

## Careers and Talents, Bretonnia:

| <b>Talent:</b>                     | <b>Basic Careers:</b>   | <b>Advanced Careers, tier 1, 2, &amp; 3:</b>  |
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| Acute Hearing                      | Servant   |   |
| Aethyric Attunement                |   | Anointed Priest (2), Cult Acolyte (Nurgle, Slaanesh, Tzeentch) (1), Cult Magus (Nurgle, Slaanesh, Tzeentch) (2), High Priest (3)  |
| Alley Cat                          | Thief   | Cat Burglar (1), Killer of the Dead (2)   |
| Ambidextrous                       |   | Duellist (1), Highwayman (1)  |
| Arcane Lore (any one)              |   |   |
| Armoured Casting                   |   | Anointed Priest (2), High Priest (3), Priest (1)  |
| Artistic                           |   | Artisan (1), Forger (1)   |
| Contortionist                      | Entertainer   |   |
| Controlled Corruption (ToC, p. 77) |   | Cult Acolyte of Tzeentch (1)  |
| Coolheaded                         | Agitator, Bone Picker, Dung Collector, Outrider, Temple Guardian, Thug, Valet, Watchman, Zealot     | Agent of the Shroud (1), Cult Acolyte of Tzeentch (1), Cult Magus of Nurgle (2), Forger (1), Horsemaster (1)  |
| Dark Lore (any one)                |   |   |
| Dark Lore (Nurgle)                 |   | Cult Magus of Nurgle (2)  |
| Dark Lore (Slaanesh)               |   | Cult Magus of Slaanesh (2)  |
| Dark Lore (Tzeentch)               |   | Cult Magus of Tzeentch (2)  |
| Dark Magic                         |   | Cult Acolyte (Nurgle, Slaanesh, Tzeentch) (1)   |
| Dealmaker                          | Burgher, Camp Follower, Frogwife, Horse Coper, Litigant, Mediator, Smuggler, Tradesman, Valet       | Ambassador (3), Courtier (1), Crime Lord (2), Cult Acolyte (Slaanesh, Tzeentch) (1), Cult Attendant (1), Cult Magus (Slaanesh, Tzeentch) (2), Fence (1), Forger (1), Guild Master (1), Innkeeper (1), Merchant (1), Politician (1), Priest (Handrich) (1, 2 & 3)**, Priest (Ranald, The Brotherhood) (1,2, & 3)** |
| Disarm                             | Bodyguard, Marine, Mercenary, Pit Fighter, Protagonist, Thug, Watchman                              | Captain (2), Duellist (1), Sea Captain (2)  |
| Divine Lore (any one)              |   | Anointed Priest (2)   |
| Etiquette                          | Bailiff, Gambler, Grail Pilgrim, Knight Errant, Litigant, Noble, Raconteur, Servant, Student, Valet | Ambassador (3), Artisan (1), Astrologer (1), Courtier (1), Cult Acolyte (Slaanesh, Tzeentch) (1), Demagogue (1),  |

