

Careers and Skills, Bretonnia:

Basic Skills:

Skill (Characteristic):	Basic Careers:	Advanced Careers, tier 1, 2, & 3:
Animal Care (Int)	Bailiff, Bone Picker, Camp Follower, Carcassonne Shepherd, Coachman, Drover, Dung Collector, Entertainer, Herrimault, Horse Coper, Knight Errant, Mediator, Mercenary, Messenger, Militiaman, Miner, Outlaw, Outrider, Peasant, Pilgrim, Rat Catcher, Servant, Tradesman	Abbot (2), Captain (2), Friar (1), Highwayman (1), Horsemaster (1), Monk (1), Scout (1), Yeoman (1)
Charm (Fel)	Agitator, Bailiff, Barber-Surgeon, Bone Picker, Camp Follower, Entertainer, Ferryman, Gambler, Grail Pilgrim, Herrimault, Horse Coper, Initiate, Litigant, Mediator, Noble, Peasant, Raconteur, Rogue, Student, Thief, Zealot	Abbot (2), Agent of the Shroud (1), Ambassador (3), Anointed Priest (2), Astrologer (1), Battle Pilgrim (1), Cantor (1), Charlatan (1), Courtier (1), Crime Lord (2), Cult Acolyte (Slaanesh, Tzeentch) (1), Cult Attendant (1), Cult Magus (Slaanesh, Tzeentch) (2), Demagogue (1), Duellist (1), Faceless (2), Foreman (1), Forger (1), Grail Knight (3), Guild Master (1), Herald (1), High Priest (3), Highwayman (1), Horsemaster (1), Innkeeper (1), Interrogator (1), Master Thief (2), Merchant (1), Minstrel (1), Noble Lord (2), Politician (1), Priest (1), Priest (Morr, Augur) (1, 2 & 3)**, Priest (Ranald, The Givers of Coin) (1, 2 & 3)**, Priest (Verena, Scalebearer) (1, 2 & 3)**, Questing Knight (2), Spy (1), Steward (1), Village Elder (1)
Command (Fel)	Bailiff, Jailer, Noble	Ambassador (3), Battle Pilgrim (1), Captain (2), Courtier (1), Crime Lord (2), Cult Acolyte of Tzeentch (1), Cult Magus (Khorne, Nurgle, Tzeentch) (2), Demagogue (1), Explorer (2), Faceless (2), Foreman (1), Grail Knight (3), Guild Master (1), Knight of the Realm (1), Mate (1), Noble Lord (2), Outlaw

		Chief (2), Politician (1), Priest (Myrmidia, no order, Order of the Eagle, Order of Fury) (1, 2 & 3)**, Questing Knight (2), Racketeer (1), Sea Captain (2), Sergeant (1), Steward (1)
Concealment (Ag)	Agitator, Carcassonne Shepherd, Charcoal-Burner, Herrimault, Hunter, Miner, Outlaw, Peasant, Rat Catcher, Sewer Jack, Swampaire, Thief, Tomb Robber, Woodsman	Agent of the Shroud (1), Assassin (2), Cat Burglar (1), Demagogue (1), Faceless (2), Killer of the Dead (2), Master Thief (2), Outlaw Chief (2), Priest (Ranald, no order) (1, 2 & 3)**, Scout (1), Spy (1), Vampire Hunter (1), Yeoman (1)
Consume Alcohol (T)	Boatman, Burgher, Dung Collector, Fisherman, Horse Coper, Jailer, Man-at-Arms, Marine, Noble, Pilgrim, Seaman, Stevedore, Student, Thug, Wrecker	Cult Acolyte of Slaanesh (1), Cult Magus of Slaanesh (2), Foreman (1), Horsemaster (1), Innkeeper (1), Mate (1), Veteran (1), Yeoman (1)
Disguise (Fel)	Thief	Agent of the Shroud (1), Assassin (2), Charlatan (1), Cult Acolyte (Nurgle, Slaanesh, Tzeentch) (1), Cult Magus (Slaanesh, Tzeentch) (2), Demagogue (1), Master Thief (2), Spy (1)
Drive (S)	Barber-Surgeon, Bone Picker, Burgher, Camp Follower, Charcoal-Burner, Coachman, Dung Collector, Grave Robber, Grave Warden, Mercenary, Militiaman, Miner, Outlaw, Peasant, Servant, Smuggler, Tradesman	Artisan (1), Explorer (2), Horsemaster (1), Merchant (1)
Evaluate (Int)	Bone Picker, Burgher, Camp Follower, Entertainer, Ferryman, Frogwife, Gambler, Grave Warden, Horse Coper, Initiate (Handrich), Mediator, Miner, Rogue, Servant, Smuggler, Thief, Toll Keeper, 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), Forger (1), Guild Master (1), Herald (1), Highwayman (1), Innkeeper (1), Master Thief (2), Merchant (1), Noble Lord (2), Politician (1), Priest (Ranald, The Brotherhood) (1, 2 & 3)**, Racketeer (1), Scholar (1), Steward (1), Village Elder (1), Wall Warden (1)

