

1: Dark Heresy - 1d4chan

I find it hard to get excited about a Puritan's Handbook, because it is assumed that Puritanism is the 'baseline' of the Inquisition; most of the 'standard' info about the Inquisition presented so far already constitutes a 'virtual' Puritan's Handbook, in my opinion.

Rogue Trader, discoverer of the Calyx Expanse. The crusade was a success in spite of his gross incompetence, mostly due to the actions of Drusus see below. Was assassinated on Maccabeus Quintus and was resurrected by the Emperor at least supposedly, and was declared a Living Saint. The last known member of the Haarlock Dynasty, who killed the rest of the family to avenge the death of his wife, and attempted to harness the power of the Tyrant Star to resurrect her. Continues to not be a ripoff of Captain Harlock. Founder of the Tyrantine Cabal. The Holy Ordos[edit] Aegult Caiden: Head of the Calixian Conclave. Spends most of his time being mysterious and shit. Nobody even knows what he looks like, because he always wears a mask. A group of Inquisitors dedicated to studying the Tyrant Star. Responsible for a lot of coverups even from the Inquisition as a whole. Monodominant Witchhunter with all the subtlety of a brick to the face. Has a penchant for burning entire towns to the ground just because he has a funny feeling. Wants you damn kids to get off his lawn. Is actually a wanted heretic with an Excommunication Order. A Recongregator, otherwise a female version of Judge Dredd. Can be quite subtle despite what you think, and hates Nobility. The foremost expert on Tyranids in the Calixis Sector. Currently investigating a large-scale xenos incursion that may or may not be the Slaught. A fat, sarcastic Amalathian who resembles Sloth from The Goonies if he had three artificial limbs. Responsible for training an above-average number of promising Interrogators. His brain is in a jar he carries around. A psyker and Polypsychana sympathizer. Enjoys trolling Inquisitor Rykehuss. Focuses mainly on the Cold Trade. Knows the true purpose of Aglets and boybands. The Scholariate at Arms: A highly effective Ordo Malleus Chamber dedicated to the principle of strength through competition, and tolerates a broad number of factions within its membership. Proctor of the Scholariate. Lone survivor of a major Chaos incursion on Spectoris. A secretive but effective Daemonhunter. Specializes in preventing Daemonic incursions through prevention or fulfillment of prophecy; may be an Ocularian for this reason. An extremely controversial Inquisitor obsessed with the Haarlock Dynasty. An Amalathian dedicated to policing the Inquisition itself, which has naturally made a lot of enemies particularly the Tyrantine Cabal. An Oblationist whose presence, identity and purpose is unknown to the Calixian Conclave. Adeptus Terra[edit] Marius Hax: A complete hardass who rules the Calixis Sector with an iron fist. Known to be paranoid about that control slipping away from him. Presently being manipulated by the Istvaanian faction and undermined by the Recongregator faction. Declared independence from the Imperium with the help of a kabal of Dark Eldar. Ministorum[edit] Ignato: Secretly part of a conspiracy to destabilize the sector, even though this completely contradicts the rest of his fluff and Hestor should have been given this role. Cardinal of the Drusus Marches and head of the Drusian Cult. Currently using the Maccabeus Schism to weasel as much power from Ignato as possible and increase the independence of his arch-diocese. Cardinal of the Adrantis sub-sector. A major ally of Ignato. Cardinal of the Josian Reach. A major ally of Hestor in his schemes. Cardinal of the Malfian sub-sector and head of the Periphery Church. Known as "the Venerable Cal," is the oldest and most respected member of the Calixian Synod. Worried that the Maccabeus Schism is turning into outright heresy. Rides around in a hoverchair armed with a fucking psycannon. Cardinal of the Periphery and the Halo Stars. A major ally of the Venerable Cal. Cardinal of the Hazeroth sub-sector. Grossly incompetent but a loyal supporter of Ignato. Cardinal of the Markayn Marches. In conflict with the Red Redemption. Holds a deep personal hatred for Cardinal Olranna. Archdeacon Procurator of the Golgenna Reach. Leader of the Red Redemption in the Calixis Sector. Mechanicus[edit] Castellar: High Fabricator of the Lathes. Named after a font. Second-in command of the Lathes. Head of a fundamentalist faction of the Calixian Mechanicus. Currently studying the Adrantis Civilization, a pre-Imperial human culture native to the sector. A Xanthite Inquisitor on the run from the Calixian Conclave. Originator of that famous "only the insane have strength enough to prosper" quote. A former protege of Inquisitor van Nuygens who became a Xanthite and headed out into the Koronus Expanse.

