains everything you need to create a character and explore an industrial world of cosmic meddlers and horrific hazards. This is a fast, simple game, to challenge your wits rather than your understanding of complex rules. You seek Arcana, strange devices hosting unnatural powers beyond technology. They range from the smallest ring to vast machines, with powers from petty to godlike. Beside these unnatural items that they may acquire, your characters remain grounded as mortals in constant danger. The game is 48 pages, containing: Original artwork from Jeremy Duncan, Levi Kornelsen, and

others. The fastest character creation out there, getting you playing as soon as possible. Player rules that fit on a single page, keeping a focus on exploration, problem solving, and fast, deadly combat. The complete guide to running the game as Referee. From making the most of the rules to creating your own monsters and Arcana. Sample monsters, arcanum, traps, and hazards. Character advancement from Novice to Master Rules for running your own Company, and taking it to war with an original mass combat system. Complete guide to the *Odd World*, from the cosmopolitan city of Bastion and its hidden Underground, through to backwards Deep Country, the unexplored Golden Lands. The Iron Coral, sample expedition site to test the players' survival skills. The Fallen Marsh, a deadly wilderness to explore. Hopesend Port, a settlement to regroup and sail on to further adventure. Thirteen bonus pages of tools and random tables from the *Oddpendium*.

Microscope Ben Robbins 2011-02-21

Lifeblood Gena Showalter 2017-02-28 From a New York Times bestseller, a “gripping” sequel that “will captivate fantasy readers, especially fans of Sarah J. Maas . . . and Susan Dennard” (School Library Journal). “My Firstlife is over, but my Everlife is only now beginning.” With her last living breath, Tenley “Ten” Lockwood made her choice and picked her realm in the Everlife. Now, as the war between Troika and Myriad rages, she must face the consequences. Because Ten possesses a rare supernatural ability to absorb and share light, the Powers That Be have the highest expectations for her future—and the enemy wants her neutralized. Fighting to save her Secondlife, she must learn about her realm from the ground up while launching her first mission: convincing a select group of humans to join her side before they die. No pressure, right? But Ten’s competition is Killian, the boy she can’t forget—the one who gave up everything for her happiness. He has only one shot at redemption: beating Ten at a game she’s never

even played. As their throw-downs heat up, so do their undeniable feelings, and soon, Ten will have to make another choice. Love . . . or victory. “Tense, philosophical, and enthralling.” —Kirkus Reviews

Stars Without Number (Perfect Bound)

2010-11-21 Stars Without Number is a science fiction role-playing game inspired by the Old School Renaissance and the great fantasy and science-fiction games of the seventies and eighties. * Compatible with most retroclone RPGs * Helps a GM build a sandbox sci-fi game that lets the players leave the plot rails to explore freely * World building resources for creating system-neutral planets and star sectors * 100 adventure seeds and guidelines for integrating them with the worlds you've made * Old-school compatible rules for guns, cyberware, starships, and psionics * Domain rules for experienced characters who want to set up their own colony, psychic academy, mercenary band, or other institution

The Craft of Research, 2nd Edition Wayne C. Booth 2003-04-14 Along with many other topics "The craft of research" explains how to build an argument that motivates readers to accept a claim and how to create introductions and conclusions that answer that most demanding question "So what?"

Fudge RPG Expanded Impressions 2000 Fudge RPG Expanded

Summer Sisters Judy Blume 2009-12-16 #1 NEW YORK TIMES BESTSELLER • READ WITH JENNA BOOK CLUB PICK AS FEATURED ON TODAY • "Summer Sisters is a book to return to again and again."—Colleen Hoover "As warm as a summer breeze blowing through your hair, as nostalgic as James Taylor singing 'How Sweet It Is.' You remember. So does Judy Blume. How sweet it was."—Chicago Tribune In the summer of 1977, Victoria Leonard's world changes forever when Caitlin Somers chooses her as a friend. Dazzling, reckless Caitlin welcomes Vix into the heart of her sprawling, eccentric family,

opening doors to a world of unimaginable privilege, sweeping her away to vacations on Martha's Vineyard, an enchanting place where the two friends become "summer sisters." Now, years later, Vix is working in New York City. Caitlin is getting married on the Vineyard. And the early magic of their long, complicated friendship has faded. But Caitlin begs Vix to come to her wedding, to be her maid of honor. And Vix knows that she will go—because she wants to understand what happened during that last shattering summer. And, after all these years, she needs to know why her best friend—her summer sister—still has the power to break her heart.

