

Careers and Skills: Border Princes

Basic Skills:

Skill (Characteristic):	Basic Careers:	Advanced Careers, tier 1, 2, & 3:
Animal Care (Int)	Bailiff, Bone Picker, Camp Follower, Coachman, Entertainer, Hedge Wizard, Mercenary, Messenger, Militiaman, Miner, Muleskinner, Outlaw, Outrider, Peasant, Rat Catcher, Servant, Squire, Tradesman	Captain (2), Friar (1), Highwayman (1), Scout (1), Witch (1)
Charm (Fel)	Agitator, Bailiff, Barber-Surgeon, Bone Picker, Camp Follower, Entertainer, Ferryman, Hedge Wizard, Initiate, Noble, Peasant, Rogue, Squire, Strigany Mystic, Thief, Zealot	Agent of the Shroud (1), Anointed Priest (2), Border Courtier (1), Charlatan (1), Cloaked Brother (2), Courtier (1), Crime Lord (2), Cult Acolyte (Slaanesh, Tzeentch) (1), Cult Magus (Slaanesh, Tzeentch) (2), Demagogue (1), Duellist (1), Enforcer (1), Flagellant (1), Guild Master (2), Herald (1), High Priest (3), Highwayman (1), Innkeeper (1), Interrogator (1), Knight of the Inner Circle (2), Master Thief (2), Merchant (1), Minstrel (1), Mystic (1), Noble Lord (2), Politician (1), Priest (1), Spy (1), Steward (1), Warlock (2), Witch (1)
Command (Fel)	Bailiff, Jailer, Noble	Border Courtier (1), Captain (2), Courtier (1), Crime Lord (2), Cult Acolyte of Tzeentch (1), Cult Magus (Khorne, Nurgle, Tzeentch) (2), Demagogue (1), Enforcer (1), Explorer (2), Guild Master (1), Knight of the Inner Circle (2), Mate (1), Mystic (1), Noble Lord (2), Outlaw Chief (2), Politician (1), Priest (Myrmidia) (1, 2 & 3)**, Priest (Sigmar) (1, 2 & 3)**, Racketeer (1), Sea Captain (2), Sergeant (1), Steward (1)
Concealment (Ag)	Agitator, Anchorite, Badlander, Charcoal-Burner, Hunter, Miner, Outlaw, Peasant, Rat Catcher, Swamp Skimmer, Thief, Tomb Robber, Woodsman	Agent of the Shroud (1), Assassin (2), Badlands Ranger (2), Border Courtier (1), Cat Burglar (1), Cloaked Brother (2), Demagogue (1), Enforcer (1),