Gamble (Int)	Gambler, Man-at-Arms, Marine, Mercenary, Militiaman, Noble, Peasant, Rogue, Stevedore, Thief, Thug, Wrecker	Charlatan (1), Courtier (1), Cult Acolyte of Slaanesh (1), Duellist (1), Fence (1), Foreman (1), Master Thief (2), Mate (1), Priest (Ranald, Crooked Fingers) (1, 2 & 3)**, Veteran (1), Yeoman (1)
Gossip (Fel)	Agitator, Bailiff, Boatman, Bone Picker, Burgher, Camp Follower, Charcoal-Burner, Coachman, Entertainer, Ferryman, Frogwife, Gambler, Grave Robber, Herrimault, Horse Coper, Litigant, Man-at-Arms, Marine, Mediator, Mercenary, Messenger, Militiaman, Noble, Outlaw, Penitent, Pilgrim, Protagonist, Raconteur, Rogue, Scribe, Servant, Smuggler, Stevedore, Student, Temple Guardian, Toll Keeper, Tradesman, Vagabond, Valet, Watchman	Abbot (2), Agent of the Shroud (1), Ambassador (3), Anointed Priest (2), Artisan (1), Assassin (2), Astrologer (1), Captain (2), Cat Burglar (1), Charlatan (1), Courtier (1), Crime Lord (2), Cult Acolyte (Slaanesh, Tzeentch) (1), Cult Attendant (1), Cult Magus (Slaanesh, Tzeentch) (2), Demagogue (1), Duellist (1), Faceless (2), Fence (1), Foreman (1), Guild Master (1), 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), Village Elder (1), Wall Warden (1), Yeoman (1)
Haggle (Fel)	Barber-Surgeon, Bone Picker, Burgher, Camp Follower, Charcoal-Burner, Coachman, Dung Collector, Ferryman, Fisherman, Frogwife, Grave Robber, Horse Coper, Litigant, Mediator, Mercenary, Pilgrim, Protagonist, Rogue, Servant, Smuggler, Toll Keeper, Tradesman, Vagabond, Valet	Ambassador (3), Artisan (1), Battle Pilgrim (1), Cat Burglar (1), Charlatan (1), Crime Lord (2), Fence (1), Foreman (1), Forger (1), Guild Master (1), Herald (1), Innkeeper (1), Merchant (1), Politician (1), Priest (Handrich) (1, 2 & 3)**, Priest (Ranald, The Brotherhood) (1, 2 & 3)**, Racketeer (1), Steward (1), Village Elder (1), Wall Warden (1)
Intimidate (Fel)	Bailiff, Bodyguard, Bounty Hunter, Ferryman, Grail Pilgrim, Initiate (Morr), Jailer, Man-at-Arms, Marine, Mediator, Pit Fighter, Penitent, Protagonist, Temple Guardian, Thug, Watchman, Zealot	Agent of the Shroud (1), Battle Pilgrim (1), Champion (2), Crime Lord (2), Cult Acolyte (Khorne, Nurgle, Slaanesh, Tzeentch) (1), Cult Magus (Khorne, Nurgle, Slaanesh, Tzeentch) (2), Demagogue (1), Duellist (1), Fence (1), High Priest (3), Interrogator (1), Killer of the Dead (2), Mate (1), Priest (Ranald, Crooked Fingers) (1, 2