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|  |  | Duellist (1), Guild Master (1), Herald (1), High Priest (3), Highwayman (1), Innkeeper (1), Minstrel (1), Politician (1), Priest (Ranald, The Givers of Coin) (1,2, & 3)* |
| Excellent Vision   |  |   |
| Extra Spell (RoS, p. 137)  |  | Cult Magus (Nurgle, Slaanesh, Tzeentch) (2)   |
| Fast Hands   |  | Anointed Priest (2), High Priest (3)  |
| Fearless   | Dung Collector***  | Cult Acolyte of Nurgle (1), Cult Magus of Slaanesh (2), Killer of the Dead (2)  |
| Flee!  | Agitator, Camp Follower, Carcassonne Shepherd, Charcoal-Burner, Gambler, Grave Robber, Horse Coper, Peasant, Rogue, Servant              | Astrologer (1), Battle Pilgrim (1), Charlatan (1), Forger (1), Spy (1)  |
| Fleet footed   | Carcassonne Shepherd, Vagabond, Woodsman   | Champion (2)  |
| Flier**  |  |   |
| Focussed Strike (NDM, p.94)  | Pit Fighter, Protagonist, Soldier, Thug  | Cult Acolyte of Khorne (1), Cult Magus of Nurgle (2), Duellist (1), Killer of the Dead (2), Priest (1), Vampire Hunter (1), Veteran (1)                                   |
| Frenzy   |  | Cult Magus of Khorne (2), Killer of the Dead (2), Priest (Myrmidia, Order of Fury) (1, 2, & 3)*   |
| Frightening**  |  | Cult Magus of Nurgle (2)  |
| Grail Virtue (matching to virtue of Knighthood) (KotG, p. 108-109) |  | Grail Knight (3)  |
| Hardy  | Bone Picker, Camp Follower, Fisherman, Frogwife, Grail Pilgrim, Hunter, Peasant, Penitent, Raconteur, Seaman, Servant, Swampaire, Zealot | Battle Pilgrim (1), Cult Acolyte of Khorne (1), Horsemaster (1)   |
| Hedge Magic  |  |   |
| Hoverer**  |  |   |
| Incantation (ToS, p. 194)  |  | Cantor (1)  |
| Inured to Chaos (ToC, p. 68)                                       |  | Cult Acolyte (Khorne, Nurgle, Slaanesh, Tzeentch) (1)   |
| Keen Senses**  |  | Agent of the Shroud (1), Cult Acolyte of Slaanesh (1)   |
| Lesser Magic (any one)   |  |   |
| Lesser Magic (any two)   |  | Anointed Priest (2), Cult   |

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|                         |   | Magus (Nurgle, Slaanesh, Tzeentch) (2), High Priest (3)  |
| Lesser magic (any four) |   |  |
| Lightning Parry         |   | Assassin (2), Captain (2), Champion (2), Judicial Champion (2), Outlaw Chief (2), Sea Captain (2)  |
| Lightning Reflexes      | Entertainer, Hunter, Initiate, Servant, Stevedore, Thug, Toll Keeper, Swampaire | Champion (2), Cult Acolyte of Khorne (1), Cult Magus of Slaanesh (2), Killer of the Dead (2), Wall Warden (1)  |
| Linguistics             | Scribe, Student   | Ambassador (3), Crusader (2), Cult Acolyte of Tzeentch (1), Explorer (2), Guild Master (1), Monk (1), Scholar (1), Spy (1)   |
| Luck                    | Gambler, Noble, Rogue, Tomb Robber  | Astrologer (1), Grail Knight (3), Priest (Myrmidia, Order of True Insight) (1, 2, & 3)*, Priest (Ranald, no order) (1,2, & 3)*, Questing Knight (2)  |
| Marksman                | Bounty Hunter, Ferryman, Herrimault, Hunter, Swampaire, Toll Keeper, Vagabond   |  |
| Master Gunner           |   | Champion (2), Duellist (1), Highwayman (1)   |
| Master Orator           |   | Abbot (2), Cult Magus of Tzeentch (2), Demagogue (1), Herald (1), Noble Lord (2), Politician (1), Priest (1), Village Elder (1)  |
| Meditation              |   | Anointed Priest (2), Cult Magus of (Nurgle, Tzeentch) (2), High Priest (3)   |
| Menacing                | Protagonist   | Crime Lord (2), Cult Magus of (Slaanesh, Tzeentch) (2), Interrogator (1), Killer of the Dead (2), Priest (Morr, no order, Doomsayer, Black Guard) (1, 2, & 3)*, Racketeer (1), Sergeant (1), Village Elder (1) |
| Mighty Missile          |   | Cult Magus (Nurgle, Tzeentch) (2), High Priest (3)   |
| Mighty Shot             |   | Champion (2), Duellist (1), Faceless (2), Highwayman (1), Killer of the Dead (2), Outlaw Chief (2), Scout (1), Targeteer (1), Vampire Hunter (1), Veteran (1)  |
| Mimic                   | Entertainer   | Charlatan (1)  |