		Killer of the Dead (2), Master Thief (2), Outlaw Chief (2), Priest (Ranald) (1, 2 & 3)**, Scout (1), Spy (1), Vampire Hunter (1)
Consume Alcohol (T)	Boatman, Burgher, Fisherman, Jailer, Marine, Noble, Seaman, Thug	Cult Acolyte of Slaanesh (1), Cult Magus of Slaanesh (2), Innkeeper (1), Mate (1), Veteran (1)
Disguise (Fel)	Thief	Agent of the Shroud (1), Assassin (2), Charlatan (1), Cloaked Brother (2), Cult Acolyte (Nurgle, Slaanesh, Tzeentch) (1), Cult Magus (Slaanesh, Tzeentch) (2), Demagogue (1), Enforcer (1), Master Thief (2), Spy (1), Warlock (2)
Drive (S)	Barber-Surgeon, Bone Picker, Burgher, Camp Follower, Charcoal-Burner, Coachman, Grave Robber, Mercenary, Militiaman, Miner, Outlaw, Peasant, Servant, Smuggler, Strigany Mystic, Tradesman	Artisan (1), Explorer (2), Merchant (1)
Evaluate (Int)	Bone Picker, Burgher, Camp Follower, Entertainer, Ferryman, Gambler, Miner, Muleskinner, Rogue, Servant, Smuggler, Strigany Mystic, Thief, Tomb Robber, Tradesman, Valet	Artisan (1), Cat Burglar (1), Champion (2), Charlatan (1), Courtier (1), Crime Lord (2), Cult Acolyte (Slaanesh, Tzeentch) (1), Cult Magus (Slaanesh, Tzeentch) (2), Explorer (2), Fence (1), Guild Master (2), Herald (1), Highwayman (1), Innkeeper (1), Master Thief (2), Merchant (1), Noble Lord (2), Politician (1), Racketeer (1), Scholar (1), Steward (1)
Gamble (Int)	Marine, Mercenary, Militiaman, Noble, Peasant, Rogue, Thief, Thug	Charlatan (1), Courtier (1), Cult Acolyte of Slaanesh (1), Duellist (1), Fence (1), Master Thief (2), Mate (1), Veteran (1)
Gossip (Fel)	Agitator, Bailiff, Boatman, Bone Picker, Burgher, Camp Follower, Charcoal-Burner, Coachman, Entertainer, Ferryman, Gambler, Grave Robber, Marine, Mercenary, Messenger, Militiaman, Muleskinner, Noble, Outlaw, Protagonist, Rogue,	Agent of the Shroud (1), Anointed Priest (2), Artisan (1), Assassin (2), Border Courtier (1), Captain (2), Cat Burglar (1), Charlatan (1), Cloaked Brother (2), Courtier (1), Crime Lord (2), Cult Acolyte (Slaanesh, Tzeentch) (1), Cult Magus

	Scribe, Servant, Smuggler, Squire, Strigany Mystic, Tradesman, Vagabond, Valet, Watchman	(Slaanesh, Tzeentch) (2), Demagogue (1), Duellist (1), Enforcer (1), Fence (1), Guild Master (2), Herald (1), High Priest (3), Highwayman (1), Innkeeper (1), Mate (1), Merchant (1), Minstrel (1), Noble Lord (2), Physician (1), Politician (1), Priest (1), Racketeer (1), Sergeant (1), Spy (1), Steward (1), Targeteer (1), Veteran (1), Warlock (2), Witch (1)
Haggle (Fel)	Barber-Surgeon, Bone Picker, Burgher, Camp Follower, Charcoal-Burner, Coachman, Ferryman, Fisherman, Grave Robber, Hedge Wizard, Mercenary, Muleskinner, Protagonist, Rogue, Servant, Smuggler, Strigany Mystic, Tradesman, Vagabond, Valet	Artisan (1), Cat Burglar (1), Charlatan (1), Crime Lord (2), Fence (1), Guild Master (2), Herald (1), Innkeeper (1), Merchant (1), Politician (1), Racketeer (1), Steward (1), Warlock (2), Witch (1)
Intimidate (Fel)	Bailiff, Bodyguard, Bounty Hunter, Ferryman, Hedge Wizard, Initiate (Morr), Jailer, Marine, Pit Fighter, Protagonist, Soldier, Thug, Watchman, Zealot	Agent of the Shroud (1), Border Courtier (1), Champion (2), Crime Lord (2), Cult Acolyte (Khorne, Nurgle, Slaanesh, Tzeentch) (1), Cult Magus (Khorne, Nurgle, Slaanesh, Tzeentch) (2), Demagogue (1), Duellist (1), Enforcer (1), Fence (1), Flagellant (1), High Priest (3), Interrogator (1), Killer of the Dead (2), Mate (1), Mystic (1), Priest (Ulric) (1, 2 & 3)**, Racketeer (1), Sergeant (1), Steward (1), Veteran (1), Witch (1)
Outdoor Survival (Int)	Anchorite, Badlander, Boatman, Bounty Hunter, Charcoal-Burner, Fisherman, Hunter, Initiate (Taal & Rhya), Messenger, Militiaman, Miner, Muleskinner, Outrider, Peasant, Swamp Skimmer, Tomb Robber, Vagabond	Badlands Ranger (2), Cult Acolyte of Nurgle (1), Explorer (2), Friar (1), Killer of the Dead (2), Targeteer (1)
Perception (Int)	Agitator, Anchorite, Badlander, Bailiff, Barber-Surgeon, Boatman, Bodyguard, Bone Picker, Bounty Hunter, Burgher, Camp Follower, Cenobite, Charcoal-Burner, Coachman, Entertainer, Ferryman,	Agent of the Shroud (1), Artisan (1), Assassin (2), Badlands Ranger (2), Border Courtier (1), Cat Burglar (1), Champion (2), Charlatan (1), Cloaked Brother (2), Courtier (1), Crime Lord (2), Cult Acolyte of Tzeentch (1),

