





# CREDITS

## DARK HERESY: ENEMIES BEYOND CHARACTER CREATION SUPPLEMENT

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FEAR THE ENEMY BEYOND!



# 

Welcome, Acolytes, to the DARK HERESY ENEMIES BEYOND CHARACTER CREATION SUPPLEMENT! Here players can find a plethora of new options to make their Acolytes created from the ENEMIES BEYOND 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.

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 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.

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d100 Roll	Description	Male	Female
DAEMON WORLD			
01–20	Lesser	1.70m/85kg	1.60m/50kg
21–50	Sinuous	1.75m/75kg	1.65m/45kg
51–80	Muscular	1.80m/95kg	1.70m/65kg
81–90	Gaunt	1.90m/80kg	1.80m/55kg
91–100	Corpulent	1.65m/105kg	1.55m/70kg
PENAL COLONY			
01–20	Chain	1.65m/60kg	1.55m/40kg
21–50	Stiletto	1.85m/80kg	1.75m/60kg
51–80	Hammer	1.80m/90kg	1.70m/65kg
81–90	Boulder	1.70m/100kg	1.60m/75kg
91–100	Stubber	1.75m/95kg	1.65m/70kg
QUARANTINE WORLD			
01–20	Spiked	1.70m/65kg	1.55m/45kg
21–50	Acute	1.80m/80kg	1.60m/50kg
51–80	Shrunken	1.85m/70kg	1.65m/55kg
81–90	Prolonged	1.90m/100kg	1.70m/70kg
91–100	Stable	1.75m/110kg	1.55m/65kg

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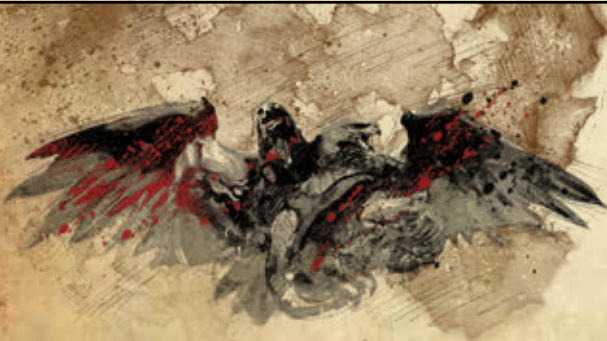
d100 Roll	DAEMON WORLD	PENAL COLONY	QUARANTINE WORLD
01–10	Runner (16+1d10)	New Meat (20+1d10)	Clean (15+1d10)
11–20	Runner (16+1d10)	New Meat (20+1d10)	Survivor (25+1d10)
21–30	Rock (24+1d10)	New Meat (20+1d10)	Survivor (25+1d10)
31–40	Rock (24+1d10)	Convict (30+1d10)	Survivor (25+1d10)
41–50	Rock (24+1d10)	Convict (30+1d10)	Survivor (25+1d10)
51–60	Rock (24+1d10)	Convict (30+1d10)	Survivor (25+1d10)
61–70	Rock (24+1d10)	Convict (30+1d10)	Fossil (35+1d10)
71–80	Rock (24+1d10)	Lifer (40+2d10)	Fossil (35+1d10)
81–90	Saint (32+1d10)	Lifer (40+2d10)	Fossil (35+1d10)
91–100	Saint (32+1d10)	Lifer (40+2d10)	Fossil (35+1d10)





## Colouration

d100 Roll	Skin	Hair	Eyes
<b>DAEMON WORLD</b>			
01–30	Dark	Copper	Purple
31–50	Tan	Blond	Blue
51–70	Fair	Black	Green
71–90	Ruddy	White	Red
91–100	Golden	White	Brown
<b>PENAL COLONY</b>			
01–30	Dark	None	Brown
31–50	Tan	Black	Green
51–70	Fair	Blond	Dark Blue
71–90	Ruddy	Brown	Hazel
91–100	Pale	Chestnut	Black
<b>QUARANTINE WORLD</b>			
01–30	Dark	White	Sky Blue
31–50	Tan	Khaki	Grey
51–70	Fair	Dark Red	Violet
71–90	Ruddy	Blond	Sea Green
91–100	Chalky	Black	Yellow



