

Career entries and exits compilation; Border Princes.

Basic Careers:

Entry:		Career:	Exit	
Basic:	Advanced, tier 1 & 2:		Basic:	Advanced, tier 1:
Burgher, Servant, Scribe, Zealot.	Captain (2), Cult Acolyte (All) (1), Herald (1) Highwayman (1)	Agitator	Outlaw, Raconteur, Rogue, Zealot	Charlatan, Demagogue, Politician
-	-	Anchorite	Badlander, Outlaw, Swamp Skimmer, Vagabond	Mystic
Anchorite, Peasant, Vagabond	-	Badlander	Vagabond	Cat Burglar
Bodyguard, Jailer	-	Bailiff	Militiaman, Protagonist, Smuggler	Politician, Racketeer
Initiate	Cult Acolyte of Nurgle (1)	Barber- Surgeon	Grave Robber, Tradesman, Vagabond	Agent of the Shroud, Interrogator, Physician
Ferryman, Smuggler	-	Boatman	Fisherman, Marine, Seaman, Smuggler	Navigator
Jailer, Mercenary, Thug	-	Bodyguard	Bailiff, Bounty Hunter, Jailer, Mercenary, Protagonist	Interrogator, Racketeer
Peasant, Rat Catcher, Strigany Mystic, Vagabond	-	Bone Picker	Camp Follower, Grave Robber, Smuggler	Cat Burglar, Fence
Bodyguard, Hunter, Mercenary, Pit Fighter	-	Bounty Hunter	Mercenary, Protagonist,	Enforcer, Scout, Targeteer, Vampire Hunter
Muleskinner, Servant	Cult Acolyte of Tzeentch (1), Innkeeper (1)	Burgher	Agitator, Militiaman, Muleskinner, Tradesman, Valet	Fence, Innkeeper, Merchant
Bone Picker, Servant	-	Camp Follower	Charcoal-Burner, Servant, Smuggler,	Charlatan, Spy

			Tradesman, Vagabond	
Camp Follower, Hunter, Miner, Peasant	-	Charcoal Burner	Hunter, Miner, Vagabond, Woodsman	Scout
-	-	Cenobite	Outlaw, Servant, Vagabond	Mystic
Outrider, Messenger	-	Coachman	Ferryman, Outlaw, Smuggler	Highwayman, Scout
Rogue, Strigany Mystic, Thief, Vagabond	Cult Acolyte of Slaanesh (1), Herald (1)	Entertainer	Rogue, Thief, Vagabond	Charlatan, Minstrel
Coachman, Smuggler	-	Ferryman	Boatman, Seaman, Smuggler	Highwayman
Boatman, Peasant	-	Fisherman	Marine, Militiaman, Seaman	Merchant, Navigator
Barber-Surgeon, Bone Picker, Rat Catcher	Cult Acolyte of Nurgle (1)	Grave Robber	Rat Catcher, Thief	Cat Burglar, Fence
Strigany Mystic	Mystic (1)	Hedge Wizard	Initiate, Outlaw, Vagabond	Charlatan, Witch
Charcoal-Burner, Woodsman	-	Hunter	Bounty Hunter, Charcoal-Burner, Miner, Muleskinner	Enforcer, Scout, Targeteer
Scribe, Zealot	Knight (1), Vampire Hunter (1)	Initiate	Barber-Surgeon, Scribe, Zealot	Agent of the Shroud (Morr), Demagogue, Friar, Priest
Bodyguard, Rat Catcher	-	Jailer	Bailiff, Bodyguard, Rat Catcher, Watchman	Interrogator
Boatman, Fisherman, Seaman	-	Marine	Outlaw, Smuggler, Thug	Mate, Sergeant
Bodyguard, Bounty Hunter, Militiaman, Miner, Outrider, Pit Fighter, Swamp Skimmer, Thug, Watchman	Demagogue (1)	Mercenary	Bodyguard, Bounty Hunter, Outlaw, Shieldbreaker	Sergeant, Veteran
Militiaman, Muleskinner, Servant	-	Messenger	Coachman, Muleskinner, Outrider	Herald, Scout
Bailiff, Burgher, Fisherman, Grave Peasant, Tradesman, Woodsman	Artisan (1), Merchant (1)	Militiaman	Mercenary, Messenger, Outlaw, Thief	Artisan, Sergeant
Charcoal-Burner,	-	Miner	Charcoal-Burner,	Scout