		& 3)**, Racketeer (1), Sergeant (1), Steward (1), Veteran (1), Village Elder (1), Yeoman (1)
Outdoor Survival (Int)	Boatman, Bounty Hunter, Charcoal-Burner, Drover, Fisherman, Grail Pilgrim, Grave Warden, Herrimault, Hunter, Initiate (Taal & Rhya), Knight Errant, Messenger, Militiaman, Miner, Outrider, Peasant, Pilgrim, Swampaire, Tomb Robber, Vagabond, Wrecker	Battle Pilgrim (1), Crusader (2), Cult Acolyte of Nurgle (1), Explorer (2), Faceless (2), Friar (1), Killer of the Dead (2), Priest (Morr, Doomsayer) (1, 2 & 3)**, Questing Knight (2), Targeteer (1), Yeoman (1)
Perception (Int)	Agitator, Apprentice Wizard, Bailiff, Barber-Surgeon, Boatman, Bodyguard, Bone Picker, Bounty Hunter, Burgher, Camp Follower, Carcassonne Shepherd, Charcoal-Burner, Coachman, Drover, Dung Collector, Entertainer, Ferryman, Fisherman, Frogwife, Gambler, Grail Pilgrim, Grave Robber, Grave Warden, Herrimault, Horse Coper, Hunter, Initiate, Initiate (Verena), Jailer, Litigant, Man-at-Arms, Mediator, Mercenary, Messenger, Militiaman, Miner, Outlaw, Outrider, Pilgrim, Rat Catcher, Rogue, Scribe, Seaman, Servant, Sewer Jack, Smuggler, Stevedore, Student, Swampaire, Temple Guardian, Thief, Toll Keeper, Tomb Robber, Tradesman, Vagabond, Valet, Watchman, Woodsman, Wrecker	Abbot (2), Agent of the Shroud (1), Ambassador (3), Artisan (1), Assassin (2), Astrologer (1), Battle Pilgrim (1), Cantor (1), Cat Burglar (1), Champion (2), Charlatan (1), Courtier (1), Crime Lord (2), Crusader (2), Cult Acolyte of Tzeentch (1), Cult Attendant (1), Cult Magus (Nurgle, Tzeentch) (2), Demagogue (1), Duellist (1), Explorer (2), Faceless (2), Foreman (1), Forger (1), Friar (1), Grail Knight (3), Guild Master (1), Herald (1), Horsemaster (1), Innkeeper (1), Interrogator (1), Judicial Champion (2), Knight of the Realm (1), Master Thief (2), Minstrel (1), Monk (1), Navigator (1), Noble Lord (2), Outlaw Chief (2), Physician (1), Politician (1), Priest (1), Questing Knight (2), Racketeer (1), Scholar (1), Scout (1), Sea Captain (2), Sergeant (1), Steward (1), Targeteer (1), Vampire Hunter (1), Veteran (1), Village Elder (1), Wall Warden (1), Yeoman (1)
Ride (Ag)	Bailiff, Coachman, Drover, Entertainer, Horse Coper, Knight Errant, Mercenary, Messenger, Noble, Outlaw, Outrider, Protagonist	Ambassador (3), Anointed Priest (2), Captain (2), Courtier (1), Crusader (2), Explorer (2), Grail Knight (3), Herald (1), High Priest (3), Highwayman (1), Horsemaster (1), Knight of the Realm (1), Merchant (1), Noble Lord (2), Outlaw Chief (2), Priest