A former Interrogator of Inquisitor Cognos who sows apparently random mayhem throughout the sector. A sanctioned psyker formally working under the Ordo Hereticus, now a friend of the Burning Princess. A mind-cleansed former member of the Moritat death-cult in the employ of Inquisitor Mesmeron. Was once daemon-possessed, and may be succumbing to Khornate influences. A techpriest seconded to the Ordo Hereticus who became a disciple of heretek Nomen Ryne. Currently attempting to transfer a human mind into a machine, which is the direst tech-heresy imaginable. An individual known only for hunting members of the Calixian Conclave and demonstrating an intimate knowledge of the workings of the Inquisition. Others[edit] Myrchella Sinderfell: A Scintillan noblewoman and the end result of a Recongregator experiment in genetic engineering gone horribly wrong. Has dabbled in every heresy imaginable, including warcraft, and travels the sector indulging in continuous acts of wanton depravity. A former Disciple of Thule obsessed with making zombies and other freaky shit. An alpha rogue psyker and pyromaniac who has escaped several attempts to capture her. A missionary turned heretic who was driven insane by the Tyrant Star in the Koronus Expanse. A Malfian noble and another product of the same experiment as Myrchella Sinderfell, with a similar appetite for depravity. Noted for being a cannibal. Active in the smuggling of xenos artifacts and human trafficking. On the run from both the Inquisition and his own family. Appears to be at least partially inspired by Baron Harkonnen. A nihilist cult of Chaos Undivided from Malfi that exists mainly to wreck shit. Named after a Brother Cadfael novel. Brotherhood of the Horned Darkness: Worshipers of Balphomael, who provides power, wealth and influence in exchange for human lives. What you would get if the Joker formed a cult of Tzeentch. Dedicated to spreading madness throughout the sector through plays and carnivals. Particularly adept at absorbing other cults and organizations. Other Cults[edit] Temple Tendency: The remnants of the former Imperial Cult under Goge Vandire, which plots to overthrow the current Ministorum and reestablish its place as the dominant branch of the Imperial Cult. A splinter faction of a funerary cult centered in Maccabeus Quintus that trucks in reanimation and other forms of necromancy.

2: Dark Heresy Consolidated Character www.enganchecubano.com - Google Docs

With the discount offered here on Amazon at the time of this writing, it's a "must-have" book for Dark Heresy players and game masters. Highly recommended.

WP 30, Resistance Psychic Powers Veteran Inquisitor A veteran has survived many investigations and has managed to survive in one of the most dangerous positions in the Imperium. Perhaps more impressive than surviving contact with the enemy for so long, is surviving the political infighting that runs through so much of the Inquisition. Each at a cost of xp. A lord has a great deal of respect in his Ordo. He may even be in a key position of leadership. At this level it is up to the GM to determine the power level available to each Inquisitor. Cell Supervisor Each rank in this resource gives you another cell supervisor who can coordinate your cells for you. They will build up a web of cells and contacts and feed you information that warrants your attention. False Identity Each rank in this resource provides you with a complete false identity that will check up under scrutiny from all but the most determined of investigators with the highest levels of access to administratum files. Each identity must be detailed. It also provides you with access to appropriate disguises. Interrogator This resource provides you with a trainee Inquisitor who will operate under your supervision and authority. As and when you decide that he is ready for advancement he will become and ally instead your Interrogator. You can promote someone from a team of acolytes or ask for one to be assigned to you. Inquisitorial Authority You now carry an official Rossette of the Inquisition. It details your rank and authority provided by the Throne of Terra. It acts as an electronic decoder for top secret information and is tied to your biometric readings. It will provide you with nearly instant co-operation from almost any agency. Although your identity will have been compromised if you use this. Requisition Basic Equipment This resource allows you to requisition from your superior basic field equipment such as survival gear, vox, pistols and basic disguises. Resources Each rank of this resource gives you an additional thrones a month in pay. Resource Pool Each rank in this resource provides you with a large deposit of readily available emergency funding. The funding is secured in a sector banking system and is accessible by your or a pre-arranged agent. Each Pool holds 20, thrones and once depleted it must be topped up by other methods Resource Stream Each rank in this resource provides you with a stream of income that must be detailed. The stream is vulnerable if identified. It could be shares in a merchant guild, siphoned funds from administratum accounts or funds from a noble title that you have manufactured. Each stream generates an income of thrones a month. Requisition Adeptus Astartes This authority allows you to request assistance from the nearest chapter of Space Marines. It also allows you to request assistance from one specific chapter. Obtaining this authority should be roleplayed in the form of an adventure. It should be earned and not just bought with xp. The chapter will send what assistance it can spare or deems appropriate. A contact of relevant stature should also be purchased. Requisition Arbites This authority allows you to request assistance from the local Arbites office. The office will not take kindly to being re-tasked to pointless roles and should be used in dire emergency only. They can be directed to arrest individuals based on any evidence you can produce. Requisition Assets Each rank in this resource allows you to obtain a major asset for your permanent use. This can be anything from a secure base to a warp capable vessel. If you spend additional ranks on the same resource then increase the capabilities of that asset as agreed with the GM. Requisition Enforcers This authority allows you to exercise control over local enforcers, you do so through a special authority, but this may alert certain people to your presence. So be careful that you can trust who you requisition. It generally allows you to control a squad of 6 enforcers. Exceptional evidence may allow for greater numbers to be obtained. Requisition Exotic This authority allows you to ask for very specific and rare pieces of equipment for field use. Anything from plasma pistols, psi shielding, power armour or forcefields. This should not be abused and the lending party may require the items back or request a favour for lending them in the first place. Requisition Fleet Transport This authority allows you to requisition transport for your team onboard a supply ship or some form of civilian transport for warp travel to non-prohibited Imperial worlds. Requisition Imperial Navy This authority allows you to requisition transport and assistance from a Naval vessel or battle group, depending on what is required and what is available. This is a formidable

