





# CREDITS

## DARK HERESY: ENEMIES WITHOUT CHARACTER CREATION SUPPLEMENT

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SCORN THE ENEMY WITHOUT!



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Welcome, 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.

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
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

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d100 Roll	DEATH WORLD	GARDEN WORLD	RESEARCH STATION
01–10	Green (15+1d10)	Attendant (20+1d10)	Notion (15+1d10)
11–20	Green (15+1d10)	Attendant (20+1d10)	Notion (15+1d10)
21–30	Green (15+1d10)	Docent (30+1d10)	Notion (15+1d10)
31–40	Green (15+1d10)	Docent (30+1d10)	Evidentiary (25+2d10)
41–50	Lucky (20+1d10)	Docent (30+1d10)	Evidentiary (25+2d10)
51–60	Lucky (20+1d10)	Docent (30+1d10)	Evidentiary (25+2d10)
61–70	Lucky (20+1d10)	Exemplar (40+1d10)	Evidentiary (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

d100 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
RESEARCH 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 Check	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 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.



## Death World Passages

d100

ROLL

BELIEF

01–10	<i>Softly into the Dark:</i> 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	<i>Gain from Death:</i> 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	<i>At Peace with the End:</i> 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	<i>Scars for the Emperor:</i> 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	<i>Rail Against the Night:</i> 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	<i>Go Not Alone:</i> 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	<i>A Blaze of Glory:</i> 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	<i>The More Dead, the More Worthy:</i> 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	<i>Create the Legend:</i> 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	<i>When the Emperor Calls:</i> 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

d100

ROLL BELIEF

- 01–10 *Answers Come From Within:* While your home planet is wondrous indeed, its nature is only a distraction. Only through 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.
- 81–90 *Beauty is All:* Your world and its natives are epitomes of physical perfection, and you grew knowing this the most crucial element in life. No matter your circumstances, ensure your form and your surroundings are always flawless.
- 91–100 *Breathe in the Air:* The only way to embrace a new world is to embrace its atmosphere. No matter how unpleasant it might be for non-natives, take at least one full breath before leaving to honour your setting and those who live there.

## Research Station Revelations

d100

ROLL BELIEF

- 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.
- 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.
- 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.
- 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 appeased and eager to operate.
- 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.
- 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.
- 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.



# 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

ROLL

HERETEK

IMPERIAL NAVY

ROGUE TRADER FLEET

01–05	Electromotive Force Probe (bent)	Wires from Torpedo Sensorium	Burnt Parchment
06–10	Length of Frayed Wire (20cm)	Shoeshine Kit	Scarf Stained with Xenos Blood
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	Archacotech 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