	Fisherman, Gambler, Grave Robber, Hedge Wizard, Hunter, Initiate, Initiate (Verena), Jailer, Mercenary, Messenger, Militiaman, Miner, Muleskinner, Outlaw, Outrider, Rat Catcher, Rogue, Scribe, Seaman, Servant, Shieldbreaker, Smuggler, Swamp Skimmer, Thief, Tomb Robber, Tradesman, Vagabond, Valet, Watchman, Woodsman	Cult Magus (Nurgle, Tzeentch) (2), Demagogue (1), Duellist (1), Enforcer (1), Explorer (2), Friar (1), Guild Master (2), Herald (1), Innkeeper (1), Interrogator (1), Judicial Champion (2), Knight (1), Knight of the Inner Circle (2), Master Thief (2), Minstrel (1), Navigator (1), Noble Lord (2), Outlaw Chief (2), Physician (1), Politician (1), Priest (1), Racketeer (1), Scholar (1), Scout (1), Sea Captain (2), Sergeant (1), Steward (1), Targeteer (1), Vampire Hunter (1), Veteran (1), Warlock (2), Witch (1)
Ride (Ag)	Bailiff, Coachman, Entertainer, Mercenary, Messenger, Noble, Outlaw, Outrider, Protagonist, Squire, Strigany Mystic	Anointed Priest (2), Captain (2), Courtier (1), Engineer (1), Explorer (2), Herald (1), High Priest (3), Highwayman (1), Knight (1), Knight of the Inner Circle (2) Merchant (1), Noble Lord (2), Outlaw Chief (2), Priest (1), Scout (1), Sergeant (1), Steward (1), Warlock (2), Witch (1)
Row (S)	Boatman, Ferryman, Fisherman, Initiate (Manann), Marine, Peasant, Seaman, Smuggler	Mate (1), Priest (Manann) (1, 2 & 3)**
Scale Sheer Surface (S)	Anchorite, Badlander, Charcoal-Burner, Entertainer, Grave Robber, Miner, Outlaw, Peasant, Seaman, Shieldbreaker, Thief, Tomb Robber, Woodsman	Assassin (2), Badlands Ranger (2), Cat Burglar (1), Explorer (2), Master Thief (2), Outlaw Chief (2), Vampire Hunter (1)
Search (Int)	Badlander, Bone Picker, Bounty Hunter, Burgher, Camp Follower, Charcoal-Burner, Grave Robber, Hedge Wizard, Hunter, Jailer, Mercenary, Militiaman, Outrider, Rat Catcher, Rogue, Servant, Smuggler, Swamp Skimmer, Thief, Tomb Robber, Valet, Watchman	Agent of the Shroud (1), Border Courtier (1), Cat Burglar (1), Cloaked Brother (2), Enforcer (1), Master Thief (2), Steward (1), Targeteer (1), Vampire Hunter (1), Warlock (2), Witch (1)
Silent Move (Int)	Anchorite, Badlander, Bounty Hunter, Grave Robber, Hunter, Outlaw, Outrider, Peasant, Rat Catcher, Smuggler, Swamp Skimmer, Thief, Tomb Robber, Vagabond, Woodsman	Agent of the Shroud (1), Assassin (2), Badlands Ranger (2), Cat Burglar (1), Cloaked Brother (2), Highwayman (1), Killer of the Dead (2), Master Thief (2), Outlaw Chief (2), Priest (Ranald) (1, 2 & 3)**

