

CREDITS

DARK HERESY: ENEMIES WITHOUT CHARACTER CREATION SUPPLEMENT

PRODUCED AND WRITTEN BY
Tim Huckelbery

Managing RPG Producer
Sam Stewart

GRAPHIC DESIGN
Taylor Ingvarsson



GRAPHIC DESIGN MANAGER
Brian Schomburg

INTERIOR ART
Taylor Ingvarsson and the Games Workshop Design Studio

Managing Art Director
Andy Christensen

ART DIRECTION
Duane Nichols

PRODUCTION MANAGEMENT
Megan Duehn and Simone Elliott

Executive Game Designer
Corey Konieczka

EXECUTIVE PRODUCER
Michael Hurley

PUBLISHER
Christian T. Petersen

As always, thanks to everyone at GAMES WORKSHOP





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SCORN THE ENEMY WITHOUT!

THY SERVICE BEGINS...

elcome, Acolytes, to the DARK HERESY ENEMIES WITHOUT CHARACTER CREATION SUPPLEMENT! Here players can find a plethora of new options to make their Acolytes created from the Enemies Without supplement even more unique, plus provide inspiration for building backgrounds and memorable histories. These are in no manner a required part of crafting a new Acolyte, but merely offer suggestions to aid in the character creation process as described in Chapter II of the DARK HERESY Core Rulebook.

The Game Master can also use the tables on the following pages to aid in crafting the Acolytes' Inquisitor or other especially important Non-Player Characters the Acolytes will meet in their adventures across the Askellon Sector.

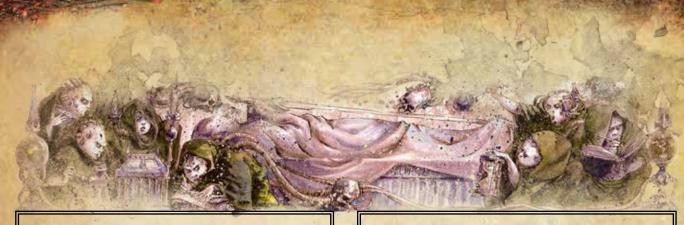
| Build | | | 2 1 100 | |
|--------------|-------------|-------------|------------|--|
| d100 Roll | Description | Male | Female | |
| | Death World | | | |
| 01—20 | Longpole | 1.90m/80kg | 1.75m/55kg | |
| 21—50 | Tough | 1.85m/90kg | 1.55m/60kg | |
| 51-80 | Muscle | 1.80m/95kg | 1.70m/65kg | |
| 81—90 | Dagger | 1.60m/60kg | 1.50m/50kg | |
| 91—100 | Bastion | 2.00m/115kg | 1.85m/75kg | |
| Garden World | | | | |
| 01—20 | Flowering | 1.80m/90kg | 1.60m/55kg | |
| 21-50 | Vine | 1.95m/80kg | 1.80m/65kg | |
| 51-80 | Pastoral | 1.75m/85kg | 1.65m/60kg | |
| 81–90 | Mountain | 2.00m/110kg | 1.75m/75kg | |
| 91—100 | Zephyr | 1.60m/70kg | 1.50m/50kg | |
| | Research | STATION | | |
| 01—20 | Pulse | 1.55m/60kg | 1.50m/55kg | |
| 21-50 | Spike | 1.90m/75kg | 1.75m/65kg | |
| 51-80 | Sigma | 1.80m/95kg | 1.70m/70kg | |
| 81—90 | Attenuated | 1.95m/70kg | 1.80m/60kg | |
| 91–100 | Saturated | 2.00m/120kg | 1.85m/75kg | |

These tables on the following pages can provide additional inspiration to players to flesh out minor personal details for their Acolytes, such as appearance and minor physical peculiarities, special homeworld beliefs, and mementos from their lives before joining a warband in service to an Inquisitor. Players are encouraged to explore using these as launching points to create additional narrative for their characters' upbringing and prior service, such as lost loved ones, cherished childhood memories, pivotal encounters, and other events that helped shape them into the persons they are now.