## Physical Quirks

d100 Roll	DAEMON WORLD	PENAL COLONY	QUARANTINE WORLD
01–06	Webbed Toes	Missing Fingertip	Bony Elbows
07–12	Extremely Stiff Posture	Scarred Back	Softly Glowing Teeth
13–18	Elongated Canine Teeth	Broken Nose	Slightly Pointed Ears
19–24	Stunningly Attractive	Missing One Toe	Rad Burns
25–30	Missing Eyebrows	Tattoos (Gang)	Rubbery Skin
31–36	Thick Skin	Slight Overbite	Stained Teeth
37–42	Hairless	Torn Ear	Long Neck
43–48	Reddish Sclera	Double-Jointed	Clammy Skin
49–54	Aquila Branding	ID Tattoo (Burnt Off)	Odd Lump Under Skin
55–60	Oily Hair	Hairy Knuckles	Sixth Finger (Cut Off)
61–66	Long Fingers	Multiple Piercings	Pronounced Chin
67–72	Vibrant Birthmark	Torn Fingernails	Prominent Forehead
73–78	Shifting Scars	Metal Teeth	Warts (Burnt Off)
79–84	Mismatched Eye Colours	Tattoos (Personal)	Glistening Hair
85–90	Blinks Too Often	Shuffling Gait	Protruding Ears
91–96	Odd Odour	Nervous Tic	Watery Eyes
97–100	Roll twice on the chart, applying 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.



## Daemon World Curses

d100

ROLL

BELIEF

01–10	<i>Endless Appetites:</i> Those who enjoy excesses, be they food, drink, or base sensation, can only find themselves starving and deprived when they are without such things. Self-denial is the only true path to self-reliance.
11–20	<i>Feel the Pain:</i> Any who would try to understand and share the pain of others will only find that pain only multiplied. Empathy is for the weak; the Emperor knows the pain of His subjects, and that should be enough for anyone.
21–30	<i>Seek the Truth:</i> The untainted truth is the foulest of poisons. Any who would insist that the truth is all should instead try to find whatever enjoyment possible, for a life filled with truth has no room for the Emperor.
31–40	<i>Honour is All:</i> A life structured around perfect integrity in one's actions is a life made of brittle bricks. Do not demand honourable behaviour from anyone, or hold yourself to such standards—concentrate instead only on the end results.
41–50	<i>Hope Pains Eternal:</i> To long for a better future is to be forever disappointed. Forego any faith that tomorrow could be an improvement on yesterday; the only faith that matters is your faith in the Emperor.
51–60	<i>Fall to Pride:</i> Those who dare take pride in their accomplishments are surely seeking destruction. Always remember that self-satisfaction can only lead to arrogance, so shrug off compliments and concentrate on past failings instead.
61–70	<i>Perfect Vision:</i> To truly study the world around you in exacting clarity is to witness more than mortal minds can withstand. Better to merely see and not observe, and trust that the Emperor is watching over all.
71–80	<i>Never Forget:</i> Those who forget the past might repeat it, but those who cannot forget it are doomed to never be content with the present. Memories can only lead to pain, so let them go and apply yourself to surviving the current day.
81–90	<i>Pressing Throngs:</i> There are few hells worse than those that come from being surrounded by maddening crowds. Find solace in solitude instead, for in the end we are all alone save for the Emperor's grace.
91–100	<i>Persistent Dreams:</i> The fantasies of sleep can make the night pass more easily, but dreams that refuse to fade away in waking hours only reinforce the horrid nature of life. Better to forget your dreams and live in the world around you.





## Penal Colony Codes

d100

ROLL BELIEF

- 01–10 *Code of Silence:* No matter what the event, never speak of it to outsiders or warders. Despite the intentions or assurances of others, it is better to deal with transgressions against yourself or your cadre internally and through your own means.
- 11–20 *Code of Vengeance:* Every slight must be returned, no matter how small or who it was from. Anything less only invites further disrespect, and so any misconceptions concerning your strength must be corrected lest others also act against you.
- 21–30 *Code of Blood:* Family is all, be the connection arise from shared blood or shared bloodshed. Care for your kin, and your kin will care for you. Turn against your blood kin, and no one will aid you when your kin come for your blood.
- 31–40 *Code of Forgiveness:* The only way for bloodshed to end is to grant forgiveness, not out of weakness but out of pragmatism. Endless conflict profits no one, and if needed you can always strike once a back is foolishly turned to you.
- 41–50 *Code of Protection:* Take care to watch for danger, and prepare for any occurrence. With proper protection, attacks and insults can be turned away or twisted against a foe, and others will flock to your side as they see your power.
- 51–60 *Code of Remembrance:* Never forget, ever. The past is everything, and once it is lost then so are the lives and deeds of those who came before you. Thus so too will your own deeds turn to dust when you are gone if they are forgotten.
- 61–70 *Code of Trust:* The highest honour you can bestow on others is to rely on them, no matter how bad things get. They will stand with you when death or worse is on the line, and you for them—without such trust, life is worthless.
- 71–80 *Code of Reliance:* There are only two things you can count on in the end: yourself and the Emperor—and the Emperor expects you to take care of yourself, as He's busy. Mind yourself, and let the Emperor can take care of the rest.
- 81–90 *Code of Faith:* There is more around you than prison walls and iron chains, but only those who reach out and place their fate in the Emperor's hands will ever see this. Have faith that the Emperor acts through all things, and you will be rewarded.
- 91–100 *Code of Discipline:* The best way to survive is to always follow a strict internal regimen and rigidly control yourself no matter the madness around you. Only when you master yourself can you master others.