		Scout (1), Spy (1), Vampire Hunter (1), Verenan Investigator (1)
Swim (S)	Barber-Surgeon, Boatman, Entertainer, Ferryman, Fisherman, Hunter, Marine, Mercenary, Messenger, Militiaman, Outlaw, Peasant, Seaman, Smuggler, Swamp Skimmer, Vagabond	Anointed Priest (2), Badlands Ranger (2), Explorer (2), High Priest (3), Master Thief (2), Navigator (1), Priest (1), Sea Captain (2), Sergeant (1), Warlock (2), Witch (1)

Advanced skills:

Skill (Characteristic):	Basic Careers:	Advanced Careers, tier 1, 2, & 3:
Academic Knowledge (any one) (Int)	Scribe	Agent of the Shroud (1), Cult Acolyte of Tzeentch (1), Cult Magus of Nurgle (2), Priest (1)
Academic Knowledge (any two) (Int)		Anointed Priest (2), Cult Magus of Slaanesh (2), Priest (Verena) (1, 2 & 3)**
Academic Knowledge (any three) (Int)		Cult Magus of Tzeentch (2), High Priest (3), Scholar (1)
Academic Knowledge (any four) (Int)		
Academic Knowledge (the Arts) (Int)		Courtier (1)
Academic Knowledge (Astronomy) (Int)	Initiate	Navigator (1)
Academic Knowledge (Deamonology) (Int)		Cult Acolyte (Nurgle, Slaanesh, Tzeentch) (1), Cult Magus (Nurgle, Slaanesh) (2), Warlock (2)
Academic Knowledge (Engineering) (Int)		
Academic Knowledge (Genealogy/Heraldry) (Int)	Squire, Valet	Herald (1), Knight (1), Knight of the Inner Circle (2), Noble lord (2), Politician (1)
Academic Knowledge (History) (Int)	Agitator, Initiate	Courtier (1), Demagogue (1), Explorer (2), Guild Master (2), Herald (1), Noble lord (2), Politician (1), Vampire Hunter (1)
Academic Knowledge (Law) (Int)	Agitator, Bailiff, Watchman	Demagogue (1), Explorer (2), Politician (1), Steward (1)
Academic Knowledge (Magic) (Int)		
Academic Knowledge (Necromancy) (Int)	Strigany Mystic	Agent of the Shroud (1), Killer of the Dead (2), Priest (Morr) (1, 2 & 3)***, Vampire Hunter (1),

		Warlock (2)
Academic Knowledge (Philosophy) (Int)		
Academic Knowledge (Runes) (Int)		
Academic Knowledge (Science) (Int)		Physician (1)
Academic Knowledge (Strategy/Tactics) (Int)		Captain (2), Knight (1), Knight of the Inner Circle (2), Noble Lord (2), Outlaw Chief (2), Sea Captain (2), Sergeant (1)
Academic Knowledge (Theology) (Int)	Cenobite, Initiate, Zealot	Agent of the Shroud (1), Anointed Priest (2), Flagellant (1), Friar (1), High Priest (3), Knight (1)*, Knight of the Inner Circle (2)*, Mystic (1), Priest (1)
Animal Training (Fel)	Entertainer, Peasant, Rat Catcher, Squire	Highwayman (1), Knight of the Inner Circle (2), Sea Captain (2)
Blather (Fel)	Cenobite, Entertainer, Noble, Rogue, Servant, Valet	Border Courtier (1), Charlatan (1), Courtier (1), Cult Magus of Tzeentch (2), Demagogue (1), Herald (1), Innkeeper (1), Mystic (1), Politician (1)
Channelling (WP)	Hedge Wizard	Anointed Priest (2), Cult Acolyte (Nurgle, Slaanesh, Tzeentch) (1), Cult Magus (Nurgle, Slaanesh, Tzeentch) (2), High Priest (3), Priest (1), Warlock (2), Witch (1)
Charm Animal (Fel)	Entertainer, Hedge Wizard, Peasant	Priest (Taal & Rhya) (1, 2 & 3)**, Scout (1)
Common Knowledge (any one) (Int)		Cult Acolyte (Khorne, Nurgle, Tzeentch) (1)
Common Knowledge (any two) (Int)		Anointed Priest (2), Cult Magus of Nurgle (2), Forger (1), Friar (1), High Priest (3), Mate (1), Merchant (1), Minstrel (1), Navigator (1), Priest (1), Scout (1), Sergeant (1), Spy (1), Witch (1)
Common Knowledge (any three) (Int)		Captain (2), Cloaked Brother (2), Explorer (2), Knight of the Inner Circle (2), Scholar (1), Sea Captain (2), Warlock (2)
Common Knowledge (any four) (Int)		Cult Magus of Tzeentch (2)
Common Knowledge (Border Princes) (Int)***	Agitator, Bailiff, Boatman, Bone Picker, Burgher, Cenobite, Charcoal-Burner, Entertainer, Ferryman, Fisherman, Messenger,	Agent of the Shroud (1), Badlands Ranger (2), Border Courtier (1), Crime Lord (2), Demagogue (1), Enforcer (1), Foreman (1), Guild Master