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| Natural Weapons**     |  |  |
| Night Vision**        |  |  |
| Orientation           | Boatman, Drover, Fisherman, Messenger, Miner, Outrider, Shieldbreaker, Vagabond, Wrecker   | Crusader (2), Explorer (2), Navigator (1), Priest (Manann, Order of the Albatross) (1, 2, & 3)*, Priest (Taal & Rhya, no order) (1, 2, & 3)*, Scout (1)  |
| Petty Magic (Arcane)  |  |  |
| Petty Magic (Chaos)   |  | Cult Acolyte (Nurgle, Slaanesh, Tzeentch) (1), Cult Magus of Slaanesh (2)  |
| Petty Magic (Divine)  |  | Priest (1)   |
| Petty Magic (Hedge)   |  |  |
| Public Speaking       | Agitator, Bailiff, Entertainer, Initiate, Litigant, Mediator, Noble, Raconteur, Rogue, Zealot                                      | Abbot (2)****, Ambassador (3), Battle Pilgrim (1), Catechist (1), Charlatan (1), Courtier (1), Crime Lord (2), Cult Acolyte (Nurgle, Tzeentch) (1), Cult Attendant (1), Demagogue (1), Faceless (2), Foreman (1), Grail Knight (3), Herald (1), Minstrel (1), Noble Lord (2), Politician (1), Priest (Verena, Scalebearers) (1, 2, & 3)*, Steward (1), Village Elder (1) |
| Quick Draw            | Bodyguard, Coachman, Entertainer, Marine, Mercenary, Pit Fighter, Protagonist, Sewer Jack, Thug                                    | Assassin (2), Captain (2), Champion (2), Cult Magus of Khorne (2), Duellist (1), Outlaw Chief (2)  |
| Rapid Reload          | Hunter, Mercenary, Militiaman  | Champion (2), Faceless (2), Killer of the Dead (2), Outlaw Chief (2), Pistolier (1), Scout (1), Targeteer (1), Vampire Hunter (1), Veteran (1)   |
| Resistance to Chaos** |  | Grail Knight (3)   |
| Resistance to Disease | Barber-Surgeon, Bone Picker, Camp Follower, Dung Collector, Grave Robber, Grave Warden, Jailer, Rat Catcher, Sewer Jack            | Cult Acolyte of Nurgle (1), Mate (1), Physician (1), Priest (Shallya) (1,2, & 3)*  |
| Resistance to Magic** |  | Cult Acolyte of Tzeentch (1), Cult Magus of Khorne (2)   |
| Resistance to Poison  | Jailer, Rat Catcher, Thug  | Crime Lord (2), Cult Magus of Slaanesh (2)   |
| Rover                 | Bounty Hunter, Carcassonne Shepherd, Drover, Frogwife, Herrimault, Hunter, Outlaw, Peasant, Swampaire, Vagabond, Woodsman, Wrecker | Killer of the Dead (2), Yeoman (1)   |