power and should go hand in hand with obtain a contact of relevant stature. **Requisition Military** This authority allows you to requisition Imperial Guard troops to your cause, this can be as little as a single unit or as large as an entire army. It depends on your cause and availability. It may take some time to assemble large forces. An appropriate contact should also be purchased. It should be used in exceptional circumstances only, as your Inquisitor will have to explain why they were commandeered. **Requisition Rogue Traders** This authority allows you to obtain the services of a Rogue Trader vessel in moving you around the galaxy. This comes with additional benefits, access to black market knowledge, uncharted trade routes out of Imperial Space and a very capable Captain and vessel. **Requisition Safe House** This resource allows you to obtain a safe house for use by your team. It will be shielded from vox thieves and will have a secure armoury location. It will have enough rooms for each team member, a kitchen, toilet and a secure cell. It will also have room for a small workshop. No equipment is supplied.

3: Dark Heresy in Genesys (WIP) : genesysrpg

Dark Heresy: Inquisitor's Handbook - Ready your bolter and fulfil your destiny! Packed with new rules and careers, as well as a manner of essential gear, the Ready your bolter and fulfil your destiny! Packed with new rules and careers, as well as a manner of essential gear, the.

Gameplay[edit] In Dark Heresy, the players assume the roles of Acolytes working for an Inquisitor, who sends them on various missions. Depending on the type of mission, gameplay can involve investigation, combat, intrigue, or other genres. The Game Master is able to tailor their campaign to suit their player group through this flexibility. Since the players work for an Inquisitor, most missions involve rooting out heresies or matters relating to them. The game allows for many other missions, including wiping out dangerous gangs, gathering evidence of corruption, dealing with alien threats or eliminating rogue psykers. The book provides, among other things, rules for interplanetary commerce and spaceship operation, travel, combat, and customization. These individuals are recruited from their native Chapters fighting units of approximately 1, people to serve as a military arm of the Inquisition, against particularly dangerous heretics and alien lifeforms. Black Crusade, essentially, is the corrupted version of previously mentioned Warhammer 40, roleplaying games. Characters are cast in the role of the villain, with the players actively working against the human empire and for the forces of Chaos in the sector. System[edit] The Warhammer 40, role playing system uses sided dice d10 exclusively; all information is generated either through a single die roll with numbers one through ten or as a percentage with two 10 sided dice rolled together, one designated as the tens digit and the other a single digit. Characters are created with 9 statistics; Weapon Skill WS: Hand-to-hand and melee proficiency. Governs all projectile and ranged attacks. Physical strength of a character. Resistance to physical punishment. Governs how quickly an individual can move as well as how well they can dodge. Used to work technology and understand languages and writings. How quickly you notice things and in how much detail. Your resistance to horrors and used to manifest psychic abilities. Used for interaction with other people. Each attribute ranges from 1 to Very high above 70 and very low below 10 scores are extremely unlikely within the game system and utilizing currently published rules. The system scores indicate that your average human is in the 30s range for their abilities and variations will indicate if they are particularly well suited for a task or if it is one of their weaker areas. Game mechanics also introduce a wide variety of special rules that provide bonuses and reductions in certain areas For example, a character from a hive world has a higher Fellowship, but a lower Toughness. All actions, like making an attack roll or using a skill, uses the following basic mechanic: Roll percentile dice Add bonuses or penalties associated