	Muleskinner, Noble, Outlaw, Scribe, Tomb Robber, Zealot	(2), Herald (1), Highwayman (1), Innkeeper (1), Noble Lord (2), Outlaw Chief (2), Politician (1), Racketeer (1), Steward (1), Targeteer (1), Vampire Hunter (1), Veteran (1)
Common Knowledge (Bretonnia) (Int)	Mercenary, Seaman, Squire, Vagabond	Charlatan (1), Courtier (1), Herald (1)
Common Knowledge (Dwarfs) (Int)	Initiate (Sigmar)	
Common Knowledge (Elves) (Int)		
Common Knowledge (the Empire) (Int)***		
Common Knowledge (Estalia) (Int)	Vagabond	
Common Knowledge (Halflings) (Int)		
Common Knowledge (Kislev) (Int)	Boatman, Mercenary, Vagabond	Herald (1)
Common Knowledge (Norsca) (Int)	Seaman	
Common Knowledge (Ogres) (Int)		
Common Knowledge (Tilea) (Int)	Mercenary, Seaman, Vagabond	Agent of the Shroud (1), Charlatan (1), Courtier (1), Herald (1)
Common Knowledge (the Wasteland) (Int)	Fisherman, Marine, Messenger, Seaman	Foreman (1)
Dodge Blow (Ag)	Bodyguard, Jailer, Marine, Mercenary, Militiaman, Outlaw, Pit Fighter, Protagonist, Seaman, Servant, Shieldbreaker, Squire, Thug, Toll Keeper, Watchman	Badlands Ranger (2), Border Courtier (1), Captain (2), Champion (2), Crime Lord (2), Cult Acolyte of Khorne (1), Cult Magus of Khorne (2), Demagogue (1), Duellist (1), Judicial Champion (2), Knight (1), Knight of the Inner Circle (2), Master Thief (2), Mate (1), Racketeer (1), Scout (1), Sea Captain (2), Sergeant (1), Vampire Hunter (1), Veteran (1)
Follow Trail (Int)	Badlander, Bounty Hunter, Hunter, Outrider, Swamp Skimmer, Watchman, Woodsman	Agent of the Shroud (1), Badlands Ranger (2), Enforcer (1), Explorer (2), Killer of the Dead (2), Outlaw Chief (2), Scout (1), Vampire Hunter (1)
Heal (Int)	Apothecary, Barber-Surgeon, Bodyguard, Cenobite, Coachman, Hedge Wizard, Initiate, Initiate (Shallya),	Agent of the Shroud (1), Anointed Priest (2), Cult Acolyte of Nurgle (1), Flagellant (1), Friar (1), High Priest (3),