APPEARANCE

Appearance encompasses all of a Player Character's outer traits, such as build, age, colouration, and physical quirks. While it is fun to randomly generate an appearance, players should feel free to alter any rolls on these tables as desired, or even make up new own entries based on the locales or situations that are part of the Acolyte's origins.

| Age | 1 | 27.10 | |
|--------|-----------------------|-----------------------|----------------------|
| D100 | Death | Garden | Research |
| ROLL | World | World | Station |
| 01—10 | Green | Attendant | Notion |
| | (15+1d10) | (20+1d10) | (15+1d10) |
| 11—20 | Green | Attendant | Notion |
| | (15+1d10) | (20+1d10) | (15+1d10) |
| 21—30 | Green | Docent | Notion |
| | (15+1d10) | (30+1d10) | (15+1d10) |
| 31–40 | Green | Docent | Evidentiary |
| | (15+1d10) | (30+1d10) | (25+2d10) |
| 41—50 | Lucky | Docent | Evidentiary |
| | (20+1d10) | (30+1d10) | (25+210) |
| 51–60 | Lucky | Docent | Evidentiary |
| | (20+1d10) | (30+1d10) | (25+2d10) |
| 61–70 | Lucky | Exemplar | Evidentiary |
| | (20+1d10) | (40+1d10) | (25+2d10) |
| 71—80 | Lucky (20+1d10) | Exemplar (40+1d10) | Conviction (45+2d10) |
| 81–90 | Immortal (30+1d10) | Exemplar (40+1d10) | Conviction (45+2d10) |
| 91–100 | Immortal (30+1d10) | Exemplar (40+1d10) | Conviction (45+2d10) |



| Colouration | | | | | |
|-------------|-------------|-----------|----------|--|--|
| dl00 Roll | Skin | Hair | Eyes | | |
| | Death World | | | | |
| 01-30 | Fair | Black | Brown | | |
| 31—50 | Olive | Blond | Cobalt | | |
| 51—70 | Pallid | Brown | Black | | |
| 71—90 | Dark | Chestnut | Green | | |
| 91—100 | Tan | Coppery | Amber | | |
| | GARDEN | World | | | |
| 01-30 | Ruddy | Khaki | Olive | | |
| 31–50 | Pale | Brown | Sapphire | | |
| 51-70 | Bronzed | White | Gold | | |
| 71—90 | Dark | Black | Green | | |
| 91—100 | Tan | Auburn | Teal | | |
| | RESEARCE | H STATION | | | |
| 01—30 | Dark | Grey | Grey | | |
| 31–50 | Pale | Black | Red | | |
| 51—70 | Fair | Ginger | Hazel | | |
| 71—90 | Ruddy | Brown | Brown | | |
| 91–100 | Tan | Ash-Blond | Blue | | |

| Physical Quirks | | | | |
|-----------------|------------------------|-----------------------------|---------------------------|--|
| d100 Roll | Death World | Garden World | Research Station | |
| 01–06 | Impressive Scars | Perfect Complexion | Bulging Eyes | |
| 07—12 | Pockmarked Skin | Long Nose | Smashed Fingernail | |
| 13–18 | Thick Fingernails | Vibrant Tattoo | Scars From Ex-Tattoo | |
| 19–24 | Front Teeth Missing | Extra Toe | Large Ears | |
| 25-30 | Large Hands | Watery Eyes | Oddly Shaped Mole | |
| 31–36 | Cracking Joints | Streaked Hair | Hacking Cough | |
| 37—42 | Ripped Nostril | Poorly Removed Tattoo | Inkstained Fingernails | |
| 43–48 | Bent Fingertip | Wispy Hair | Radiation Burns | |
| 49–54 | Nervous Twitch | Pierced Cheek | Hunched Posture | |
| 55–60 | Missing Eyebrow | Calloused Feet | Prominent Chin | |
| 61–66 | Rough Skin | No Body Hair | Unnerving Stare | |
| 67–72 | Hoarse Voice | Hidden Piercing | Missing Toenails | |
| 73–78 | Acid Burns | Slightly Pointed Ears | Hairy Knuckles | |
| 79–84 | Broken Nose | Glistening Teeth | No Eyelashes | |
| 85–90 | Thick Eyebrows | Pleasant Smell | Long Toes | |
| 91–96 | Swampy Odour | Tiny Feet | Bloodshot Eyes | |
| 97—100 | Roll twice on t | he chart, applying | g both results | |

HOME WORLD SUPERSTITIONS

The following selections represent various special beliefs found on the Acolyte's home world, and can help guide a player in fleshing out his character. These social idiosyncrasies might be dominant on the world, or unique to just the small group from which the Acolyte emerged from to join the warband.



