
Heroes Unlimited Character Generator

Hero System 5th Edition, Revised

Pulp Hero

Mutants in Avalon

The Game Master's Book of Non-Player Characters

Rifts Role-Playing Game

Doctor Strange and Doctor Doom

Pathfinder Lost Omens: Monsters of Myth

Dead Reign sourcebook one

Random Esoteric Creature Generator

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Marvel Multiverse Role-Playing Game: Playtest Rulebook

Supers!

Super Powereds

My New Roots

Official Gazette of the United States Patent and Trademark Office

The Comic Art Collection Catalog

How to Write a Novel Using the Snowflake Method

Soldier of Fortune II

Icons Superpowered Roleplaying: the Assembled Edition

Rifts Sourcebook

The Algorithm Design Manual

Totems of the Dead Players Guide

Icons

Explorer's Guide to Wildemount (D&D Campaign Setting and Adventure Book)

(Dungeons & Dragons)

Writing Unforgettable Characters

SUPER HACK

Star Wars, Edge of the Empire Roleplaying Game

End of Summer

Random Esoteric Creature Generator for Classic Fantasy Rpgs and Their Modern Simulacra

Rifts RPG Hardcover

FORTNITE (Official): The Ultimate Locker

*Heroes
Unlimited
Character
Generator*

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DEREK FRENCH

Hero System 5th Edition,
Revised Independently
Published

What is Squadron UK?

Squadron UK is THE
British Superhero Role-
Playing Game. Although a

completely new game -
this is a classic, old-school
system honed to
perfection by a player,
referee and writer with
decades of Superhero
Gaming experience.
What's so special about
it? * Addictive character
generation - the perfect
blend of random rolling
and design. * Fast and

furious combat - that
makes you feel like you're
IN the comic. * Innovative
campaign rules - this is a
full role-playing game, not
just a combat game.
What's in this book? * The
complete Basic game
system - with simplified
character creation and an
example adventure to get
you up and running within

minutes. * Advanced rules to allow experienced players to customise the game to their tastes. * A complete example campaign "Squadron: Birmingham" - months of adventure.

Pulp Hero Createspace Independent Publishing Platform

Holistic nutritionist and highly-regarded blogger Sarah Britton presents a refreshing, straight-forward approach to balancing mind, body, and spirit through a diet made up of whole foods. Sarah Britton's approach to

plant-based cuisine is about satisfaction--foods that satiate on a physical, emotional, and spiritual level. Based on her knowledge of nutrition and her love of cooking, Sarah Britton crafts recipes made from organic vegetables, fruits, whole grains, beans, lentils, nuts, and seeds. She explains how a diet based on whole foods allows the body to regulate itself, eliminating the need to count calories. My New Roots draws on the enormous appeal of Sarah Britton's

blog, which strikes the perfect balance between healthy and delicious food. She is a "whole food lover," a cook who makes simple accessible plant-based meals that are a pleasure to eat and a joy to make. This book takes its cues from the rhythms of the earth, showcasing 100 seasonal recipes. Sarah simmers thinly sliced celery root until it mimics pasta for Butternut Squash Lasagna, and whips up easy raw chocolate to make homemade chocolate-nut butter

candy cups. Her recipes are not about sacrifice, deprivation, or labels-- they are about enjoying delicious food that's also good for you.

Mutants in Avalon

Chronicle Books

What kid raised in recent generations hasn't pretended to be a superhero at some point: worn a cape, "flown" around, bounced imaginary bullets or shot "blasts of power" from hands or eyes? Why not? After all, the superhero is the perfect modern fantasy: powerful,

respected, and loved by the public, but with a message of responsibility, duty, truth, and justice that appeals to parents as well as kids. In countless comic books (and now "graphic novels"), cartoons, and live-action television shows and films, superheroes continue to thrill and capture our imagination while also celebrating some of our better qualities. Who wouldn't want to be a hero? With ICONS, you can be! Steve Kenson, the designer of the best-selling Mutants &

Masterminds delivers a superpowered new role-playing game, inspired by the fast-playing old-school games and the new generation of narrative role-play! Within its pages are complete rules for character creation, abilities and powers, random adventure generation, a rogue's gallery of villains, a complete adventure and all the superheroic action you can handle!