Hunter			Mercenary, Shieldbreaker, Smuggler	
Burgher, Hunter, Messenger, Peasant	-	Muleskinner	Burgher, Messenger, Outlaw	Highwayman, Merchant, Scout
Squire	Cult Acolyte (Slaanesh, Tzeentch) (1), Steward (1)	Noble	Rogue, Squire	Border Courtier, Courtier, Politician
Agitator, Anchorite, Cenobite, Coachman, Hedge Wizard, Marine, Mercenary, Militiaman, Muleskinner, Peasant, Rogue, Squire, Woodsman, Zealot	Charlatan (1), Cult Acolyte (Khorne, Nurgle) (1), Innkeeper (1), Warlock (2), Witch (1)	Outlaw	Thief, Vagabond,	Demagogue, Highwayman, Veteran
Messenger	-	Outrider	Coachman, Mercenary,	Highwayman, Scout
Swamp Skimmer***	-	Peasant	Badlander, Bone Picker, Charcoal- Burner, Fisherman, Militiaman, Muleskinner, Outlaw, Servant, Swamp Skimmer, Tradesman, Zealot	Politician
Protagonist, Shieldbreaker, Thug	-	Pit Fighter	Bounty Hunter, Mercenary, Protagonist	Veteran
Bailiff, Bodyguard, Bounty Hunter, Pit Fighter	-	Protagonist	Pit Fighter, Thief, Thug	Duellist, Racketeer
Grave Robber, Jailer, Tomb Robber	-	Rat Catcher	Bone Picker, Grave Robber, Jailer, Shieldbreaker, Thief	Cat Burglar
Agitator, Entertainer, Noble, Seaman, Strigany Mystic, Thief, Valet	Assassin (2), Cult Acolyte (Slaanesh, Tzeentch) (1), Duellist (1), Mystic (1)	Rogue	Entertainer, Outlaw, Servant, Thief	Charlatan, Demagogue
Apprentice Wizard,	Cult Acolyte	Scribe	Agitator, Initiate	

Initiate	of Tzeentch (1), Warlock (2)			Navigator, Scholar
Boatman, Ferryman, Fisherman, Smuggler	-	Seaman	Marine, Rogue, Smuggler	Mate, Navigator
Camp Follower, Cenobite, Peasant, Rogue	-	Servant	Agitator, Burgher, Camp Follower, Messenger, Thief, Valet	Innkeeper, Spy
Mercenary, Miner, Rat Catcher, Smuggler, Tomb Robber	-	Shieldbreaker*	Pit Fighter, Smuggler, Tomb Robber	Sergeant, Veteran
Bailiff, Boatman, Bone Picker, Camp Follower, Coachman, Ferryman, Marine, Miner, Seaman, Shieldbreaker	Cult Acolyte of Tzeentch (1), Innkeeper (1)	Smuggler	Boatman, Ferryman, Seaman, Shieldbreaker, Thief	Charlatan, Fence
Noble, Valet	Herald (1)	Squire	Noble, Outlaw	Knight, Sergeant, Veteran
-	-	Strigany Mystic**	Bone Picker, Entertainer, Hedge Wizard, Rogue, Seer‡, Thief	Astrologer‡, Charlatan
Anchorite, Peasant, Vagabond	-	Swamp Skimmer	Mercenary, Peasant, Vagabond	
Entertainer, Grave Robber, Militiaman, Outlaw, Protagonist, Rat Catcher, Rogue, Servant, Smuggler, Strigany Mystic, Tomb Robber, Vagabond	Interrogator (1)	Thief	Entertainer, Rogue, Tomb Robber	Cat Burglar, Charlatan, Fence
Marine, Protagonist	-	Thug	Bodyguard, Mercenary, Pit Fighter	Interrogator, Racketeer
Shieldbreaker, Thief	-	Tomb Robber	Rat Catcher, Shieldbreaker, Thief	Agent of the Shroud, Fence, Vampire Hunter
Barber-Surgeon, Burgher, Camp Follower, Peasant, Watchman	Cult Acolyte of Tzeentch (1)	Tradesman	Militiaman, Zealot	Artisan, Merchant
Anchorite, Badlander, Barber-Surgeon,	Cat Burglar (1), Warlock	Vagabond	Badlander, Bone Picker,	Friar, Scout