with the action Compare the result to the appropriate characteristic; equal to or lower indicates success; greater than the characteristic indicates failure. With some character actions the amount by which the character succeeds or fails can add degrees of success for spectacular results. When using degrees of success the GM details the result. There are eight career paths in the core rulebook, and more added in several source books. In Rogue Trader, one player typically takes the Rogue Trader career path, representing a ship captain who has been granted a warrant to explore and trade outside the limits of the Imperium of Man. The other players act as members of their crew. In Deathwatch, Space Marines are divided into groups based upon their individual abilities. Support Specialists are elite members of Imperial Guard that serve beside regular Guardsmen. Heavy Gunner - Big, strong, and tough, these Guardsmen wield any heavy weapons that are given to the Squad. Medic - Dodging deadly weapons-fire and explosions, these Guardsmen risk everything to keep their squad-mates alive. Sergeant - Every Squad needs a strong commander to lead the charge into combat. The Sergeant keeps their soldiers motivated and coordinated through the toughest battles. Weapon Specialist - The "average" Guardsman, these individuals perfect the use of the lasgun or other weapons, bringing death to the enemies of the Imperium. Commissar - These soldiers enforce morale over the rank-and-file troops with an iron fist and the occasional summary execution. Ministorum Priest - Bringing the light of the God-Emperor to the battlefield, Ministorum Priests inspire the troops around them, not just with their preaching, but by fighting their foes with their massive Eviscerator chainswords. Ratling - Short and rotund, these small abhumans are used as infiltrators and snipers.

Sanctioned Psyker - Feared by their enemies and allies alike, the Psykers of the Imperium are capable of bending the roiling power of the Warp to their will - until that power breaks them. Equipped with some of the best armour and weapons in the Imperium, they are deadly fighters. To advance in their career path, a player character earns experience points XP and spends them to gain skills and talents or improve their characteristics. The skills and talents available depend on the Career and the level - or rank - within that path. Once a character has spent the requisite amount of XP, he advances to the next rank of the career, which unlocks new skills and talents for purchase. Each career path also has several options for certain ranks, each path specializing in a different branch of the career. The core rulebook recommends players receive XP for every four hours of play, so players can usually purchase a new skill or two after each session. Development[edit] Black Industries, the role-playing game imprint of BL Publishing , which is itself a part of Games Workshop , initially farmed out the development of Warhammer 40, Roleplay to Green Ronin , the same company that created the 2nd edition of Warhammer Fantasy Roleplay WHFRP2 , before bringing development back in house. Fantasy Flight Games took over development of future products after acquiring the license for the game in On 28 January , Games Workshop announced that it would close Black Industries - thereby discontinuing Dark Heresy and all the other games published by the subsidiary - to allow them to focus on the commercial success of their novels and core business. Fantasy Flight also announced a manual on "radical" inquisitors covering the most extreme factions, their tactics, equipment, and most prominent figures and a major expansion allowing players to take their characters to the rank of interrogator, bestowed with an inquisitorial rosette, enjoying augmented prestige and able to summon more powerful allies. The initial limited release sold out at the Gen Con event before a wider release to stores in October

4: The Puritan's Handbook - Dark Heresy - FFG Community

Ready your bolter and fulfil your destiny! Packed with new rules and careers, as well as a manner of essential gear, the Inquisitor's Handbook is perfect for players and Game Masters alike.