	Jailer, Student, Vagabond	Interrogator (1), Physician (1), Priest (1), Witch (1)
Hypnotism (WP)	Entertainer, Hedge Wizard, Strigany Mystic	Priest (Verena) (1, 2 & 3)**, Warlock (2)
Lip Reading (Int)		Innkeeper (1), Master Thief (2), Spy (1)
Magical Sense (WP)	Hedge Wizard	Anointed Priest (2), Cult Acolyte (Nurgle, Slaanesh, Tzeentch) (1), Cult Magus (Nurgle, Slaanesh, Tzeentch) (2), High Priest (3), Priest (1), Warlock (2), Witch (1)
Navigation (Int)	Badlander, Bailiff, Boatman, Coachman, Fisherman, Messenger, Miner, Muleskinner, Outrider, Shieldbreaker, Swamp Skimmer, Vagabond	Badlands Ranger (2), Explorer (2), Navigator (1), Priest (Taal & Rhya) (1, 2 & 3)**, Scout (1)
Performer (any one) (Fel)	Strigany Mystic	Courtier (1), Cult Acolyte of Slaanesh (1)
Performer (any two) (Fel)	Entertainer	Cult Magus of Slaanesh (2)
Performer (any three) (Fel)		
Performer (any four) (Fel)		
Performer (Acrobat) (Fel)		
Performer (Actor) (Fel)	Rogue	Politician (1), Spy (1)
Performer (Clown) (Fel)		
Performer (Comedian) (Fel)		
Performer (Dancer) (Fel)	Peasant, Vagabond	
Performer (Fire Eater) (Fel)		
Performer (Jester) (Fel)		
Performer (Juggler) (Fel)		
Performer (Mime) (Fel)		
Performer (Musician) (Fel)	Noble	Minstrel (1)
Performer (Palm Reader) (Fel)		
Performer (Singer) (Fel)	Peasant, Vagabond	Minstrel (1)
Performer (Storyteller) (Fel)	Rogue, Vagabond	
Pick Lock (Ag)	Thief, Tomb Robber	Cat Burglar (1), Master Thief (2), Spy (1)
Prepare Poison (Int)		Assassin (2), Border Courtier (1), Cult Acolyte of Tzeentch (1), Cult Magus of Nurgle (2), Physician (1)
Read/Write (Int)	Agitator, Barber-Surgeon, Burgher, Initiate, Noble, Scribe, Servant, Thief, Toll Keeper, Tomb Robber,	Agent of the Shroud (1), Captain (2), Cloaked Brother (2), Courtier (1), Cult Acolyte (Nurgle, Slaanesh, Tzeentch) (1),

	Tradesman, Valet, Zealot	Cult Magus (Nurgle, Slaanesh, Tzeentch) (2), Explorer (2), Herald (1), Innkeeper (1), Knight of the Inner Circle (2), Master Thief (2), Merchant (1), Minstrel (1), Navigator (1), Noble Lord (2), Physician (1), Politician (1), Priest (1), Scholar (1), Steward (1), Warlock (2)
Sail (Ag)	Fisherman, Seaman	Mate (1), Priest (Manann) (1, 2 & 3)***, Sea Captain (2)
Secret Language (any one) (Int)		Spy (1), Priest (Verena) (1, 2 & 3)**
Secret Language (any two) (Int)		Cloaked Brother (2)
Secret Language (Battle Tongue) (Int)	Marine, Mercenary	Captain (2), Cult Acolyte of Khorne (1), Knight (1), Knight of the Inner Circle (2), Outlaw Chief (2), Sergeant (1), Veteran (1)
Secret Language (Guild Tongue) (Int)	Scribe, Tradesman	Artisan (1), Guild Master (2), Merchant (1)
Secret Language (Ranger Tongue) (Int)	Boatman, Ferryman, Vagabond, Woodsman	Badlands Ranger (2), Explorer (2), Scout (1)
Secret Language (Thieves' Tongue) (Int)	Rogue, Smuggler, Thief, Thug, Vagabond	Cat Burglar (1), Charlatan (1), Crime Lord (2), Master Thief (2), Outlaw Chief (2)
Secret Signs (any one) (Int)		
Secret Signs (any two) (Int)		Cloaked Brother (2)
Secret Signs (Astrologer) (Int)	Strigany Mystic	
Secret Signs (Scout) (Int)	Messenger	Badlands Ranger (2), Explorer (2), Knight of the Inner Circle (2), Outlaw Chief (2), Scout (1)
Secret Signs (Ranger) (Int)	Charcoal-Burner, Coachman, Hunter, Strigany Mystic, Vagabond, Woodsman	
Secret Signs (Templar) (Int)		Knight of the Inner Circle (2),
Secret Signs (Thief) (Int)	Grave Robber, Outlaw, Rogue, Smuggler, Thief, Tomb Robber, Vagabond	Assassin (2), Cat Burglar (1), Crime Lord (2), Master Thief (2), Outlaw Chief (2)
Set Trap (Ag)	Hunter, Outlaw, Peasant, Rat Catcher, Woodsman	Badlands Ranger (2)
Shadowing (Ag)	Bounty Hunter, Shieldbreaker	Agent of the Shroud (1), Assassin (2), Enforcer (1), Killer of the Dead (2), Racketeer (1), Spy (1), Vampire Hunter (1)