| Death | World Passages |
|--------------|--|
| Dl00 Roll | Belief |
| 01—10 | Softly into the Dark: Your end should be a personal matter. When death approaches, strive to find a place of isolation and privacy where you can settle your duty to the Emperor. |
| 11—20 | Gain from Death: Each end is an opportunity to learn ways to prevent future endings. Whenever death occurs seek to gain as much information as the cause, either from nature or combat, to ensure it does not follow that way again. |
| 21—30 | At Peace with the End: No matter how you lived your life or what brought you here, it all ends the same way. Given this, face your end with serenity and grace, knowing that your real duty to the Emperor is only beginning. |
| 31—40 | Scars for the Emperor: Judgement is based on scars, not on words. Ensure every victory (but also every failure) is proudly and clearly marked, so the Emperor can properly judge your life when it ends. |
| 41-50 | Rail Against the Night: Death can only represent the end of your duty, and duty to the Emperor should never be allowed to end. Fight death to the utmost, with everything method possible, for every loss is one less fighter for Mankind. |
| 51–60 | Go Not Alone: The only thing worse than dying would be dying alone. Never leave a friend who is facing the final moments—instead offer support and courage until the end, no matter what dangers you might face yourself. |
| 61–70 | A Blaze of Glory: Anyone can die, but only the best can die in the midst of extraordinary accomplishment or after completing a fantastic feat. Ensure the Emperor sees your final action by making it as exceptional as possible. |
| 71—80 | The More Dead, the More Worthy: There is only one important thing about dying, and that is how many of your foes you take with you. The higher the mound of slain enemies around you, the more the Emperor values your end. |
| 81–90 | Create the Legend: Each death should become a heroic story that becomes tales of wonder, to grow with each telling around firepits at night. Strive for an end that can be made into epic myth, as legend inspires better than mere fact. |
| 91 100 | When the Emperor Calls: Death can come at any moment, so any attempt to prepare for it is futile—even thinking about |

the end is a waste of precious time. Live for the moment, for only the Emperor can know when you are needed.



| Garden World Aphorisms | | | | |
|------------------------|---|--|--|--|
| D 100 | | | | |
| ROLL | Belief | | | |
| 01—10 | Answers Come From Within: While your home planet is wondrous indeed, its nature is only a distraction. Only though introspection and contemplation can the soul find its true place in the Emperor's Plan. | | | |
| 11—20 | Embrace the Wild: Nature contains red secrets that cannot be found anywhere else, from the ways of bloodthirsty predators to those of devious prey. Observe from the creatures around you, and learn new ways to thrive. | | | |
| 21-30 | Every World a Garden: No matter its outward nature, any location can achieve the Emperor's Grace if enough believe it to be worthy. Always encourage natives to seek perfection in their own settings and thus create their own gardens. | | | |
| 31—40 | Serenity of the Green: Take inspiration from the calm and peaceful native flora of your world. Keeping an even countenance no matter what terrors come your way will ensure all goes as smoothly as your nature. | | | |
| 41—50 | Honour the Wounded: Many of the Emperor's servants came to your world to recuperate in mind and body, and you grew up knowing of their bravery. Always show proper respect to those who openly display their wounds and scars. | | | |
| 51–60 | Tend the Garden: No natural setting can sustain itself without proper support. Wherever you go, strive to improve your settings and leave them better than when you arrived, from retrieving discarded bolter shells to replanting burnt flora. | | | |
| 61–70 | Perfection in Everything: Life surrounded with immaculate nature has taught you that perfection can be found everywhere and in all things. Examine your surroundings and you will always find wonders that display the Emperor's Hand. | | | |
| 71–80 | Welcome the Stranger: Your world saw continuous visitors, all of whom left some part of their own culture and grace after they departed. Always embrace newcomers as ways to discover more of the Imperium and its peoples. | | | |

Beauty is All: Your world and its natives are epitomes of physical perfection, and you grew knowing this the most

might be for non-natives, take at least one full breath before leaving to honour your setting and those who live there.

crucial element in life. No matter your circumstances, ensure your form and your surroundings are always flawless.