Will Power WP Fellowship Fel The values for these attributes range from 1 to , although achieving a score higher than 70 is almost impossible for a normal character with the published rules thus far. Differing by a factor of 10 from the Warhammer 40, tabletop wargame, average humans possess characteristic scores averaging is notable, and 50 is a very strong attribute. For example, a character from a hive world has a higher Fellowship, but a lower Toughness. Any given action, such as firing a weapon or using a skill, uses the following basic mechanic: Roll percentile dice Add bonuses or penalties associated with the action Compare the result to the appropriate characteristic; equal to or lower indicates success; greater than the characteristic indicates failure. With some actions, the amount by which you succeed or fail can determine degrees of success or failure, allowing the Game Master to further detail the result. There are 8 career paths in the core rulebook, with several further added in subsequent sourcebooks. Adept - A career path devoted to knowledge, logic, and analysis within the Imperial bureaucracy of the Adeptus Terra , though they are not very effective in combat and not always good in social interaction. Arbitrator - Members of the Adeptus Arbites , the elite Imperial law enforcement organisation, are effective both at investigative skills and combat. Assassin - These skilled killers excel in both combat and stealth skills. Cleric - A Priest of the Ecclesiarchy trained in a wide range of abilities, but who excel at motivation and leadership. Guardsman - Although the name of this career usually brings to mind members of the Imperial Guard, it also applies to human mercenaries and other soldiers such as members of a Planetary Defence Force ; they are skilled warriors who can also operate vehicles. Imperial Psyker - This career represents an individual with psychic powers, able to channel the power of the Warp to accomplish a wide variety of things. Scum - Criminals, outcasts, thieves, and other miscreants, this class of rogues has a variety of useful skills involving stealth, infiltration and social interaction with less-honest members of Imperial society. Tech-priest - Skilled with machines and technology, they are members of the Adeptus Mechanicus. While superficially similar to clerics, they are even more rigid in their mindset and can perform faith talents. Battle Sisters - This career was added to the roster in Blood of Martyrs, it differs from the Adepta Sororitas as income has been modified and it allows characters to start with the common Sister of Battle weapons and armour. Grey Knight - This career was added in Daemon Hunter, and is recommended for veteran players. To advance in their career path, a player earns experience points XP and spends it to gain skills and talents or improve their characteristics. The skills and talents available depend on the Career and the level - or rank - within that path. Once a character has spent the requisite amount of XP , they advance to the next rank of the career, which unlocks new skills and talents for purchase. Each career path also several option for certain ranks, each path specializing in a different branch of the career. The core rulebook recommends players receive XP for every four hours of play, so players can usually purchase a new skill or two after each session. Character Folio - A notebook designed to be a combined character sheet and journal. Purge the Unclean - An adventure anthology containing three adventures, each focusing on a different genre or play style. Shattered Hope - A free preview adventure originally available for download on the Black Industries web site. Includes a full-length adventure. Ascension - Supplement, introduces advanced career paths enabling players to become Inquisitors or Throne Agents, high-powered Acolytes who bridge the power gap between Dark Heresy and Rogue Trader characters. The Haarlock Legacy Volume 1 - Part 1 of a 3-part adventure campaign. The Haarlock Legacy Volume 2 - Part 2 of a 3-part adventure campaign. The Haarlock Legacy Volume 3 - Part 3 of a 3-part adventure campaign. Blood of Martyrs - Supplement, includes new rules, backgrounds, alternate careers and equipment for playing servants of the Adeptus Ministorum , the state church of the Imperium of Man. The Apostasy Gambit Volume 1 - Part 1 of a 3-part adventure campaign. The Church of the Damned: The Apostasy Gambit Volume 2 - Part 2 of a 3-part adventure campaign. The Apostasy Gambit Volume 3 - Part 3 of a 3-part adventure campaign. Book of Judgement - Supplement, expanding on the Adeptus Arbites and Scum of the Calixis Sector with new rules, backgrounds, alternate