## Quarantine World Mandates

d100

ROLL BELIEF

- 01–10 *Hold the Breath:* Those who breathe first are often not breathing for long. Whenever walking into a new habroom, a ship cabin, or especially the outdoors, always hold your breath until you see others safely draw air and still live.
- 11–20 *Walk in Footsteps:* Never reveal your passage to others, for who knows what might be watching or what a wayward footfall might trigger? Ensure your feet only follow where others have stepped, especially in rough earth.
- 21–30 *Blood to Ashes:* Offer life to the dead whenever possible. A few drops of blood can suffice for a minor friend or battle-comrade, while a long cut to allow for both a gout and a scar of remembrance is proper for valued friends or family.
- 31–40 *Care for Yourself:* Personal care is often overlooked, but is as essential as armour or filterplugs. Grooming might be mocked, but it detects diseases and ailments before they become necrotic, and also ensures you always leave a clean corpse.
- 41–50 *Watch the Skies:* Death commonly comes from above, be it from xenos raiders, insectoid swarms, or avian predators. Keep your eyes always scanning upwards, and be ready to defend yourself against the lethal dangers in the air.
- 51–60 *Blink Before Seeing:* True sight only comes from clear eyes, so be sure to blink at least three times whenever your vision is essential. This also wards off any biotic mites, strands of poison flora, or foul spirits that might infest your eyes.
- 61–70 *Carry the Water:* There is one thing you should always have—your own water supply. This might be a small flask, an assortment of plasteel bottles, or even a conformal tank worn on the back. Forget your water, and forget tomorrow.
- 71–80 *Observe the Others:* The greatest dangers can be those around you, even those you have trusted for years. Trust only goes so far, so always keep a close eye in case others turn traitor, become possessed by alien minds, or gain unnatural appetites.
- 81–90 *Sanctity of the Meal:* Sustenance is essential for survival, so any opportunity to safely gather and eat together should be grasped and cherished. Every meal could be your last, so give thanks to the Emperor for both food and friendship.
- 91–100 *Paranoia is Not Enough:* Anything, at any moment, could be the cause of your death. Always check your gear before travel, double-check your weaponry before combat, and triple-check your so-called allies before turning your back.



# 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

DAEMON WORLD

PENAL COLONY

QUARANTINE WORLD

01–05	Scaled Pot of Oily Mud	Bloodstained Bandana	Cracked Auspex Display
06–10	Glistening Feather	Set of Juggling Balls	Dried Seek Husk (5cm)
11–15	Dead Compass	Cracked Leg Irons	Pouch of Ceramic Filings
16–20	Lump of Wax	Leather Cap	Small Glowing Rock
21–25	Bag of Grass Clippings	Glassteel Armonica Disk	Part from Warning Beacon
26–30	Dried Piece of Meat	Pouch of Crumbled Masonry	Cube of Odd Metal (1cm)
31–35	Chunk of Rough Glass	Metal Key	Length of Braided Hair (yours?)
36–40	Faded Prayer Parchment	Broken Shock Maul Haft	Bag of Powdery Sand
41–45	Remains of Burned-Out Candle	Regicide Piece	Curved Fingerbone (not yours)
46–50	Vial of Blood (not yours)	Paintbrush	Pollen-Stained Rag
51–55	Chip of Obsidian Horn	Broken Shiv	Shard of Black Armour
56–60	Chewed-Up Bolter Shell	Orange Tunic (torn)	Mechanical Eye (broken)
61–65	Iron Shackles (bent open)	Cracked Guard's Badge	Used Flare Casing
66–70	Bag of Bone Dust	Metal Shot Glass	Empty Food Pouch
71–75	Root of Unknown Plant	Broken Tattoo Needle	Xenos Bone Fragment
76–80	Backwards-Running Chrono	Cracked Reading Lens	Insect-Eaten Coat
81–85	Pressed Violet Flower	Lho Stick Stub	Small Soapstone Carving
86–90	Chip of Voidship Hull	Leaky Flask	Piece of Greenish Glassteel
91–95	Rock with Claw Marks	Explosive Collar Fragments	Filtration Plugs (clogged)
96–100	Hand-Carved Wooden Aquila	Expired Handmeal Brick	Acid-Burned Hat