		(1), Questing Knight (2), Scout (1), Sergeant (1), Steward (1), Yeoman (1)
Row (S)	Boatman, Ferryman, Fisherman, Initiate (Manann), Marine, Peasant, Seaman, Smuggler, Wrecker	Mate (1), Priest (Manann, no order) (1, 2 & 3)**
Scale Sheer Surface (S)	Carcassonne Shepherd, Charcoal-Burner, Entertainer, Grave Robber, Herrimault, Miner, Outlaw, Peasant, Seaman, Sewer Jack, Stevedore, Thief, Tomb Robber, Woodsman	Assassin (2), Cat Burglar (1), Explorer (2), Faceless (2), Master Thief (2), Outlaw Chief (2), Vampire Hunter (1)
Search (Int)	Bone Picker, Bounty Hunter, Burgher, Camp Follower, Charcoal-Burner, Dung Collector, Frogwife, Grave Robber, Grave Warden, Hunter, Jailer, Mercenary, Militiaman, Outrider, Rat Catcher, Rogue, Servant, Sewer Jack, Smuggler, Stevedore, Student, Swampaire, Temple Guardian, Thief, Toll Keeper, Tomb Robber, Valet, Watchman, Wrecker	Agent of the Shroud (1), Cat Burglar (1), Master Thief (2), Steward (1), Targeteer (1), Vampire Hunter (1)
Silent Move (Int)	Bounty Hunter, Carcassonne Shepherd, Grave Robber, Herrimault, Hunter, Outlaw, Outrider, Peasant, Rat Catcher, Sewer Jack, Smuggler, Thief, Tomb Robber, Vagabond, Woodsman	Agent of the Shroud (1), Assassin (2), Cat Burglar (1), Faceless (2), Highwayman (1), Killer of the Dead (2), Master Thief (2), Outlaw Chief (2), Priest (Ranald, no order) (1, 2 & 3)**, Scout (1), Spy (1), Vampire Hunter (1), Verenan Investigator (1), Yeoman (1)
Swim (S)	Barber-Surgeon, Boatman, Entertainer, Ferryman, Fisherman, Hunter, Marine, Mercenary, Messenger, Militiaman, Outlaw, Peasant, Seaman, Smuggler, Sewer Jack, Stevedore, Swampaire, Vagabond, Wrecker	Anointed Priest (2), Explorer (2), High Priest (3), Master Thief (2), Navigator (1), Priest (1), Sea Captain (2), Sergeant (1)

Advanced skills:

Skill (Characteristic):	Basic Careers:	Advanced Careers, tier 1, 2, & 3:
Academic Knowledge (any one) (Int)	Scribe	Agent of the Shroud (1), Catechist (1), Cult Acolyte of Tzeentch (1), Cult Magus of

		Nurgle (2), Priest (1)
Academic Knowledge (any two) (Int)	Student	Abbot (2), Anointed Priest (2), Cult Magus of Slaanesh (2), Monk (1), Priest (Verena, no order, Lorekeeper) (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), Forger (1)
Academic Knowledge (Astronomy) (Int)	Initiate	Astrologer (1), Navigator (1), Priest (Manann, Order of the Albatross) (1, 2 & 3)**, Priest (Myrmidia, Order of True Insight) (1, 2 & 3)**
Academic Knowledge (Deamonology) (Int)		Cult Acolyte (Nurgle, Slaanesh, Tzeentch) (1), Cult Magus (Nurgle, Slaanesh) (2)
Academic Knowledge (Engineering) (Int)		Wall Warden (1)
Academic Knowledge (Genealogy/Heraldry) (Int)	Knight Errant, Litigant, Valet	Ambassador (3), Grail Knight (3), Herald (1), Knight of the Realm (1), Noble lord (2), Politician (1), Questing Knight (2)
Academic Knowledge (History) (Int)	Agitator, Initiate, Litigant	Ambassador (3), Courtier (1), Crusader (2), Demagogue (1), Explorer (2), Guild Master (1), Herald (1), Noble lord (2), Politician (1), Vampire Hunter (1)
Academic Knowledge (Law) (Int)	Agitator, Bailiff, Litigant, Watchman	Demagogue (1), Explorer (2), Politician (1), Priest (Verena, Scalebearer) (1, 2 & 3)**, Steward (1)
Academic Knowledge (Magic) (Int)		
Academic Knowledge (Necromancy) (Int)		Agent of the Shroud (1), Killer of the Dead (2), Priest (Morr, no order) (1, 2 & 3)**, Vampire Hunter (1)
Academic Knowledge (Philosophy) (Int)		
Academic Knowledge (Runes) (Int)		
Academic Knowledge (Science) (Int)		Astrologer (1), Physician (1), Priest (Morr, Augur) (1, 2 & 3)**
Academic Knowledge (Strategy/Tactics) (Int)		Captain (2), Crusader (2), Faceless (2), Grail Knight (3),