The Game Master's Book of Non-Player Characters
Appetite by Random House

This is the essential resource Fortnite fans have been waiting for--the definitive guide to Fortnite Chapter One, featuring the authentic Fortnite holographic seal. The Ultimate Locker features all your favorite Outfits, pets, back bling, harvesting tools, gliders, contrails, and emotes from Seasons 1 to X, jam-packed into a single book and brought to you exclusively by Epic Games. Arranged season by season and including rarity values, set information, and fun facts

throughout, this is a must-have reference for all Fortnite fans.

Rifts Role-Playing Game Lulu.com

What will take your fiction from good to great? From decent to dazzling? From lackluster to blockbuster? Characters who "jump off the page." Of course plot matters. So does conflict, and scenes, and every other aspect of the fiction craft. But without unforgettable characters, your books will always be less than they could be. Don't let that happen. In WRITING

UNFORGETTABLE CHARACTERS you'll learn:
 -How to lay the foundation for a memorable character
 -How to bond the reader with the main character from the start -
 The super power of unpredictability
 -The secrets of grit, wit, and moxie
 -How to bring your character to life on the page-How and when to reveal backstory
 -All about arcs and what they truly mean
 -The key to unforgettable villains-How to make minor characters memorable, too
 -How to create a great series

character And more, PLUS the powerful exercises James Scott Bell has taught in his sold-out writing workshops. No more flat stories! Give your readers what will turn them into career-long fans--characters who jump off the page.

Doctor Strange and Doctor Doom National Geographic Books
INTRODUCING THE MARVEL MULTIVERSE ROLE-PLAYING GAME!
Take on the roles of Marvel's most famous Super Heroes--or create entirely new ones--to fight

some of the most dangerous Super Villains in the Marvel Universe! Join Marvel and Tabletop RPG fans alike in this upcoming playtest of Marvel's new game. Co-created by Matt Forbeck (THE MARVEL ENCYCLOPEDIA, Dungeons & Dragons: Endless Quest) and packed with illustrations by Marvel's amazing artists, the PLAYTEST RULEBOOK features a subset of the rules--including character creation and combat--plus

an introductory scenario and full profiles for some of Marvel's greatest heroes: Spider-Man, Captain America, Captain Marvel, Wolverine, and more. To get started, all you need is this book, three regular dice, and a group of friends. Players who grab the PLAYTEST RULEBOOK will also have the chance to offer official feedback on the rules and help shape the game for its full release. Don't miss out on this chance to influence and enjoy the MARVEL MULTIVERSE ROLE-PLAYING GAME!

**Pathfinder Lost Omens:
Monsters of Myth**

Cubicle 7 Entertainment Limited
Knowledge is power. That would be the motto of Lander University, had it not been snatched up and used to death by others long before the school was founded. For while Lander offers a full range of courses to nearly all students, it also offers a small number of specialty classes to a very select few. Lander is home to the Hero Certification Program, a curriculum designed to develop

student with superhuman capabilities, commonly known as Supers, into official Heroes. Five of this year's freshmen are extra special. They have a secret aside from their abilities, one that they must guard from even their classmates. Because for every one person in the world with abilities they can control, there are three who lack such skill. These lesser super beings, Powered as they are called, have always been treated as burdens and second class citizens. Though there has been

ample research in the area, no one has ever succeeded in turning a Powered into a regular human, let alone a Super. That is, until now...

**Dead Reign sourcebook
one** Palladium Books

Incorporated
Soldier of Fortune II: Double Helix is the highly anticipated sequel to the original first-person shooter game. The realistic sequel again pits gamers as John Mullins, the modern day mercenary. Their task is to infiltrate the Soviet-ruled Prague during the

height of the Cold War. Players embark on a worldwide mission to stop a bio-terrorist organization from spreading a lethal genetic virus. While exploring deadly locales like Columbia, Jordan, and Hong Kong and completing 60 levels, players will choose from a number of missions involving hostage rescue, seek and destruction. A large array of realistic military weapons including combat knives, sub-machine guns, sniper rifles, anti-tank guns and

more, will also be available to use. In addition, special combat equipment like thermal vision goggles and body armor will also be at gamers' disposal. Some of the upgraded features in this game include the stunning game cinematics, enhanced hit detection system, a greater number of damage zones, and massive outdoor backgrounds.