Camp Follower, Charcoal Burner, Entertainer, Hedge Wizard, Outlaw, Swamp Skimmer, Woodsman	(2), Witch (1)		Entertainer, Thief, Swamp Skimmer, Woodsman	
Burgher, Servant	-	Valet	Rogue, Squire	Herald, Steward
Jailer	-	Watchman	Mercenary, Tradesman	Enforcer, Racketeer, Sergeant
Charcoal Burner, Vagabond	-	Woodsman	Hunter, Militiaman, Outlaw, Vagabond	Scout
Agitator, Initiate, Peasant, Tradesman	Cult Acolyte of Khorne (1), Judicial Champion (2)	Zealot	Agitator, Initiate, Outlaw	Flagellant, Friar

* 'Shieldbreaker' cannot be had as a starting career. Therefore, it is technically a 1st tier Advanced career for humans. It is included here to avoid confusion

** 'Strigany Mystic' is only available to Strigany, a Gypsy-like folk that travels the Empire and the wider world. It is included here because the border Princes seems an excellent place for the Strigany to wander, far from the mistrusting Imperials.

*** Though Renegade Crowns gives this as a valid career entry, it means a huge break with all previous material, as 'peasant' is suddenly a career with entries. Personally, I would ignore it and keep the peasant entryless.

‡ This Symbol denotes a Career that is not further described in these lists.

Advanced Careers:

Entry:		Career:	Exit:	
Basic:	Advanced, tier 1 & 2:		Basic:	Advanced, tier 1, 2 & 3
Barber-Surgeon, Initiate (Morr), Tomb Robber	Scholar (1), Vampire Hunter (1)	Agent of the Shroud	-	Killer of the Dead (2), Priest (Morr) (1), Scholar (1), Spy (1), Vampire hunter (1)
-	Priest (1)	Anointed Priest	-	Demagogue (1), Flagellant (1), High Priest (3), Scholar (1)
Militiaman, Tradesman	Navigator (1)	Artisan	Militiaman	Demagogue (1), Guild Master (2), Merchant (1)
-	Border Courtier (1), Champion (2), Cloaked Brother (2), Duellist (1),	Assassin	Rogue	Champion (2), Cloaked Brother (2), Outlaw Chief (2), Sergeant (1)

	Judicial Champion (2), Outlaw Chief (2), Spy (1), Targeteer (1)			
-	Explorer (2), Outlaw Chief (2), Scout (1)	Badlands Ranger	-	Captain (2), Explorer (2), Outlaw Chief (2)
Noble	Captain (2), Courtier (1), Outlaw Chief (2), Politician (1), Sergeant (1)	Border Courtier	-	Assassin (2), Captain (2), Courtier (1), Noble Lord (2), Spy (1)
-	Badlands Ranger (2), Border Courtier (1), Explorer (2), Knight (1), Knight of the Inner Circle (2), Noble Lord (2), Outlaw Chief (2), Sergeant (1)	Captain	Agitator	Border Courtier (1), Explorer (2), Merchant (1), Outlaw Chief (2), Politician (1)
Badlander, Bone Picker, Grave Robber, Rat Catcher, Thief	Charlatan (1)	Cat Burglar	Vagabond	Crime Lord (2), Fence (1), Master Thief (2), Racketeer (1)
-	Assassin (2), Duellist (1), Judicial Champion (2), Knight of the Inner Circle (2), Targeteer (1), Veteran (1)	Champion	-	Assassin (2), Scout (1), Sergeant (1)
Agitator, Camp Follower, Entertainer, Hedge Wizard, Raconteur, Rogue, Smuggler, Strigany Mystic, Thief	Cloaked Brother (2), Courtier (1), Fence (1), Minstrel (1), Mystic (1), Warlock (2), Witch (1)	Charlatan	Outlaw	Cat Burglar (1), Cult Acolyte of Nurgle (1), Demagogue (1), Politician (1), Spy (1)
-	Assassin (2), Courtier (1), Crime Lord (2), Demagogue (1), Friar (1), Master Thief (2), Politician (1), Scout (1), Spy (1),	Cloaked Brother	-	Assassin (2), Charlatan (1), Crime Lord (2), Demagogue (1), Master Thief (2), Politician (1), Scout (1), Spy (1), Veteran (1)