## 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

ROLL

EXORCISED

01–05	Bag of Dried Blood (not yours)
06–10	Small Iron Disk
11–15	Entire Fingernail (yours)
16–20	Strip of Stained Ribbon (10cm)
21–25	Faintly Glowing Fossil
26–30	Burnt Ministorum Sigil
31–35	Broken Magnifying Lens
36–40	Sealed Tube of Salt
41–45	Glistening Needle
46–50	Rusted Nail
51–55	Vial of Bluish Liquid
56–60	Drop of Blood in Amber Lump
61–65	Short Length of Thick Chain
66–70	Shedded Reptilian Skin
71–75	Stone Carved with Terrible Runes
76–80	Rib Bone (yours?)
81–85	Handkerchief Stained with Tears
86–90	Charred Parchment
91–95	Broken Metal Lock
96–100	Cracked Aquila

## PERFECT REFLECTION

Cassia Kotromahn strode across her chambers, bored yet again. It had been a fast duel, only three opponents this time but her pater had assured her that they were the finest swordmasters he, one of the ruling Lords of Hive Desoleum, could buy. One of these masters would always be smiling now, one always frowning. The other she took more time with. Cassia had barely worked a sweat during the bout.

She paused at the archaeotech silverwater curtain in her state room, as she often did. Her reflection in the cascading liquid was perfect as always. Perfect, and she despaired that no one else could ever match her. She had taken to the blade before she could walk, and her heirloom sword had never been defeated. She ran it across the flowing metal of the curtain, her reflection rippling at the disturbance.

When it reformed, she thought she saw something new there. A glint in a reflected eye? She raised her blade in mock salute, her double doing the same, and then she amusedly went into a Lepento attack. Her reflection did the same, so she shifted to classical defence, then to a rapid Yu counter to the mirror's action. It quickly became a grand game as she worked faster than ever, faster than any real duel, against her own reflection. Exhilaration filled her, each stroke utterly perfect as if she were fighting a real foe. It was impossible, but she was matching her own liquid metal facsimile. It became dreamlike, and then grew more so as her reflection began to actively fight, no longer merely duplicating her own moves.

The bladework was even faster somehow as she kept up the duel. Her own eyes stared back, wide and intoxicating, all her skills needed to keep pace with the one foe she'd never really faced. She made a feint, then a cut across that struck home against a mirrored, elegant cheekbone. Her double moaned as a thin line of orchid blood coiled out as if alive. Cassia could feel an echo of the cut on her own cheek, a caress that made her shiver. Their blades flashed again, and now were actually striking each other as she saw her mirrored form seamlessly emerge from the silverwater as if the metal refused further contact. Cassia smiled, her reflection did the same, and they clashed anew.

Their dance took them all over her chambers, destroying most of it but she could care less. Finally, she had a real challenge, her greatest desire made manifest. Blades met and sparked as they fought. Cassia made an arcing swing, but this time her blade struck a chitinous claw instead of a sword. She looked up even as her reflection steamed amethyst smoke and shifted its shape. It was still her, but even more ideal. The claws matched the new form, deadly but beguiling, and Cassia still saw her own face as it leered sweetly and leapt to attack.

She was actually sweating now as the duel became even fiercer, yet somehow playful, though she knew the slightest error would be her last. It was a dance she never wanted to end. Slowly they began to return to the state room, and Cassia found herself with her back to the silverwater curtain. She had no reflection there now, but a side glance showed the mercury depths held other shapes, their razored claws beckoning out to her. It would be an eternal dance, she knew, one of eternal perfection, and their whispers were impossible to resist. Cassia stepped through to join her new sisters, certain her reflection would have much sport with the rest of the hive...