		Knight of the Realm (1), Noble Lord (2), Outlaw Chief (2), Priest (Myrmidia, Order of the Eagle, Order of True Insight) (1, 2 & 3)**, Questing Knight (2), Sea Captain (2), Sergeant (1), Wall Warden (1)
Academic Knowledge (Theology) (Int)	Grave Warden, Initiate, Penitent, Pilgrim, Zealot	Abbot (2), Agent of the Shroud (1), Anointed Priest (2), Cantor (1), Catechist (1), Cult Attendant (1), Friar (1), Grail Knight (3)****, High Priest (3), Knight of the Realm (1)****, Monk (1), Priest (1), Questing Knight (2)****
Animal Training (Fel)	Drover, Entertainer, Knight Errant, Peasant, Rat Catcher	Highwayman (1), Horsemaster (1), Sea Captain (2)
Blather (Fel)	Entertainer, Gambler, Litigant, Noble, Penitent, Raconteur, Rogue, Servant, Valet	Ambassador (3), Charlatan (1), Courtier (1), Cult Magus of Tzeentch (2), Demagogue (1), Herald (1), Innkeeper (1), Politician (1), Priest (Morr, Augur) (1, 2 & 3)**
Channelling (WP)		Anointed Priest (2), Cult Acolyte (Nurgle, Slaanesh, Tzeentch) (1), Cult Magus (Nurgle, Slaanesh, Tzeentch) (2), High Priest (3), Priest (1)
Charm Animal (Fel)	Drover, Entertainer, Horse Coper, Peasant	Horsemaster (1), Priest (Taal & Rhya, no order) (1, 2 & 3)**, Scout (1)
Common Knowledge (any one) (Int)	Knight Errant, Frogwife, Pilgrim*****, Raconteur	Cantor (1), Cult Acolyte (Khorne, Nurgle, Tzeentch) (1), Cult Attendant (1)
Common Knowledge (any two) (Int)		Abbot (2), Ambassador (3), Anointed Priest (2), Catechist (1), Cult Magus of Nurgle (2), Forger (1), Friar (1), High Priest (3), Mate (1), Merchant (1), Minstrel (1), Monk (1), Navigator (1), Priest (1), Questing Knight (2), Scout (1), Sergeant (1), Spy (1)
Common Knowledge (any three) (Int)		Captain (2), Crusader (2), Explorer (2), Scholar (1), Sea Captain (2)
Common Knowledge (any four) (Int)		Cult Magus of Tzeentch (2)
Common Knowledge (Border Princes) (Int)		

Common Knowledge (Brettonnia) (Int)*	Agitator, Bailiff, Boatman, Bone Picker, Burgher, Charcoal-Burner, Drover, Dung Collector, Entertainer, Ferryman, Fisherman, Grail Pilgrim, Grave Warden, Litigant, Mediator, Messenger, Noble, Outlaw, Scribe, Tomb Robber, Wrecker, Zealot	Agent of the Shroud (1), Astrologer (1), Battle Pilgrim (1), Crime Lord (2), Demagogue (1), Faceless (2), Foreman (1), Grail Knight (3), Guild Master (1), 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), Village Elder (1), Wall Warden (1), Yeoman (1)
Common Knowledge (Dwarfs) (Int)		
Common Knowledge (Elves) (Int)		
Common Knowledge (the Empire) (Int)*	Mercenary, Seaman, Squire, Vagabond	Astrologer (1), Charlatan (1), Courtier (1), Herald (1)
Common Knowledge (Estalia) (Int)	Vagabond	Astrologer (1), Priest (Myrmidia, Order of True Insight) (1, 2 & 3)**
Common Knowledge (Halflings) (Int)		
Common Knowledge (Kislev) (Int)	Boatman, Mercenary, Vagabond, Wrecker	Astrologer (1), Foreman (1), Herald (1)
Common Knowledge (Norsca) (Int)	Seaman	
Common Knowledge (Ogres) (Int)		
Common Knowledge (Tilea) (Int)	Mercenary, Seaman, Vagabond	Agent of the Shroud (1), Astrologer (1), Charlatan (1), Courtier (1), Herald (1), Priest (Myrmidia, Order of True Insight) (1, 2 & 3)**
Common Knowledge (the Wasteland) (Int)	Fisherman, Marine, Messenger, Seaman	Foreman (1)
Dodge Blow (Ag)	Bodyguard, Carcassonne Shepherd, Grail Pilgrim, Grave Warden, Herrimault, Jailer, Knight Errant, Man-at-Arms, Marine, Mercenary, Militiaman, Outlaw, Pit Fighter, Protagonist, Seaman, Servant, Sewer Jack, Stevedore, Temple Guardian, Thug, Toll Keeper, Watchman, Wrecker	Battle Pilgrim (1), Captain (2), Champion (2), Crime Lord (2), Cult Acolyte of Khorne (1), Cult Magus of Khorne (2), Demagogue (1), Duellist (1), Grail Knight (3), Horsemaster (1), Judicial Champion (2), Knight of the Realm (1), Master Thief (2), Mate (1), Questing Knight (2), Racketeer (1), Scout (1), Sea Captain (2), Sergeant (1), Vampire Hunter (1), Veteran (1), Yeoman (1)