	Veteran (1)			
Noble	Border Courtier (1), Herald (1), Pistolier (1), Politician (1)	Courtier	-	Border Courtier (1), Charlatan (1), Cloaked Brother (2), Duellist (1), Noble Lord (2), Politician (1), Steward (1), Spy (1)
-	Cat Burglar (1), Cloaked Brother (2), Demagogue (1), Fence (1), Guild Master (2), Master Thief (2), Outlaw Chief (2), Politician (1), Steward (1)	Crime Lord	-	Cloaked Brother (2), Demagogue (1), Master Thief (2), Outlaw chief (2), Politician (1)
Any	Any	Cult Acolyte of Khorne*	Agitator, Chaos Marauder‡, Outlaw, Zealot	Cult Magus of Khorne (2), Veteran (1)
Any	Any	Cult Acolyte of Nurgle*	Agitator, Barber-Surgeon, Chaos Marauder‡, Grave Robber, Outlaw	Charlatan (1), Cult Magus of Nurgle (2)
Any	Any	Cult Acolyte of Slaanesh*	Agitator, Chaos Warrior‡, Entertainer, Noble, Rogue	Cult Magus of Slaanesh (2)
Any	Any	Cult Acolyte of Tzeentch*	Agitator, Burgher, Chaos Warrior‡, Noble, Rogue, Scribe, Smuggler, Tradesman	Cult Magus of Tzeentch (2)
-	Cult Acolyte of Khorne (1)	Cult Magus of Khorne	Chaos Warrior‡	-
-	Cult Acolyte of Nurgle (1)	Cult Magus of Nurgle	Chaos Warrior‡, Maledictor‡	-
-	Cult Acolyte of	Cult Magus of	Chaos	-

	Slaanesh (1)	Slaanesh	Warrior‡, Maledictor‡	
-	Cult Acolyte of Tzeentch (1)	Cult Magus of Tzeentch	Chaos Warrior‡, Maledictor‡	-
Agitator, Initiate, Outlaw, Rogue	Anointed Priest (2), Artisan (1), Charlatan (1), Cloaked Brother (2), Crime Lord (2), Flagellant (1), Foreman (1), Friar (1), Minstrel (1), Mystic (1), Outlaw Chief (2), Politician (1), Vampire Hunter (1)	Demagogue	Mercenary	Cloaked Brother (2), Crime Lord (2), Friar (1), Outlaw Chief (2), Politician (1)
Protagonist	Courtier (1), Highwayman (1), Sergeant (1), Targeteer (1)	Duellist	Rogue	Assassin (2), Champion (2), Highwayman (1), Sergeant (1)
Bounty Hunter, Hunter, Road Warden‡, Watchman	-	Enforcer	-	Spy, Witch Hunter‡
-	Badlands Ranger (2), Captain (2), Herald (1), Master Thief (2) Mate (1), Navigator (1), Scholar (1), Scout (1), Sea Captain (2), Spy (1)	Explorer		Badlands Ranger (2), Captain (2), Merchant (1), Sea Captain (2), Spy (1)
Bone Picker, Burgher, Grave Robber, Smuggler, Thief, Tomb Robber	Cat Burglar (1), Innkeeper (1), Racketeer (1), Steward (1)	Fence	-	Charlatan (1), Crime Lord (2), Master Thief (2), Racketeer (1)
Priest, Zealot	Anointed Priest (2), Friar (1)	Flagellant**		Demagogue (1), Interrogator (1), Killer of the Dead (2), Priest (1), Veteran (1)
Initiate, Vagabond, Zealot	Demagogue (1), Physician (1), Scholar (1)	Friar	-	Cloaked Brother (2), Demagogue (1) Flagellant (1), Priest (1), Scholar (1)
	Artisan (1), Merchant (1),	Guild Master	-	Crime Lord (2), Politician (1), Racketeer