Gurps Fantasy Bestiary Steffan O'Sullivan 1999-02 -- More than 250 fantasy animals and plants, organized for easy use. -- Includes a special section on everyone's favorite monster...dragons!

Gamemastering Secrets Aaron Rosenberg 2002

Fate Leonard Balsera 2013-07-03 Grab your plasma rifles, spell components, and jetpacks! Name your game; *Fate Core* is the foundation that can make it happen. *Fate Core* is a flexible system that can support whatever worlds you dream up. Have you always wanted to play a post-apocalyptic spaghetti western with tentacle monsters? Swords and sorcery in space? Wish there was a game based on your favorite series of books, film, or television, but it never happened? *Fate Core* is your answer. *Fate Core* is a tabletop roleplaying game about proactive, capable people who lead dramatic lives. The type of drama they experience is up to you. But wherever they go, you can expect a fun storytelling experience full of twists...of fate.

GAME INFORMATION Number of players: 3-6
Age of players: 12+ Length: 2-8 hours Type of Game: Roleplaying Game Languages Available: English Suggested Retail: \$25.00
Game Designers: Leonard Balsera, Brian Engard, Jeremy Keller, Ryan Macklin, Mike Olson

The Black Jacobins C.L.R. James 2023-08-22 A powerful and impassioned historical account of the largest successful revolt by enslaved people in history: the Haitian Revolution of 1791-1803 “One of the seminal texts about the history of slavery and abolition.... Provocative and empowering.” —The New York Times Book Review

The *Black Jacobins*, by Trinidadian historian C. L. R. James, was the first major analysis of the uprising that began in the wake of the storming of the Bastille in France and became the model for liberation movements from Africa to Cuba. It is the story of the French colony of San Domingo, a place where the brutality of plantation owners toward enslaved people was horrifyingly severe. And it is the story of a charismatic and barely literate enslaved person named Toussaint L’Ouverture, who successfully led the Black people of San Domingo against successive invasions by overwhelming French, Spanish, and English forces—and in the process helped form the first

independent post-colonial nation in the Caribbean. With a new introduction (2023) by Professor David Scott.

Role-Playing Game Studies Sebastian Deterding
2018-04-17 This handbook collects, for the first time, the state of research on role-playing games (RPGs) across disciplines, cultures, and media in a single, accessible volume. Collaboratively authored by more than 50 key scholars, it traces the history of RPGs, from wargaming precursors to tabletop RPGs like Dungeons & Dragons to the rise of live action role-play and contemporary computer RPG and massively multiplayer online RPG franchises, like Fallout and World of Warcraft. Individual chapters survey the perspectives, concepts, and findings on RPGs from key disciplines, like performance studies, sociology, psychology, education, economics, game design, literary studies, and more. Other chapters integrate insights from RPG studies around broadly significant topics, like transmedia worldbuilding, immersion,

transgressive play, or player-character relations. Each chapter includes definitions of key terms and recommended readings to help fans, students, and scholars new to RPG studies find their way into this new interdisciplinary field.

The Pegasus Plateau & Other Stories Greg Stafford
2020-05-27 Gloranthan Scenarios for the RuneQuest Roleplaying Game.

In the Time of the Butterflies Julia Alvarez
2010-01-12 Celebrating its 30th anniversary in 2024, internationally bestselling author and literary icon Julia Alvarez's *In the Time of the Butterflies* is "beautiful, heartbreaking and alive ... a lyrical work of historical fiction based on the story of the Mirabal sisters, revolutionary heroes who had opposed and fought against Trujillo." (Concepción de León, New York Times) Alvarez's new novel, *The Cemetery of Untold Stories*, is coming April 2, 2024. Pre-order now! It is November 25, 1960, and three beautiful sisters have been found near their wrecked Jeep at the bottom of a 150-foot cliff on the north coast of

the Dominican Republic. The official state newspaper reports their deaths as accidental. It does not mention that a fourth sister lives. Nor does it explain that the sisters were among the leading opponents of Gen. Rafael Leónidas Trujillo's dictatorship. It doesn't have to. Everybody knows of Las Mariposas—the Butterflies. In this extraordinary novel, the voices of all four sisters—Minerva, Patria, María Teresa, and the survivor, Dedé—speak across the decades to tell their own stories, from secret crushes to gunrunning, and to describe the everyday horrors of life under Trujillo's rule. Through the art and magic of Julia Alvarez's imagination, the martyred Butterflies live again in this novel of courage and love, and the human costs of political oppression. "Alvarez helped blaze the trail for Latina authors to break into the literary mainstream, with novels like *In the Time of the Butterflies* and *How the García Girls Lost Their Accents* winning praise from critics and gracing best-seller lists across the