Follow Trail (Int)	Bounty Hunter, Drover, Hunter, Outrider, Sewer Jack, Watchman, Woodsman	Agent of the Shroud (1), Explorer (2), Faceless (2), Killer of the Dead (2), Outlaw Chief (2), Scout (1), Vampire Hunter (1)
Heal (Int)	Barber-Surgeon, Bodyguard, Coachman, Initiate, Initiate (Shallya), Jailer, Penitent, Student, Vagabond	Abbot (2), Agent of the Shroud (1), Anointed Priest (2), Cult Acolyte of Nurgle (1), Friar (1), High Priest (3), Interrogator (1), Monk (1), Physician (1), Priest (1)
Hypnotism (WP)	Entertainer	Priest (Verena, no order) (1, 2 & 3)**
Lip Reading (Int)		Innkeeper (1), Master Thief (2), Spy (1)
Magical Sense (WP)		Anointed Priest (2), Cult Acolyte (Nurgle, Slaanesh, Tzeentch) (1), Cult Magus (Nurgle, Slaanesh, Tzeentch) (2), High Priest (3), Priest (1)
Navigation (Int)	Bailiff, Boatman, Coachman, Drover, Fisherman, Messenger, Miner, Outrider, Pilgrim, Vagabond, Wrecker	Astrologer (1), Explorer (2), Navigator (1), Priest (Manann, Order of the Albatross) (1, 2 & 3)**, Priest (Morr, Doomsayer) (1, 2 & 3)**, Priest (Taal & Rhya, no order) (1, 2 & 3)**, Scout (1)
Performer (any one) (Fel)		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	Ambassador (3), Politician (1), Spy (1)
Performer (Clown) (Fel)		
Performer (Comedian) (Fel)	Raconteur	
Performer (Dancer) (Fel)	Peasant, Vagabond	
Performer (Fire Eater) (Fel)		
Performer (Jester) (Fel)		
Performer (Juggler) (Fel)		
Performer (Mime) (Fel)		
Performer (Musician) (Fel)	Noble	Cantor (1), Minstrel (1)
Performer (Palm Reader) (Fel)		
Performer (Singer) (Fel)	Peasant, Stevedore, Vagabond	Cantor (1), Foreman (1), Minstrel (1)

Performer (Storyteller) (Fel)	Pilgrim, Raconteur, Rogue, Vagabond	Astrologer (1)
Pick Lock (Ag)	Thief, Tomb Robber	Cat Burglar (1), Master Thief (2), Priest (Ranald, The Givers of Coin) (1, 2 & 3)**, Spy (1)
Prepare Poison (Int)		Assassin (2), Cult Acolyte of Tzeentch (1), Cult Magus of Nurgle (2), Physician (1)
Read/Write (Int)	Agitator, Barber-Surgeon, Burgher, Gambler, Initiate, Litigant, Noble, Raconteur, Scribe, Servant, Student, Thief, Toll Keeper, Tomb Robber, Tradesman, Valet, Zealot	Abbot (2), Agent of the Shroud (1), Ambassador (3), Astrologer (1), Cantor (1), Captain (2), Catechist (1), Courtier (1), Cult Acolyte (Nurgle, Slaanesh, Tzeentch) (1), Cult Attendant (1), Cult Magus (Nurgle, Slaanesh, Tzeentch) (2), Explorer (2), Forger (1), Herald (1), Innkeeper (1), Master Thief (2), Merchant (1), Minstrel (1), Monk (1), Navigator (1), Noble Lord (2), Physician (1), Politician (1), Priest (1), Scholar (1), Steward (1)
Sail (Ag)	Fisherman, Riverwarden, Seaman, Wrecker	Mate (1), Priest (Manann, no order) (1, 2 & 3)**, Sea Captain (2)
Secret Language (any one) (Int)		Spy (1), Priest (Verena, all orders) (1, 2 & 3)**
Secret Language (any two) (Int)		
Secret Language (Battle Tongue) (Int)	Marine, Mercenary	Captain (2), Crusader (2), Cult Acolyte of Khorne (1), Faceless (2), Grail Knight (3), Knight of the Realm (1), Outlaw Chief (2), Questing Knight (2), Sergeant (1), Veteran (1), Yeoman (1)
Secret Language (Guild Tongue) (Int)	Litigant, Scribe, Stevedore, Tradesman	Artisan (1), Foreman (1), Guild Master (1), Merchant (1), Priest (Ranald, The Brotherhood) (1, 2 & 3)**/*****
Secret Language (Ranger Tongue) (Int)	Boatman, Ferryman, Vagabond, Woodsman	Explorer (2), Scout (1)
Secret Language (Thieves' Tongue) (Int)	Gambler, Rogue, Smuggler, Thief, Thug, Vagabond	Cat Burglar (1), Charlatan (1), Crime Lord (2), Master Thief (2), Outlaw Chief (2), Priest (Ranald, The brotherhood) (1, 2 & 3)**/*****
Secret Signs (any one) (Int)		
Secret Signs (any two)		