	Physician (1)			(1)
Messenger, Valet	-	Herald	Agitator, Entertainer, Squire	Courtier (1), Explorer (2) Politician (1)
-	Anointed Priest (2)	High Priest	-	Politician (1), Scholar (1)
Coachman Ferryman, Muleskinner, Outlaw, Outrider	Duellist (1), Minstrel (1)	Highwayman	Agitator	Duellist (1), Master Thief (2), Outlaw Chief (2), Sergeant (1)
Burgher, Servant	-	Innkeeper	Burgher, Outlaw, Smuggler	Fence (1), Merchant (1)
Barber- Surgeon, Bodyguard, Jailer, Thug	Flagellant (1)	Interrogator	Thief	Physician (1), Racketeer (1)
-	Sergeant (1), Veteran (1)	Judicial Champion	Zealot	Assassin (2), Champion (2), Sergeant (1)
-	Agent of the Shroud (1), Flagellant (1), Vampire Hunter (1)	Killer of the Dead***	-	-
Squire	Noble Lord (2), Sergeant (1), Vampire Hunter (1)	Knight	Initiate	Captain (2), Knight of the Inner Circle (2), Noble Lord (2), Vampire Hunter (1)
-	Knight (1)	Knight of the Inner Circle	-	Captain (2), Champion (2), Noble lord (2)
-	Cat Burglar (1), Cloaked Brother (2), Crime Lord (2), Fence (1), Highwayman (1), Racketeer (1), Spy (1)	Master Thief	-	Cloaked Brother (2), Crime Lord (2), Explorer (2), Outlaw Chief (2), Targeteer (1)
Marine, Seaman	-	Mate	-	Explorer (2), Merchant (1), Navigator (1) Sea Captain (2)
Burgher, Fisherman, Muleskinner, Tradesman	Artisan (1), Captain (2), Explorer (2), Innkeeper (1), Mate (1), Scholar (1), Steward (1)	Merchant	Militiaman	Guild Master (2), Politician (1), Racketeer (1), Spy (1)
Entertainer	-	Minstrel	Student	Charlatan (1), Demagogue (1), Highwayman (1), Spy

				(1)
Anchorite, Cenobite	-	Mystic	Hedge Wizard, Rogue	Charlatan (1), Demagogue (1)
Boatman, Fisherman, Scribe, Seaman	Astrologer (1), Mate (1)	Navigator	-	Artisan (1), Explorer (2), Scholar (1), Sea Captain (2)
-	Border Courtier (1), Courtier (1), Knight (1), Knight of the Inner Circle (2), Politician (1), Sea Captain (2)	Noble Lord	-	Captain (2), Knight (1), Scholar (1), Sea Captain (2)
-	Badlands Ranger (2), Crime Lord (2), Demagogue (1), Highwayman (1), Master Thief (2), Racketeer (1), Scout (1), Veteran (1)	Outlaw Chief	-	Assassin (2), Badlands Ranger (2), Border Courtier (1), Captain (2), Crime Lord (2), Demagogue (1)
Barber-Surgeon	Interrogator (1), Scholar (1)	Physician	-	Friar (1), Guild Master (2), Scholar (1), Spy (1)
Agitator, Bailiff, Noble, Peasant	Captain (2), Charlatan (1), Cloaked Brother (2), Courtier (1), Crime Lord (2), Demagogue (1) Guild Master (2), Herald (1), High Priest (3), Merchant (1) Racketeer (1)	Politician	-	Border Courtier (1), Cloaked Brother (2), Courtier (1), Crime Lord (2), Demagogue (1), Noble Lord (2), Racketeer (1), Steward (1)
Initiate	Agent of the Shroud (Morr), Flagellant (1), Friar (1)	Priest	-	Anointed Priest (2), Flagellant (1), Scholar (1), Steward (1)
Bailiff, Bodyguard, Protagonist, Thug	Cat Burglar (1), Fence (1), Guild Master (2), Interrogator, (1), Merchant (1), Politician (1), Spy (1)	Racketeer	-	Master Thief (2), Politician (1), Outlaw Chief (2)
Scribe	Agent of the Shroud (1), Anointed Priest (2), Friar (1), High Priest (3),	Scholar	Apprentice Wizard	Agent of the Shroud (1), Explorer (2), Friar (1), Merchant (1), Physician (1), Steward (1)