Random Esoteric Creature Generator Media Lab Books
Maid: The Role-Playing

Game is a comedic take on a uniquely Japanese cultural icon: The fetishized modern maid. Injecting the concept of Maid with 50ccs of anime and comedy, the players take on the roles of maids, serving the master (played by the GM). Sheets are left unfolded and mantelpieces undusted when giant robots crash through the mansion, ninjas attack and kidnap the young master, and a demonic pit to Hell opens up in the pantry... and all before teatime! Play in the

modern comedy setting, or mix it up with 9 additional settings including Victorian era, old Edo period, fantasy and post-apocalypse; and 6 genres including romance, horror, and action. Due to the rules system and random events that form the backbone of the Maid RPG, the game practically runs itself: Go from opening the book to playing a game with friends within just minutes! Three game styles in one: The traditional scenario-type;

the random event-driven type; and the "favor race," a race to the master's heart! Make characters and start playing the game within minutes of opening the book. Everything about the game gears it for Fast Play, Now. Optional character types including player-character masters and butlers, and optional rules for seduction and romantic tragedy. 11 complete adventure scenarios. 3 complete "replays," actual play scenarios in screenplay format. Great for learning

the feel of the game. The first ever Japanese tabletop role-playing game to be released in English! ...which, when you think about it, totally makes sense in a weird sort of way. Hundreds of optional items, costumes, genre and setting events, all presented in a way to easily bring them into the game! Combines the original Japanese core book and two supplements into one huge, complete edition of the game in English. A \$75 value!
Villains and Vigilantes

Createspace Independent Pub
Release the beasts!
Heroes abound in the Age of Lost Omens, but for every great hero, there is an even greater monster. Lost Omens Monsters of Myth provides details on 20 of the most infamous and terrifying monsters from the Inner Sea region and beyond. Uncover the secrets of some of Golarion's greatest monsters from the Sandpoint Devil to Fafnheir, the Father of All Linnorms, and more. Monsters of Myth provides

rumors, tales, and even treasures for the brave adventurers willing to face these legendary creatures!

Rogue Stars

Bradygames
Icons Superpowered Roleplaying is a tabletop game of superhero adventure that lets you devise stories of the imagination with your friends, based around the heroes you create. The new Assembled Edition revises and expands the original game, putting all options you want under one cover. Icons features

quick character creation, a flexible game system that's easy to learn, and flavorful rules to give your games that comic book feel. Icons is your all-in-one package for superhero roleplaying adventure: quick, easy, descriptive, and fun!

Maid Greenwood

Rub some sunscreen on your circuits, because DC's favorite cyborgs are hitting the beach in DC Cybernetic Summer on July 28! In this sizzling summertime anthology special, Harley Quinn and Sy Borgman conquer a

truly titanic water slide, Cyborg, Superman, and Cyborg Superman find it difficult to have a conversation, much less a fight, and Batman tries everything to escape a summer cookout—even taking on the omnipotent Brother Eye and his newly infectious O.M.A.C.s! And it's not just the cyborgs hitting the surf! Flashes from across the multiverse gather for a race to claim the fastest flash in the multiverse! Mercury Flash from Earth-44 is out to win it all this year, the only person

standing in his way is...Barry Allen! And Red Tornado's on a camping trip with his wife Kathy and his daughter Traya, but he's distracted by Justice League matters! When a threat emerges, will Red Tornado be able to protect his family? All these and more sunburnt stories that are worth getting sand in your motherboard for! Rub some sunscreen on your circuits, because DC's favorite cyborgs are hitting the beach in DC Cybernetic Summer on July 28! In this sizzling

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DC Cybernetic Summer (2020-) #1 Palladium Books Incorporated

Looking to instill a little fear in your game? Then look no further! Nothing brings the thrill and terror of discovery to a game like new monsters. Faced with the unknown, mighty-thewed heroes tremble in their hauberks, wizened wizards fumble with their spell books, and even the most audacious of rogues hesitate before plunging into battle. Nevermore worry that your players have memorized every monsters stat, power and weakness. Nevermore resort to tired fantasy

cliches, and worn out monsters fought a thousand times before. The Random Esoteric Creature Generator ensures that each monster your PCs cross is unique, unexpected, and best of all unknown. With an unlimited number of horrific combinations, this is the last monster book you will ever need. Bring terror back to the table with the Random Esoteric Creature Generator! Made in Finland.

