



CREDITS

DARK HERESY: ENEMIES WITHIN 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
Taylor Ingvarsson

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



FANTASY
FLIGHT
GAMES

Fantasy Flight Games
1995 West County Road B2
Roseville, MN 55113
USA

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BEWARE THE ENEMY WITHIN!

THY SERVICE BEGINS...

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

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.

Build

d100 Roll	Description	Male	Female
AGRI-WORLD			
01–20	Sprout	1.70m/85kg	1.60m/50kg
21–50	Weedy	1.75m/75kg	1.65m/45kg
51–80	Oaken	1.80m/95kg	1.70m/65kg
81–90	Willow	1.90m/80kg	1.80m/55kg
91–100	Generous	1.65m/105kg	1.65m/70kg
FEUDAL WORLD			
01–20	Measly	1.65m/60kg	1.55m/40kg
21–50	Lank	1.85m/80kg	1.75m/60kg
51–80	Stalwart	1.80m/90kg	1.70m/65kg
81–90	Stout	1.70m/100kg	1.60m/75kg
91–100	Hardy	1.75m/95kg	1.65m/70kg
FRONTIER WORLD			
01–20	Meagre	1.70m/65kg	1.55m/45kg
21–50	Rangy	1.80m/80kg	1.60m/60kg
51–80	Tough	1.85m/95kg	1.65m/65kg
81–90	Robust	1.90m/100kg	1.70m/70kg
91–100	Marbled	1.75m/110kg	1.55m/75kg

Age

d100 ROLL	AGRI-WORLD	FEUDAL WORLD	FRONTIER WORLD
01–10	Seedling (15+1d10)	Childe (20+1d10)	Kid (15+1d10)
11–20	Seedling (15+1d10)	Childe (20+1d10)	Kid (15+1d10)
21–30	Ripe (25+1d10)	Of Age (30+1d10)	Kid (15+1d10)
31–40	Ripe (25+1d10)	Of Age (30+1d10)	Primed (25+1d10)
41–50	Ripe (25+1d10)	Of Age (30+1d10)	Primed (25+1d10)
51–60	Ripe (25+1d10)	Of Age (30+1d10)	Primed (25+1d10)
61–70	Ripe (25+1d10)	Of Age (30+1d10)	Primed (25+1d10)
71–80	Ripe (25+1d10)	Hoary (45+1d10)	Primed (25+1d10)
81–90	Deep-rooted (40+1d10)	Hoary (45+1d10)	Grandly (45+1d10)
91–100	Deep-rooted (40+1d10)	Hoary (45+1d10)	Grandly (45+1d10)

Colouration

d100 Roll	Skin	Hair	Eyes
AGRI-WORLD			
01–30	Dark	Blond	Grey
31–50	Tan	Ginger	Blue
51–70	Fair	Black	Green
71–90	Ruddy	Grey	Brown
91–100	Pallid	Brown	Red
FEUDAL WORLD			
01–30	Dark	Golden	Green
31–50	Tan	Brown	Brown
51–70	Fair	Blond	Hazel
71–90	Ruddy	Chestnut	Blue
91–100	Ochre	Black	Olive
FRONTIER WORLD			
01–30	Dark	White	Brown
31–50	Tan	Blond	Grey
51–70	Fair	Henna	Green
71–90	Ruddy	Black	Blue
91–100	Olive	Khaki	Violet



Physical Quirks

d100 Roll	AGRI-WORLD	FEUDAL WORLD	FRONTIER WORLD
01–06	Bald Spot	Wide Nose	Weathered Skin
07–12	Large Birthmark	Cracked Fingernail	Hairy Arms
13–18	Broken Nose	Thinning Hair	Cauliflower Ear
19–24	Yellowed Eyes	Joined Eyebrows	Long Fingers
25–30	Crooked Teeth	Pierced Nose	Blackened Lips
31–36	Thinned Eyebrows	Smashed Toe	Branding Scars
37–42	Smokey Odour	Faded Family Tattoo	Mottled Skin
43–48	Torn Ear	Stubby Fingers	Large Ears
49–54	Stooped Posture	Facial Wart	Twitching Eye
55–60	Grass-stained Fingernails	Missing Tooth	Bullet-marked Skin
61–66	Missing Earlobe	Squinting Eye	Yellowed Teeth
67–72	Hunched Shoulders	Earthy Smell	Rope Burns
73–78	Widely Spaced Eyes	Punishment Scars	Bowlegged
79–84	Thin Lips	Boney Hands	Wheezing Cough
85–90	Burn Scars	Chalky Skin	Long Eyebrows
91–96	Hairy Ears	Slightly Crossed Eyes	Greasy Hair
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.