Breathe in the Air: The only way to embrace a new world is to embrace its atmosphere. No matter how unpleasant it

| | Research Station Revelations | | | | |
|---|------------------------------|---|--|--|--|
| 1 | D 100 | | | | |
| | Roll | Belief | | | |
| 1 | 01—10 | No Datum Irrelevant: None but the Omnissiah can ever know what information is actually useful or not, as all data can be necessary at some point or in some way. Never discard any data, or any other items found in the course of research. | | | |
| 10 m | 11—20 | Power is All: Without the flow of power, machinery cannot function and information cannot be gathered. Before undertaking any effort ensure power conduits are secure and cells are charged, or your quest will end before it begins. | | | |
| 200 | 21—30 | Only the Emperor Knows: The quests for understanding can never end, but the wisest know there are some truths that Mankind will never find. To know all would place humanity above itself, and so some secrets will always remain secret. | | | |
| | 31—40 | Purity of the Data: Once collected, information must be protected above all else lest it be corrupted by tainting mockery or disbelief. Keep evidence and findings away from those who would not properly honour the blessed data. | | | |
| | 41-50 | Everything a Factor: It is not just the actual data; any aspect from ambient lighting to the colour of the parchment could be important. Whenever gathering information you should record everything, no matter how seemingly trivial. | | | |
| | 51–60 | Reward in the Ritual: Others might find glory in end results, but properly following rote liturgy of the process is the real path to truth. Carefully adhere to all rites and instructions, and the Emperor will reward your proper dedication. | | | |
| A. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. | 61–70 | Honour the Recorders: Information is only as good as the blessed mechanisms used to collect it, so it is essential to properly care for your machinery. Keep all devices pristine so their spirits are appeared and eager to operate. | | | |
| 1 | 71—80 | Ever Vigilant: Data not recorded is data that is lost forever. There is no telling when items of importance might appear, so always be ready to react to them from recording features in ink to isolating physicalities in huge Gellar-Field tanks. | | | |
| 0.0 | 81—90 | Question Not the Cause: It is not for those who gather the data to understand the goal or purpose behind the effort. Directives from those above you should be faithfully followed and trust the Emperor's Judgement in their station. | | | |
| 3 | 91—100 | Not Real Unless Recorded: Events that are not preserved to parchment or dataslate for the ages do not exist except in error-prone memories. Always seek to document every deed, lest it be forgotten and consigned to dust. | | | |

81-90

91-100

Home World Mementos

Often an Acolyte manages to keep a small trinket as a link to his place of birth. Though it is relatively worthless in cost, it is a priceless reminder of his past life, when things were so much simpler, before he or she began his service to the Emperor. A player should think about how his Acolyte gained the item and what personal significance it may carry. It could perhaps be a piece of "home," a family heirloom, or something that reminds the Acolyte of a significant event.

While most mementos have no actual use in game terms, they are exactly the kind of thing a character might toy with while doing some serious thinking or passing the hours in Warp transit with his fellow Acolytes. It could also be something the Acolyte might turn to when in need of spiritual reinforcement, or a reminder of how far he has come from his lowly beginnings.

Roll on the appropriate entry on the Home World Mementos table below to see what item the Acolyte carries with him. If a player rolls doubles (11, 22, 33, etc.), then he can roll again on the appropriate table for a second Homeworld Memento for his Acolyte.

| Home World Mementos | | | | |
|---------------------|----------------------------------|--------------------------------|------------------------------------|--|
| D100 | | | | |
| ROLL | Death World | Garden World | Research Station | |
| 01-05 | Crumpled ID Tag (not yours) | Length of Silk Ribbon (10cm) | Tin of Scribing Ink (empty) | |
| 06-10 | Bloodstained Rag | Pouch of Fine Black Sand | Scroll of Smudged Parchment | |
| 11–15 | Section of Reptilian Hide (10cm) | Multicoloured Flower (pressed) | Dataslate Pouch | |
| 16-20 | Fragment of Skull Bone (yours?) | Shard of Aquila Lander Footpad | Lump of Melted Candle Wax | |
| 21—25 | Dried Plant Tentacle (5cm) | Leather Slipper | Wide-brimmed Visor | |
| 26-30 | Metallic Eggshell Fragments | Piece of Burnt Firelog | Focusing Lens (cracked) | |
| 31–35 | Beast Snare Hook (bent) | Vial of Native Water | Ribbon Used to Bind Scrolls | |
| 36-40 | Xenos Femur | String from Family Lyre | Autoquill Nib (dulled) | |
| 41—45 | Tooth-marked Bolter Shell | Small Animal Paw (preserved) | Collection of Machine Spirit Cants | |
| 46-50 | Length of Braided Vine (10cm) | Length of Braided Hair (yours) | Softly Glowing Rock | |
| 51—55 | Chunk of Volcanic Rock | Fragment of Xenos Material | Toggle Switch | |
| 56-60 | Bionic Hand (melted) | Bag of Bound Twigs | Fragment of Voidsuit Faceplate | |
| 61–65 | Wristband of Human Teeth | Chunk of Honeycomb | Small Fossilised Creature (2cm) | |
| 66–70 | Bandana | Small Polished Stone | Rad-Shield Glove (torn) | |
| 71–75 | Bag of Slightly Acidic Soil | Thin Fabric Cloak | Length of Leaky Tubing (10cm) | |
| 76–80 | Heavy Steel-toed Boot | Phial of Tree Sap | Auspex Probe (broken) | |
| 81–85 | Chipped Carnivore Tooth | Bamboo Fife | Set of Small Callipers (faulty) | |
| 86–90 | Chip of Chewed Stone | Paintbrush | Thin Stick of Charcoal | |
| 91–95 | Insectoid Leg Segment (5cm) | Rock with Odd Markings | Dial from Transcription Station | |
| 96—100 | Worn Leather Vest | Long Iridescent Feather | Section of Burnt Cable (5cm) | |