Americas."—Francisco Cantú, *The New York Times Book Review* "This Julia Alvarez classic is a must-read for anyone of Latinx descent."
—Popsugar.com "A gorgeous and sensitive novel . . . A compelling story of courage, patriotism and familial devotion." —People "Shimmering . . . Valuable and necessary." —Los Angeles Times "A magnificent treasure for all cultures and all time." —St. Petersburg Times "Alvarez does a remarkable job illustrating the ruinous effect the 30-year dictatorship had on the Dominican Republic and the very real human cost it entailed."—Cosmopolitan.com

Fate Robert Donoghue 2013

Backlash Export Header Susan Faludi 1995-08

Fudge-a-Mania Judy Blume 2011-12-01 Part of the classic Fudge series from Judy Blume, bestselling author of *Tales of a Fourth Grade Nothing!* Peter Hatcher can't catch a break. His little brother, Fudge—the five-year-old human hurricane—has big plans to marry Peter's sworn enemy, Sheila Tubman. That alone would be

enough to ruin Peter's summer, but now his parents have decided to rent a summer home next door to Sheila the Cootie Queen's house. Peter will be trapped with Fudge and Sheila for three whole weeks! "As a kid, Judy Blume was my favorite author, and *Tales of a Fourth Grade Nothing* was my favorite book."—Jeff Kinney, author of the bestselling *Wimpy Kid* series

Love Fudge, Peter, and Sheila? Read all the books featuring your favorite characters: *Tales of a Fourth Grade Nothing* *Otherwise Known as Sheila the Great* *Superfudge* *Double Fudge*

Fudge Steffan O'Sullivan 2005-07-20 Looking for a roleplaying game system that lets you get it "right?" Just Fudge It! What's Fudge? Easy to play (the word-based system and simple game mechanic to resolve actions let you concentrate on the story rather than the rules) Skill-driven (choose broadly defined skill groups or detailed individual skills - or anything in between) Flexible (play any style from gritty realism to legendary heroics and create any character in

any genre - even bunnies!) Customizable: Choose your own attributes, gifts, faults, and skills Play "subjectively" (just "fudging" it) or "objectively" Use the rules you like best, they're all optional Choose your favorite dice techniques, or play diceless Incorporate any of the many available optional rules, techniques, and add-ons (including magic systems and the like) - or create your own! This book includes the complete customizable Fudge roleplaying game system, plus an extensive collection of "Fudge Toppings" - additional "crunchy bits" and gamemastering advice for use with the Fudge system. Fudge is recommended for experience Game Masters (some decisions will be needed to customize Fudge to any given genre, campaign world, and gaming style), although the Fudge game system is easy enough for first-time roleplayers and flexible enough for experienced gamers.

Cairo by Night C. A. Suleiman 2001-12 What are we? The Damned childer of caine? The

grotesque lords of humanity? The pitiful wretches of eternal hell? We are vampires, and that is enough. I am a vampire, and that is far more than enough. I am that which must be feared, worshipped and adored. The world is mine -- now and forever. No one holds command over me. No man. No god. No prince. What is a claim of age for ones who are immortal? What is a claim of power for ones who defy death? Call your damnable hunt. We shall see whom I drag screaming to hell with me. A chronicle setting that focuses on two of Vampire's core themes: the Final Nights and the price of eternal unlife.

Out of the Abyss Dungeons & Dragons
2015-09-15 Dare to descend into the Underdark in this adventure for the world's greatest roleplaying game The Underdark is a subterranean wonderland, a vast and twisted labyrinth where fear reigns. It is the home of horrific monsters that have never seen the light of day. It is here that the dark elf Gromph Baenre, Archmage of Menzoberranzan, casts a

foul spell meant to ignite a magical energy that suffuses the Underdark and tears open portals to the demonic Abyss. What steps through surprises even him, and from that moment on, the insanity that pervades the Underdark escalates and threatens to shake the Forgotten Realms to its foundations. Stop the madness before it consumes you! A Dungeons & Dragons® adventure for characters of levels 1-15

The I Hate to Cook Book Peg Bracken 1965
More than 180 quick and easy recipes, menus, household hints and advice.