Agri-World Proverbs

d100

ROLL

BELIEF

01–10	<i>Earth to Earth:</i> Always ensure a vessel takes a portion of the land with it when it departs, such as a lump of soil or handful of grass, to share the Emperor's blessings from one world to the next.
11–20	<i>Share the Pain, Share the Gain:</i> Watering the green with red shows respect for the blessed crops that feed Mankind. Always cut one's thumb before cutting a plant or chopping wood, or suffer poor digestion for a fortnight.
21–30	<i>Water to Water:</i> The waters that bind all humans and the worlds they inhabit is one. Whenever it rains, spit into a puddle or open body of water, or be thirsty the rest of the day.
31–40	<i>Grand in the Light, Small in the Dark:</i> When light is strongest, be of least dark so vile things cannot find any haven. Stand upright when the sun is directly overhead to lessen one's shadow and shine brightly for the Emperor.
41–50	<i>Strength from the Dead:</i> Even when departed to the Emperor, the fallen should aid the living. Grind a bone from the departed and add it into the next meal.
51–60	<i>Tread Lightly, Grow Brightly:</i> Only through direct communion with the ground can luck grow in abundance. Honour the soil by walking barefoot on it before planting, or to ensure terrain acts favourably in battle.
61–70	<i>Smooth Cuttings, Strong Blessings:</i> No scything should be unimportant. Gather and bury one's trimmed hair to promote a speedy harvest, or to smooth a comrade's passage to the Emperor's embrace.
71–80	<i>Deny the Black, Embrace the Green:</i> Patience is rewarded at night. Those who place a plucked leaf over each eye before sleeping will see crops grow faster and voyages pass more smoothly.
81–90	<i>Close the Season, Sound the Horn:</i> Announce every victory loudly and with pride, so the Emperor can rejoice. After the last crops are taken from a field or a hard-fought battle is won, stomp on the ground in a thunderous manner.
91–100	<i>Connect to the Land, Taller You Stand:</i> It behooves the tillers to know their fields. Sprinkle soil taken from the first steps onto a new land into one's shoes, and only remove it when leaving.



Feudal World Chants

d100

ROLL BELIEF

- 01–10 *Humbled Visitor:* So as a vassal to his lord, bow when entering a house to honour the dead who dwelled within.
- 11–20 *Impart Stewardship:* All much belong to someone, for all belong to the Emperor. Whenever venturing into a forest, carve a marking to show dominion over the land.
- 21–30 *Always Loyal:* Even when no present, none should forget their obligations. Spit out the last mouthful of food as an offering to absent lords.
- 31–40 *Honour Thy Lords:* The burden of command weighs heavy, only lightening through the service of others. Invoke the Emperor's Blessing on the ruler of each land after stepping foot onto a new domain.
- 41–50 *Respect the Craft:* To carve the bedrock of a world is to impart the grace of the Emperor on it. Knock on stonework to show respect for its mason.
- 51–60 *Gifts for the Night:* There is no greater favour than to house others, and no greater gift than to nourish those who would provide it. Food should be offered to any who would grant shelter.
- 61–70 *Shield from Darkness:* Only through the mark of the Emperor can the vile unknowables be kept at bay. Make the sign of the Aquila whenever witchcraft is invoked or spoken of.
- 71–80 *Friends before Spirits:* No vintage is more valuable than a ready blade at one's side. Always pour for others, and only drink if there is any left after this.
- 81–90 *Give Thanks to the Flames:* For that which keeps life warm and protected, life's blood is called for. After dousing a fire, offer three drops of blood to the ashes for the warmth it provided.
- 91–100 *Trust Not the New:* What was enough for the father is good enough for the son. Wherever possible, the weapons of the honoured forefathers should be used above all others.