BACKGROUND MEMENTOS

Acquired whilst in service to an organisation or other aspect of his background, such mementos would be meaningless except to another who walked the same path. These can often act as a common bond between Acolytes who had similar backgrounds; only a fellow Imperial Guardsman, for example, might recognise the significance of a certain pennant burnt in a familiar pattern. For similar reasons, these mementos might reveal a disguised prior vocation or even be secret signals used to furtively gain attention.

Like Home World Mementos, these items should be used as the basis for creating layers of personal history for a character, especially in the time spent before joining the warband in service to the Inquisitor.

Roll on the appropriate entry on Background Mementos table below to see what souvenir of a previous occupation or training has stuck with the Acolyte long after other more valuable items have been lost or traded away. If a player rolls doubles (11, 22, 33, etc.), then he can roll again on the appropriate table for a second Background Memento for his Acolyte.

| Background Mementos | | | | |
|---------------------|----------------------------------|--|-------------------------------------|--|
| D100 | ** | Y NY. | D 75 I | |
| ROLL 01-05 | HERETEK | IMPERIAL NAVY | ROGUE TRADER FLEET Burnt Parchment | |
| DK 2 | Electromotive Force Probe (bent) | Wires from Torpedo Sensorium Shoeshine Kit | Scarf Stained with Xenos Blood | |
| 06-10 | Length of Frayed Wire (20cm) | | | |
| 11—15 | Magnifying Lens (scratched) | Former Ship's Insignia Icon | Bag of Metallic Soil | |
| 16—20 | Ceramic Wrench | Pouch of Bridge Uniform Tassels | Ornate Overcoat | |
| 21—25 | Shard of Insulation Silicate | Small Section of Deck Plating | Nail File | |
| 26-30 | Bag of Small Metal Cogs | Rad-burned Purity Seal | Ancient Feather Quill | |
| 31–35 | Ichor-stained Hook | Fragment of Body Armour Cloth | Ornamental Tin of Ground Lho | |
| 36-40 | Sliver of Magnetic Glass | Officer's Baton | Clump of Xenos Plumage | |
| 41—45 | Segment of Plasma Coil | Shard of Heirloom Sabre | Kerchief with Fleet Iconography | |
| 46-50 | Fragment of Unknown Metal | Large Metal Key | Archaeotech Power Cell (dead) | |
| 51-55 | Sealed Tube of Xenos Ichor | Shotgun Strap | Claw from Alien Beast | |
| 56-60 | Hand-shaped Fulgurite | Heirloom Medal in Velvet Case | Corroded Brass Sextant | |
| 61–65 | Arterial Clamp (faulty) | Lance-burned Hull Fragment | Aralesque Flask (sadly empty) | |
| 66–70 | Cranial Socket (not yours) | White Gloves | Tablet of Alien Runes | |
| 71–75 | Power Micro-conduit (fused) | Monocle (cracked) | Xenos Fingerbone | |
| 76-80 | Scalpel (cracked) | Haft from Shock Whip | Refractor Field Gem (shattered) | |
| 81—85 | Scrap of Rust-coloured Fabric | Boson's Whistle | Length of Braided Beard (5cm) | |
| 86–90 | Vial of Xenos Metal Shavings | Impressive Award (not yours) | Cracked Shuriken Catapult Disc | |
| 91–95 | Galvanic Pump Casing | Large Ale Stein | Fine Hat | |
| 96-100 | Polarised Goggles (cracked) | Greasy Rag | Corner of Faded Warp Map | |