careers and equipment for playing servants or recidivists of the Adeptus Arbites, the law enforcers of the Imperium. In the book there are alternate careers and equipment for players. Dark Heresy Core Rulebook Second Edition - Core rulebook for the Second Edition, changes some of the mechanics particularly with regard to character creation in line with other FFG publications such as Only War and includes a pre-made adventure. The setting is also changed from the Calixis Sector to the Askellon Sector. Forgotten Gods - Adventure, set in the newly-introduced Askellon Sector, it concerns the hunt for a xenotech cult and includes new homeworlds for player characters. The copies of the game, individually numbered with an accompanying "signature" of an in-game Inquisitor, sold out in six minutes. The regular edition was released on January 25, and a demo booklet was distributed at Gen Con. On January 28, Games Workshop announced that it would close Black Industries -- thereby discontinuing Dark Heresy and all the other games published by the subsidiary -- to allow them to focus on the commercial success of their novels and core tabletop miniature wargame business. On February 22, Black Industries announced that all Warhammer Fantasy and Warhammer 40, role-playing games, collectible card games, and select board game rights were being transferred to Fantasy Flight Games, who would continue to publish Dark Heresy. During late and , Fantasy Flight Games started releasing autonomously-developed material for the Dark Heresy role-playing game: Fantasy Flight Games also announced a manual on "Radical" Inquisitors covering the most extreme factions, their tactics, equipment, and most prominent figures and a major expansion allowing players to take their characters to the rank of interrogator, bestowed with an inquisitorial rosette, enjoying augmented prestige and able to summon more powerful allies. On September 9, Fantasy Flight Games announced they would be ending their relationship with Games Workshop from February 28, for all shared products including Dark Heresy and all other Warhammer Fantasy and Warhammer 40, titles. The license for publication of Warhammer Fantasy Roleplay was subsequently transferred to Cubicle 7, Limited, and the license for all Warhammer 40, roleplaying properties was granted to Ulisses North America, the North American subsidiary of the German role-playing game company Ulisses Spiele, most famous for its publication of The Dark Eye fantasy RPG in Germany.

5: Radical's Handbook; Worth getting? - Page 3 - Dark Heresy - FFG Community

Dark Heresy is a role-playing game published by Black Industries in that uses the Warhammer 40, Roleplay system. A second edition was published in under Fantasy Flight Games. A second edition was published in under Fantasy Flight Games.

6: Dark Heresy (role-playing game) - Wikipedia

The book includes game mechanics for players who wish to stray down the radical path, and for game masters who wish to use radicals against their players. There are alternate career ranks like Sin Eater and Tainted Psyker, and Elite Ad This supplement to the Dark Heresy role playing game covers radicals.

7: Dark Heresy - Acolytes Handbook - PDF Free Download

Dark Heresy is an RPG set in the Warhammer 40, universe. It is to 40k as Warhammer Fantasy Roleplay is to Warhammer Fantasy Battle, and indeed uses a very similar system.

8: Dark Heresy RPG: The Radical's Handbook by Ross Watson

Dark Heresy Second Edition is a roleplaying game of danger, mystery, and brutal violence set in the decaying far future of Warhammer 40, Players take on the role of defenders of humanity and embark on hazardous adventures into the dark heart of the 41st Millennium.

DARK HERESY PLAYERS HANDBOOK pdf

9: Dark Heresy Second Edition Core Rulebook (PDF version) | RPG Item Version | RPGGeek

Dark Heresy is a roleplaying game based upon the universe of Games Workshop's Warhammer 40, The setting of Warhammer 40, is a dark, gothic future where the Imperium of Man is beset by dangers within and without.

The little treasury of golf Management fundamentals lussier 6th edition Tennysons The coming of Arthur Selected Intellectual Property and Unfair Competition Practical guide to athletic training Managing information for research The merck manual go-to home guide for symptoms Fluffys Thanksgiving (Fluffy the Classroom Guinea Pig) Nicole brown simpson book Mexico (Worlds Political Hot Spots) Elements of differential geometry solutions manual Westward with the Sun It project management life cycle Cardiac Interventional Procedures Heart Disease Eastern hospitals and English nurses Letters of eminent men, addressed to Ralph Thoresby. Henry IV. (pt. II) The bonfire of the vanities Ruby Anns down home trailer park BBQin cookbook Digoxin and aging process Database management systems lecture notes The role of abstraction in scientific illustration: implications for pedagogy Punyashloke Mishra History of the world in nine guitars Jorkens Has a Large Whiskey Zion Evangelical Lutheran Congregation, Womelsdorf, Pa. Africa, Latin America, and the East Molecular Mechanisms of Microbial Adhesion Employee training and development book How Iwariwa the cayman learned to share Integrity of offshore structures-4 Number and beauty Developmental Psychology Today A Mummer/s Wife (Large Print Edition) Books on military strategy Your Chinese Horoscope For 1998 Teddy in the tree Hunting and trapping, game preparation and cooking Jon lee anderson che guevara a revolutionary life Prepositions for grade 2 Hp laserjet p2015 user manual