Goldilocks and the Three Bears Diana Herweck
2008-07-10 "Building fluency through reader's theater"--Cover.

Basic Roleplaying Jason Durall 2011 This book comprises a roleplaying game system, a framework of rules aimed at allowing players to enact a sort of improvisational radio theater only without microphones and with dice determining whether the characters succeed or fail at what

they attempt to do. In roleplaying games, one player takes on the role of the gamemaster (GM), while the other player(s) assume the roles of player characters (PCs) in the game. The gamemaster also acts out the roles of characters who aren't being guided by players: these are called non-player characters (NPCs).

Schools of Thought Rexford Brown 1993-08-10 As a result of his visits to classrooms across the nation, Brown has compiled an engaging, thought-provoking collection of classroom vignettes which show the ways in which national, state, and local school politics translate into changed classroom practices. "Captures the breadth, depth, and urgency of education reform".--Bill Clinton.

The Iron Man Ted Hughes 2015-10 Mankind must put a stop to the dreadful destruction by the Iron Man and set a trap for him, but he cannot be kept down. Then, when a terrible monster from outer space threatens to lay waste to the planet, it is the Iron Man who finds a way

to save the world.

Pathfinder Adventure Path: Rise of the Runelords Anniversary Edition Pocket Edition James Jacobs 2020-03-10 Six Lethal Adventures, One Legendary Campaign In the sleepy coastal town of Sandpoint, evil is brewing. An attack by crazed goblins reveals the shadows of a forgotten past returning to threaten the town-and perhaps all of Varisia. The Rise of the Runelords Adventure Path begins with this goblin raid and takes players on an epic journey through the land of Varisia as they track a cult of serial killers, fight backwoods ogres, stop an advancing army of stone giants, delve into ancient dungeons, and finally face off against a wizard-king in his ancient mountaintop city. This hardcover compilation updates the fan-favorite campaign to the Pathfinder Roleplaying Game rules with revised and new content in more than 400 pages packed with mayhem, excitement, and adventure! Celebrating both the fifth anniversary of the Pathfinder Adventure

Path and the tenth anniversary of Paizo Publishing, this new edition expands the original campaign with new options and refined encounters throughout, incorporating 5 years of community feedback.

Heart Grant Howitt 2020-06 Roleplaying game set in a strange undercity that warps to match your heart's desire.

BAKE Paul Hollywood 2022-07-19 NEW YORK TIMES BESTSELLER! The ultimate baking book from internationally beloved baker Paul Hollywood, judge of The Great British Baking Show. In **BAKE**, Paul Hollywood shares his best ever recipes for classic bakes: cakes, biscuits and cookies, breads and flatbreads, pizza and doughnuts, pastries and pies, and showstopping desserts. From classic cakes like Victoria Sandwich and Chocolate Fudge Cake, through brilliant breads like foolproof Sourdough, to savoury and sweet pastries like Sausage Rolls and Danish Pastries, these are the only recipes you'll need to create perfectly delicious bakes

time and time again. With more years as a professional baker than he'd care to remember and over 10 years judging the best baking show on TV, Paul has created, tested and tasted a huge number of bakes. He has also traveled widely and learnt so much about the craft he loves. For Paul, one of the most joyful things about baking is how it evolves as we discover new techniques, ingredients and influences. As our knowledge improves, so do our recipes. Paul combines every tip and trick he has learned together with his incredible technical know-how to create the ultimate collection of incredible bakes.

Once Upon a Crime Michael Buckley 2009-07-10 When the fairy-tale detectives rush to New York City to find an Everafter who can cure Puck, they trigger a chain of events that includes a murder mystery, and learn many new things about their mother, who is in an enchanted sleep.

Skeletons of Scarwall Greg A. Vaughan 2008-07

The heroes have learned the identity of the evil that plagues Korvosa -- the vile remnants of an evil dragon who once ruled much of Belkzen as a sadistic warlord. In order to defeat him again and save both Korvosa and the queen, the PCs must journey deep into the orc-held lands of Belkzen and brave the haunted reaches of Castle Scarwall, once the dragon's seat of power. Somewhere deep inside waits the holy weapon Seriththial, the sword responsible for his defeat hundreds of years ago. Only on its edge can the dragon be driven from the world This installment of Pathfinder also features a gazetteer of the brutal lands known as the Hold of Belkzen, a presentation on Zon-Kuthon (god of darkness and pain), and several new monsters native to Belkzen and the haunted depths of Castle Scarwall.