(Int)		
Secret Signs (Astrologer) (Int)		Astrologer (1)
Secret Signs (Scout) (Int)	Carcassonne Shepherd, Messenger, Sewer Jack	Explorer (2), Faceless (2), Outlaw Chief (2), Scout (1)
Secret Signs (Ranger) (Int)	Charcoal-Burner, Coachman, Herrimault, Hunter, Vagabond, Woodsman, Wrecker	Faceless (2)
Secret Signs (Templar) (Int)		
Secret Signs (Thief) (Int)	Gambler, Grave Robber, Outlaw, Rogue, Smuggler, Thief, Tomb Robber, Vagabond	Assassin (2), Cat Burglar (1), Crime Lord (2), Forger (1), Master Thief (2), Outlaw Chief (2)
Set Trap (Ag)	Carcassonne Shepherd, Hunter, Outlaw, Peasant, Rat Catcher, Swamphaire, Woodsman	
Shadowing (Ag)	Bounty Hunter	Agent of the Shroud (1), Assassin (2), Killer of the Dead (2), Priest (Ranald, Crooked Fingers) (1, 2 & 3)**, Racketeer (1), Spy (1), Vampire Hunter (1)
Sleight of Hand (Ag)	Camp Follower, Embalmer, Entertainer, Gambler, Initiate (Ranald), Jailer, Servant, 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)
Speak Arcane Language (Magick) (Int)		Abbot (2), Anointed Priest (2), High Priest (3), Monk (1), Priest (1)
Speak Language (any one) (Int)	Knight Errant, Pilgrim*****, Raconteur	Catechist (1), Cult Acolyte of Tzeentch (1), Cult Attendant (1), Exorcist (2), Forger (1), Priest (Verena, Order of Mysteries) (1, 2 & 3)**
Speak Language (any two) (Int)		Abbot (2), Agent of the Shroud (1), Anointed Priest (2), Cantor (1), Knight of the Realm (1), Monk (1), Priest (1), Questing Knight (2), Scout (1)
Speak Language (any		Ambassador (3), Cult Magus