Sleight of Hand (Ag)	Camp Follower, Entertainer, Initiate (Ranald), Jailer, Servant, Strigany Mystic, Thief	Charlatan (1), Duellist (1), Fence (1), Innkeeper (1), Master Thief (2), Spy (1), Targeteer (1)
Speak Arcane Language (any one) (Int)		
Speak Arcane Language (any two) (Int)		Cult Magus (Nurgle, Slaanesh, Tzeentch) (2)
Speak Arcane Language (Arcane Elf) (Int)		
Speak Arcane Language (Daemoniac) (Int)		Cult Acolyte (Nurgle, Slaanesh, Tzeentch) (1), Warlock (2)
Speak Arcane Language (Magick) (Int)		Anointed Priest (2), High Priest (3), Priest (1), Warlock (2)
Speak Language (any one) (Int)	Muleskinner	Border Courtier (1), Cult Acolyte of Tzeentch (1), Mystic (1)
Speak Language (any two) (Int)		Agent of the Shroud (1), Anointed Priest (2), Knight (1), Priest (1), Scout (1)
Speak Language (any three) (Int)		Cult Magus (Slaanesh, Tzeentch) (2), Explorer (2), High Priest (3), Scholar (1), Sea Captain (2), Spy (1)
Speak Language (any four) (Int)		Cloaked Brother (2)
Speak Language (Breton) (Int)	Agitator, Barber-Surgeon, Burgher, Camp Follower, Coachman, Scribe, Seaman, Smuggler, Squire, Valet	Artisan (1), Charlatan (1), Courtier (1), Friar (1), Guild Master (2), Herald (1), Innkeeper (1), Knight of the Inner Circle (2), Mate (1), Merchant (1), Minstrel (1)
Speak Language (Classical) (Int)	Initiate, Scribe, Tomb Robber	Flagellant (1), Navigator (1), Noble Lord (2), Physician (1), Scholar (1), Vampire Hunter (1)
Speak Language (Eltharin) (Int)	Tomb Robber	Minstrel (1)
Speak Language (Estalian) (Int)		Friar (1), Guild Master (2), Knight of the Inner Circle (2), Merchant (1)
Speak Language (Halfling) (Int)		
Speak Language (Khazalid) (Int)	Tomb Robber	Artisan (1), Priest (Sigmar) (1, 2 & 3)**
Speak Language (Kislevite/Kislevian) (Int)	Boatman, Burgher, Camp Follower, Coachman, Smuggler	Captain (2), Friar (1), Herald (1), Innkeeper (1), Knight of the Inner Circle (2), Mate (1), Merchant (1)
Speak Language (Norse) (Int)	Fisherman, Seaman	Guild Master (2), Mate (1), Merchant (1)
Speak Language	Agitator, Barber-Surgeon,	Charlatan (1), Courtier (1),