Mallory on the Move Laurie Friedman
2017-01-01 Audisee® eBooks with Audio
combine professional narration and sentence highlighting for an engaging read aloud

experience! When eight-and-a-half-year-old Mallory McDonald's parents tell her that they are moving, she's mad—really mad! It's not fair! How can they make her move away from Mary Ann, her best friend in the whole wide world? Who will she paint her toenails with, tell secrets to, and make scrapbooks with? When Mallory arrives at her new house on Wish Pond Road, things are terrible. Her room is too small and the girl next door is mean. But Joey lives next door, too. Even though he doesn't paint his toes, he tells jokes, helps teach her cat to do tricks, and shows her how to skateboard. Mallory's having so much fun she forgets the pact she made with Mary Ann never to make friends with a boy next door. But, when Mary Ann comes to visit, what will Mallory do? Will she have to choose between her best friend and her new friend?

Tales of a Fourth Grade Nothing Judy Blume
2011-12-01 Living with his little brother, Fudge, makes Peter Hatcher feel like a fourth grade nothing. Whether Fudge is throwing a temper

tantrum in a shoe store, smearing smashed potatoes on walls at Hamburger Heaven, or scribbling all over Peter's homework, he's never far from trouble. He's a two-year-old terror who gets away with everything—and Peter's had enough. When Fudge walks off with Dribble, Peter's pet turtle, it's the last straw. Peter has put up with Fudge too long. How can he get his parents to pay attention to him for a change?

Mindjammer Sarah Newton 2012-08-09 IT IS THE SECOND AGE OF SPACE... In the seventeenth millennium, the New Commonality of Humankind is expanding, using newly-discovered faster-than-light travel to rediscover lost worlds colonised in the distant past. It's a time of turmoil, of clashing cultures, as civilisations shudder and collapse before the might of a benevolent empire ten millennia old. In the Solenine Cluster, things are going from bad to worse, as hyper-advanced technologies destabilise a world in chaos. Thaddeus Clay and his SCI Force special ops team are on the trail of

the Transmigration Heresy. What they find is something beyond even their imagining - something which could tear the whole Commonality apart... "Thrilling adventure and mystery wrapped up with an inventive, mind-bending look at mankind's future." - Howard Andrew Jones, author of *The Desert of Souls* "Science fiction like this never dies." - Chris Helton, Dorkland "Complex, gripping... the most original sci-fi you're likely to get..." - G*M*S Magazine "a very exciting and intelligently-written novel that should be on the reading list of every SF fan!" - Stargazer's World "William Gibson-like in the intensity of the ideas it introduces... a heady mixture of action, crunchy science fiction elements and that perennial cyberpunk or transhuman question: what does human mean?" - *Shores of Night*
Peeny Butter Fudge Toni Morrison 2012-04-03 Snuggle, snuggle. Time to rest. Nana joins us in her nest. There is no one like Nana in the whole wide world. She is the best. Nana knows how to

take an ordinary afternoon and make it extra special! Nap time, story time, and playtime are transformed by fairies, dragons, dancing, and pretending -- and then mixing and fixing yummy, yummy fudge just like Nana and Mommy did not so many years ago.... Pulitzer Prize-winning author Toni Morrison and her son Slade tell a story of what really goes on when Nana is left in charge!

Christmas Baking Joyce Klynstra 2020-11-03
WINNER of the 2020 US Gourmand Award for Specialty Cookbooks! Irresistible cookies, cakes, confections, snacks, and breads to make and share during the most wonderful time of the year. This collection brings together more than 100 Christmas-inspired recipes, each beautifully photographed with easy-to-follow instructions, from holiday classics like Dark Chocolate Crinkles and Decorated Sugar Cookies to international treats like Krakelingen, Linzer Cookies, and Alfajores. Many favorites will spark fond baking memories, and new

flavors will create fresh family traditions. From festive and fancy to quick and easy, recipes include: Cranberry Almond Thumbprints Chewy Gingersnaps Peanut Butter Caramel Bars Star Bread Cranberry Pistachio Scones Caramel Corn Maple Peanut Clusters Peppermint Chocolate Cheesecake Christmas Baking contains perfect recipes for holiday gatherings, gift-giving, cookie swaps, and Christmas morning. Written by a mother and daughter team and tested in home kitchens, these treats will bring comfort, joy, and a dash of nostalgia to your holiday.

Fudge Roleplaying Game 10th Anniversary Edition

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