Official® Overstreet® Comic Book Price Guide Thunder Pear Publishing

Supers! is a game all about playing costumed heroes - the kinds of hero you see in good old-fashioned comic books. These heroes are larger-than-life; they have high ideals and they know right from wrong. Their world is black-and-white; they are good and the villains are bad. There are no real grey areas. Their cause is justice, liberty and freedom. They seek to protect the weak and defend the common man. Most are loved by all; some are misunderstood and don't get the

adoration they feel they deserve. But regardless, they strive to do the right thing and aim to make a difference. This is a straightforward but fun role playing game, with quick character generation and easy-to-understand rules. You can pick up a few dice and be playing SUPERS! within minutes.

Rifts Conversion Book

Lamentations of the Flame Princess

An ex-cop who cannot die.

A moon full of settlers who cannot thrive.

Mahina's terraformers

built a high-tech urban paradise. Then Earth flooded the colony with desperate refugees, cop Sass Collier among them. The settlers who arrived with Sass died decades ago. Outside the citadel, their descendants die weak and young. Sass fought a rebellion against the city once. She won concessions to give the settlers a chance at health. She paid with 20 years in prison. Now she's out, a reformed character. She assembles an oddball crew doing odd jobs. She intends to mind her own

business - how to make a profit on the skyship Thrive. But her fellow settlers are still failing. While her business model careens toward circus acts, Sass dares to defy the city again, to solve Mahina's failure to thrive. Pick up Skyship Thrive because you love upbeat character-driven SF with fun technology. Suggested for fans of Firefly or Nathan Lowell's Solar Clipper books. Large Print Edition

Thinking with Type

Palladium Books

The Super Hack is a

hyper-streamlined roleplaying game that uses the original 1970's Roleplaying Game and the wonderful THE BLACK HACK as a base. If you're looking for high octane Superhero action with a system that feels as familiar as an old glove - look no further! The Super Hack is a fast playing game whose rules can be picked up in minutes. Character creation is superfast yet allows you to make a huge range of four colour Heroes. You'll be amazed just how many action packed Superhero

adventures you can get out of a single 40 page paperback book. Your favourite comic? Check! A multi-episode animated saga? Check! TV series? Multi-million dollar Hollywood blockbuster? Check and check again. To get you started, this book contains the popular adventure ""The Long Minute."" It's NEVER been so easy to unleash your inner Superhero!

The Graphic

Independently Published
The Snowflake Method-
ten battle-tested steps
that jump-start your

creativity and help you quickly map out your story.

Skyship Thrive Little,
Brown Books for Young Readers

Rogue Stars is a character-based science fiction skirmish wargame, where players command crews of bounty hunters, space pirates, merchants, prospectors, smugglers, mercenary outfits, planetary police and other such shady factions from the fringes of galactic civilisation. Crews can vary in size, typically from four to six, and the

character and crew creation systems allow for practically any concept to be built. Detailed environmental rules that include options for flora, fauna, gravity, dangerous terrain and atmosphere, and scenario design rules that ensure that missions are varied and demand adaptation and cunning on the parts of the combatants, make practically any encounter possible. Run contraband tech to rebel fighters on an ocean world while hunted by an alien kill-team or hunt down a

research vessel and fight zero-gravity boarding actions in the cold depths of space - whatever you can imagine, you can do.

Squadron UK House of Collectibles

Offering the most thorough record of existing comic books from the 1800s to the present, this book comes indexed and illustrated, and with listings priced according to condition.

Marvel Multiverse Role-Playing Game: Playtest Rulebook

Bloomsbury Publishing
Our all-time best selling

book is now available in a revised and expanded second edition. Thinking with Type is the definitive guide to using typography in visual communication, from the printed page to the computer screen. This revised edition includes forty-eight pages of new content, including the latest information on style sheets for print and the web, the use of

ornaments and captions, lining and non-lining numerals, the use of small caps and enlarged capitals, as well as information on captions, font licensing, mixing typefaces, and hand lettering. Throughout the book, visual examples show how to be inventive within systems of typographic form--what

the rules are and how to break them. Thinking with Type is a type book for everyone: designers, writers, editors, students, and anyone else who works with words. The popular companion website to Thinking with Type (www.thinkingwithtype.com.) has been revised to reflect the new material in this second edition.