	Navigator (1), Noble Lord (2), Physician (1), Priest (1), Sea Captain (2),			
Bounty Hunter, Charcoal Burner, Coachman, Hunter, Messenger, Miner, Muleskinner, Outrider, Vagabond, Woodsman	Champion (2), Cloaked Brother (2)	Scout	-	Badlands Ranger (2), Cloaked Brother (2), Explorer (2), Outlaw Chief (2), Sergeant (1), Vampire Hunter (1)
-	Explorer (2), Mate (1), Navigator (1), Noble Lord (2)	Sea Captain	-	Explorer (2), Noble Lord (2), Scholar (1), Spy (1)
Marine, Mercenary, Militiaman, Shieldbreaker, Squire, Watchman	Assassin (2), Champion (2), Duellist (1), Highwayman (1), Judicial Champion (2), Scout (1), Targeteer (1), Veteran (1)	Sergeant	-	Border Courtier (1), Captain (2), Duellist (1), Judicial Champion (2), Knight (1)
Camp Follower, Servant	Agent of the Shroud (1), Border Courtier (1), Charlatan (1), Cloaked Brother (2), Courtier (1), Enforcer (1), Explorer (2), Merchant (1), Minstrel (1), Physician (1) Sea Captain (2),	Spy	-	Assassin (2), Cloaked Brother (2), Explorer (2), Master Thief (2), Racketeer (1)
Valet	Courtier (1), Politician (1), Priest (1), Scholar (1)	Steward	Noble	Crime Lord (2), Fence (1), Merchant (1)
Bounty Hunter, Hunter	Master Thief (2), Vampire Hunter (1), Veteran (1)	Targeteer	-	Assassin (2), Champion (2), Duellist (1), Sergeant (1)
Bounty Hunter, Tomb Robber	Agent of the Shroud (1), Knight (1), Scout (1)	Vampire Hunter	Initiate	Agent of the Shroud (1), Demagogue (1), Killer of the Dead (2), Knight (1), Targeteer

				(1)
Mercenary, Outlaw, Pit Fighter, Shieldbreaker, Squire	Cloaked Brother (2), Cult Acolyte of Khorne (1), Flagellant (1)	Veteran	-	Champion (2), Cloaked Brother (2), Judicial Champion (2), Outlaw Chief (2), Sergeant (1), Targeteer (1)
-	Witch	Warlock	Outlaw, Scribe, Vagabond	Charlatan (1)
Hedge Wizard	-	Witch	Outlaw, Vagabond	Charlatan (1), Warlock (2)

*'Cult acolyte of ...' can only be entered by established cultists of the appropriate Chaos God who have at least one mutation. Note that 'Cult Magus of ...' can only be entered through the appropriate 'Cult Acolyte of ...' career.

** 'Flagellant' can only be entered by characters who have at least one insanity.

*** 'Killer of the Dead' can only be entered by characters who have at least 5 insanity points.

**** 'Magister Vigilant' can only be entered by characters who do *not* have the 'Dark Magic' and/or 'Dark Lore (any)' Talents.

‡ This Symbol denotes a Career that is not further described in these lists.