three) (Int)		(Slaanesh, Tzeentch) (2), Explorer (2), High Priest (3), Scholar (1), Sea Captain (2), Spy (1)
Speak Language (any four) (Int)		
Speak Language (Arabyan) (Int)		Crusader (2)
Speak Language (Breton) (Int)***	Agitator, Barber-Surgeon, Burgher, Drover, Entertainer, Fisherman, Horse Coper, Initiate, Litigant, Messenger, Noble, Rogue, Scribe, Squire, Student, Valet	Charlatan (1), Courtier (1), Demagogue (1), Friar (1), Guild Master (1), Herald (1), Innkeeper (1), Merchant (1), Noble Lord (2), Politician (1), Steward (1)
Speak Language (Classical) (Int)	Initiate, Scribe, Student, Tomb Robber	Abbot (2), Astrologer (1), Catechist (1), Cult Attendant (1), Monk (1), Navigator (1), Noble Lord (2), Physician (1), Priest (Verena, Lorekeeper) (1, 2 & 3)**, Scholar (1), Vampire Hunter (1)
Speak Language (Eltharin) (Int)	Tomb Robber	Minstrel (1)
Speak Language (Estalian) (Int)		Astrologer (1), Crusader (2), Friar (1), Guild Master (1), Merchant (1)
Speak Language (Halfling) (Int)		
Speak Language (Khazalid) (Int)	Tomb Robber	Artisan (1)
Speak Language (Kislevarin) (Int)	Boatman, Burgher, Camp Follower, Coachman, Smuggler, Toll Keeper, Wrecker	Astrologer (1), Captain (2), Friar (1), Herald (1), Innkeeper (1), Mate (1), Merchant (1)
Speak Language (Norse) (Int)	Fisherman, Seaman	Guild Master (1), Mate (1), Merchant (1)
Speak Language (Reikspiel) (Int)***	Agitator, Barber-Surgeon, Burgher, Camp Follower, Coachman, Scribe, Seaman, Smuggler, Squire, Toll Keeper, Valet	Artisan (1), Astrologer (1), Charlatan (1), Courtier (1), Friar (1), Guild Master (1), Herald (1), Innkeeper (1), Mate (1), Merchant (1), Minstrel (1)
Speak Language (Strigany) (Int)		
Speak Language (Tilean) (Int)	Agitator, Barber-Surgeon, Burgher, Camp Follower, Coachman, Mercenary, Scribe, Seaman, Toll Keeper	Astrologer (1), Artisan (1), Captain (2), Charlatan (1), Courtier (1), Crusader (2), Friar (1), Guild Master (1), Herald (1), Innkeeper (1), Minstrel (1), Sergeant (1)
Torture (Fel)	Penitent	Cult Acolyte of Nurgle (1),

		Crime Lord (2), Killer of the Dead (2), Interrogator (1), Village Elder (1)
Trade (any one) (Varies)	Militiaman	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	Physician (1), Priest (Shallya) (1, 2 & 3)**
Trade (Armourer) (S)	Camp Follower	
Trade (Artist) (Ag)		Forger (1)
Trade (Bowyer) (Ag)	Camp Follower, Peasant	
Trade (Brewer) (Int)		
Trade (Calligrapher) (Ag)	Scribe	Forger (1)
Trade (Candlemaker) (Ag)		
Trade (Carpenter) (Ag)		Wall Warden (1)
Trade (Cartographer) (Ag)	Camp Follower	Explorer (2), Navigator (1), Scholar (1), Sea Captain (2)
Trade (Cook) (Int)	Camp Follower, Frogwife, Peasant, Servant	Innkeeper (1)
Trade (Cooper) (S)		
Trade (Embalmer) (Int)		Priest (Morr, no order) (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)**
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, no order) (1, 2 & 3)**, Sea Captain (2)
Trade (Shoemaker) (Ag)		
Trade (Smith) (S)	Camp Follower	Forger (1)
Trade (Stoneworker) (Ag)		Wall Warden (1)
Trade (Tailor) (Ag)	Camp Follower	
Trade (Tanner) (S)		
Trade (Weaponsmith) (S)	Camp Follower	
Ventriloquism (Fel)	Entertainer	

*. For all careers not in KotG or BotD, I have replaced 'Common Knowledge (The Empire/Kislev/etc.)' with 'Common Knowledge (Brettonnia)' and vice versa. All other 'Common Knowledge' skills are left unchanged.

** These entries indicate that a character in a 'Priest' (= Abbot, Priest, Anointed Priest, Exorcist, High Priest, Monk, Warrior Priest) career of the appropriate god and order (or lack of order) can learn this Skill one time in total, not once per career.

Note that I have not included the priesthoods of Sigmar and Ulric, for obvious reasons, and that the priesthood of Taal and Rhya is represented only in it's basic ('no order') form, as the other orders seem to me to be specific to The Empire. Further, those priests of other gods that are associated with a particular knightly order are absent as well, as these knightly orders do not exist in Bretonnia. Finally, the priesthood of Gunndred has been omitted, as it is as of yet only present in the Empire and the Border Princes.

*** For all careers not in KotG or BotD, I have replaced 'Speak Language (Reikspiel/Kislevite/etc.)' with 'Speak Language (Breton)' and vice versa. All other 'Speak Language' skills are left unchanged.

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

***** As dictated by the route of the pilgrimage

***** The book actually gives here 'Secret Language (Cult Tongue, but a special speech for one particular order of Ranaldians is too unlikely for me. Particularly since 'Secret Language (Guild Tongue)' or 'Secret Language (Thieves Tongue)' seem so appropriate. So I allow either to be chosen.