Frontier World Sayings

d100

ROLL BELIEF

- 01–10 *Never Kill with a Dull Blade:* Clean and resharpen a knife after each use, or it will turn badly in the next fight.
- 11–20 *May Their Dead Eyes Burn:* Mere death isn't enough for the worst. Bury hated enemies face up, so they can always witness the Emperor's eternal hatred.
- 21–30 *Early to Bleed, Lessen Will Feed:* Early light means darkness is still about. Butchering an animal before noon means the meat will spoil early.
- 31–40 *Three on Three, Witches May Be:* Evil comes in flocks, so always burn any feathers found in groups of nine.
- 41–50 *See the Good First:* None should trust a gun until it's fired and draws blood or saves a life. Shun strangers until they show evidence of their worthiness.
- 51–60 *From One to the Next:* Let strength and courage pass on, to ensure it never dies. If a steed falls in combat, remove a tooth to make as an offering to the next steed.
- 61–70 *Blood Proof Deal:* Only through shared pain and blood can honesty grow. Mingle blood with that from a trading partner to ensure the deal is good.
- 71–80 *Cracked Echoes, Dark Comings:* A visage that is broken can never heal properly. If a mirror cracks, bury all of the pieces so it cannot reflect again.
- 81–90 *Signed Death:* Even if one's face is hidden, let the bullets signal the marksman. Carve a nick in the first shell of each clip so an enemy knows who struck him.
- 91–100 *Smite for the Emperor:* Let the first blow drive out bad and welcome the good. When constructing a dwelling, pound a hammer into the wood once before driving in nails to invoke blessings on the house.

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 heavy 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	AGRI-WORLD	FEUDAL WORLD	FRONTIER WORLD
01–05	Knife Handle (cracked)	Metal Bell (missing clapper)	Belt Buckle (bent)
06–10	Toenail (yours)	Woolen Cap	Leaky Waterskin
11–15	Bundle of Dried Leaves	Brightly Coloured Feather	Melted Lump of Lead
16–20	Charcoal Stylus	Dried Animal Intestine (5cm)	Dead Dataslate
21–25	Mealbrick wrapper	Crossbow Shaft (cracked)	Shot Glass (cracked)
26–30	Pouch of Burnt Soil	Mudstreaked Straw (5cm)	Lucky Leather Leggings
31–35	Clump of Lichen	Small Animal Femur	Autopistol Clip (crushed)
36–40	Frayed Scrap of Cloth	Small Hair-stuffed Pillow	Imperial Hymnal
41–45	Rusted Coin	Chip of Granite	Eyepatch
46–50	Dried Root (inedible)	Parchment Fragment (blank)	Rusty Razorblade (dulled)
51–55	Broken Lens	Stone Arrowhead	Bag of Gravel
56–60	Insect in Amber	Scrap of Leather	Bullet on a Necklace
61–65	Length of Twine (10cm)	Reed Flute	Widebrimmed Hat
66–70	Wooden Dowel (split)	Darning Needle (bent)	Autogun Trigger
71–75	Seed Pod (empty)	Torn Cloth Pouch	Pouch of Grass Clippings
76–80	Small Fossil	Shard of Armour Plate	Strip of Grox Hide
81–85	Pressed Leaf	Frayed Rope (10cm)	Bottle (broken)
86–90	Vial of Native Rainwater	Bloodstained Quill	Faded Ship's Manifest
91–95	Bloodstained Bandana	Lump of Dyed Wax	Sour-smelling Cork
96–100	Small Pebble	Thick Ribbon (20cm)	Large Seashell Button

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

ADEPTAS SORORITAS

MUTANT

01–05	Burnt Leather Strap	Rusted Manacle (twisted open)
06–10	Broken Piece of Slate	Broken Fang
11–15	Tooth from a Chainsword	Desiccated Lump of Flesh
16–20	Snapped Bootlace	Small Rag Doll
21–25	Shard of Stained Glass	Shed Skin (yours?)
26–30	Handcarved Wooden Aquila	Set of Bone Dice
31–35	Shredded Flamer Hose	Frayed Lute String
36–40	Fragment of Ceramite Plate	Ichor-soaked Rag
41–45	Flower Petal Embedded in Glass	Vial of Saliva (not yours)
46–50	Woolen Scarf	Small Stone Knife (cracked)
51–55	Cracked Exterminator Cartridge	Metal Aquila (bent)
56–60	Vial of Tattoo Ink	Worn Habroom Key
61–65	Pouch of Powdery Sand	Snapped Collar
66–70	Bag of Fingernails (yours?)	Length of Intestine (yours)
71–75	Piece of Melted Plasteel	Burnt Purity Seal
76–80	Gear from Broken Autoquill	Tip of Stalagmite
81–85	Used Field Sutures	Chunk of Coal
86–90	Bloodstained Cestus Spike	Stablight lens (broken)
91–95	Length of Braided String	Crude Metal Cup
96–100	Empty Bolt Shell	Small Glowing Rock