(Reikspiel) (Int)	Burgher, Entertainer, Fisherman, Initiate, Messenger, Noble, Rogue, Scribe, Squire, Valet	Demagogue (1), Friar (1), Guild Master (2), Herald (1), Innkeeper (1), Merchant (1), Noble Lord (2), Politician (1), Steward (1)
Speak Language (Strigany) (Int)	Strigany Mystic	
Speak Language (Tilean) (Int)	Agitator, Barber-Surgeon, Burgher, Camp Follower, Coachman, Mercenary, Scribe, Seaman	Astrologer (1), Artisan (1), Captain (2), Charlatan (1), Courtier (1), Friar (1), Guild Master (2), Herald (1), Innkeeper (1), Knight of the Inner Circle (2), Minstrel (1), Sergeant (1)
Torture (Fel)	Cenobite	Cult Acolyte of Nurgle (1), Crime Lord (2), Enforcer (1), Killer of the Dead (2), Mystic (1), Interrogator (1)
Trade (any one) (Varies)	Militiaman	Cloaked Brother (2), Cult Acolyte of Tzeentch (1)
Trade (any two) (Varies)	Tradesman	Guild Master (1)
Trade (any three) (Varies)		Artisan (1)
Trade (any four) (Varies)		
Trade (Apothecary) (Int)	Barber-Surgeon, Hedge Wizard, Strigany Mystic	Physician (1), Priest (Shallya) (1, 2 & 3)**, Warlock (2), Witch (1)
Trade (Armourer) (S)	Camp Follower	
Trade (Artist) (Ag)		
Trade (Bowyer) (Ag)	Camp Follower, Peasant	
Trade (Brewer) (Int)		
Trade (Calligrapher) (Ag)	Scribe	
Trade (Candlemaker) (Ag)		
Trade (Carpenter) (Ag)		
Trade (Cartographer) (Ag)	Camp Follower	Explorer (2), Navigator (1), Scholar (1), Sea Captain (2)
Trade (Cook) (Int)	Camp Follower, Peasant, Servant	Innkeeper (1)
Trade (Cooper) (S)		
Trade (Embalmer) (Int)		Priest (Morr) (1, 2 & 3)**
Trade (Farmer) (S)	Peasant	
Trade (Gem Cutter) (Ag)		
Trade (Goldsmith) (Ag)		
Trade (Gunsmith) (Ag)	Camp Follower	
Trade (Herbalist) (Int)	Camp Follower	Priest (Shallya) (1, 2 & 3)**, Warlock (2), Witch (1)
Trade (Merchant) (Fel)	Camp Follower, Fisherman	Merchant (1), Steward (1)
Trade (Miller) (S)		
Trade (Miner) (S)	Miner	
Trade (Prospector) (S)	Miner	
Trade (Shipwright) (Int)		Mate (1), Priest (Manann) (1, 2 & 3)**, Sea Captain (2)
Trade (Shoemaker) (Ag)		

Trade (Smith) (S)	Camp Follower	
Trade (Stoneworker) (Ag)		
Trade (Tailor) (Ag)	Camp Follower	
Trade (Tanner) (S)		
Trade (Weaponsmith) (S)	Camp Follower	
Ventriloquism (Fel)	Entertainer	

* The text gives here 'Academic Knowledge (Religion)', But I believe this is an error, as I see no significant difference between 'Religion' and 'Theology'.

** These entires indicate that a character in a 'Priest' (= Priest, Anointed Priest, High Priest) career of the appropriate God can learn this Skill one time in total, not once per career.

*** For all careers not in RC, I have replaced 'Common Knowledge (The Empire) with 'Common Knowledge (Border Princes)' and vice versa. All other 'Common Knowledge' skills are left unchanged.

Note that, since a character from the Border Princes has Speak Language (Brettonnian), Speak Language (Reikspiel) *or* Speak Language (Tilean) as a starting Skill (RC, p. 51), I did not deem it sensible to make any changes in the various 'Speak Language' Skills of the Border Princes' Versions of non-RC careers.