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| Savvy                                | Barber-Surgeon, Burgher, Charcoal-Burner, Fisherman, Litigant, Noble, Student, Tradesman, Watchman   | Abbot (2), Agent of the Shroud (1), Courtier (1), Cult Acolyte of Tzeentch (1), Cult Magus of Slaanesh (2), Priest (Handrich) (1, 2 & 3)**,   |
| Schemer                              | Noble  | Agent of the Shroud (1), Ambassador (3), Charlatan (1), Courtier (1), Crime Lord (2), Cult Acolyte of Tzeentch (1), Cult Magus of Slaanesh (2), Politician (1), Spy (1)   |
| Seasoned Traveller                   | Boatman, Camp Follower, Coachman, Drover, Herrimault, Knight Errant, Mediator, Messenger, Pilgrim, Raconteur, Seaman, Student, Vagabond, Valet | Anointed Priest (2), Charlatan (1), Crusader (2), Cult Acolyte of Tzeentch (1), Explorer (2), Friar (1), Mate (1), Priest (Verena, Order of Mysteries) (1, 2, & 3)*, Questing Knight (2), Sea Captain (2), Sergeant (1) |
| Sharpshooter                         | Bounty Hunter, Carcassonne Shepherd, Entertainer, Mercenary, Outlaw, Wrecker   | Assassin (2), Duellist (1), Highwayman (1), Targeteer (1)   |
| Sixth Sense                          | Rogue, Tomb Robber   | Agent of the Shroud (1), Crime Lord (2), Grail Knight (3), Killer of the Dead (2), Spy (1), Witch Hunter (2)  |
| Specialist Weapon Group (any one)    |  | Priest (Myrmidia, Order of the Eagle, Order of Fury) (1, 2, & 3)*, Yeoman (1)   |
| Specialist Weapon Group (any two)    |  | Veteran (1)   |
| Specialist Weapon Group (any three)  |  | Champion (2), Priest (Myrmidia, no order) (1, 2, & 3)*  |
| Specialist Weapon Group (Cavalry)    | Knight Errant  | Captain (2), Knight of the Realm (1)  |
| Specialist Weapon Group (Crossbow)   |  | Crime Lord (2), Killer of the Dead (2), Master Thief (2), Scout (1), Targeteer (1), Vampire Hunter (1)  |
| Specialist Weapon Group (Engineer)   |  | Wall Warden (1)   |
| Specialist Weapon Group (Entangling) | Bounty Hunter, Drover, Horse Coper, Jailer, Outrider, Swamptire  | Horsemaster (1), Assassin (2)   |
| Specialist Weapon Group (Fencing)    | Noble  | Courtier (1), Duellist (1), Highwayman (1), Judicial Champion (2), Noble Lord (2), Sea Captain (2)  |
| Specialist Weapon Group              | Pit Fighter, Zealot  | Captain (2), Cult Acolyte of  |

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| (Flail)                              |   | Khorne (1), Cult Magus of Khorne (2), Interrogator (1), Judicial Champion (2)   |
| Specialist Weapon Group (Gunpowder)  | Coachman, Ferryman  | Duellist (1), Highwayman (1)  |
| Specialist Weapon Group (Longbow)    | Herrimault, Hunter  | Scout (1), Targeteer (1)  |
| Specialist Weapon Group (Parrying)   | Bodyguard, Noble, Pit Fighter   | Assassin (2), Captain (2), Crime Lord (2), Crusader (2), Duellist (1), Judicial Champion (2)  |
| Specialist Weapon Group (Sling)      | Peasant, Rat Catcher  |   |
| Specialist Weapon Group (Throwing)   | Bodyguard, Entertainer  | Assassin (2), Killer of the Dead (2), Master Thief (2), Targeteer (1)   |
| Specialist Weapon Group (Two-handed) | Grail Pilgrim, Man-at-Arms, Militiaman, Miner, Pit Fighter Woodsman   | Captain (2), Cult Acolyte of Khorne (1), Cult Magus of Khorne (2), Grail Knight (3), Judicial Champion (2), Killer of the Dead (2), Knight of the Realm (1), Questing Knight (2), Yeoman (1)  |
| Stout-hearted                        | Dung Collector***, Grail Pilgrim, Grave Warden, Frogwife  | Agent of the Shroud (1), Battle Pilgrim (1), Crusader (2), Cult Magus of Tzeentch (2), Grail Knight (3), Killer of the Dead (2), Vampire Hunter (1)   |
| Street Fighting                      | Agitator, Bodyguard, Camp Follower, Ferryman, Fisherman, Man-at-Arms, Protagonist, Seaman, Watchman                                   | Assassin (2), Cat Burglar (1), Demagogue (1), Innkeeper (1), Master Thief (2), Mate (1), Racketeer (1), Sergeant (1)  |
| Streetwise                           | Bone Picker, Frogwife, Gambler, Grave Robber, Outlaw, Rogue, Smuggler, Thief  | Assassin (2), Cat Burglar (1), Charlatan (1), Crime Lord (2), Cult Acolyte of Slaanesh (1), Demagogue (1), Fence (1), Foreman (1), Innkeeper (1), Master Thief (2), Merchant (1), Politician (1), Priest (Ranald, The Givers of Coin) (1, 2, & 3)*, Racketeer (1) |
| Strike Mighty Blow                   | Bounty Hunter, Knight Errant, Man-at-Arms, Marine, Mercenary, Militiaman, Pit Fighter, Protagonist, Seaman, Temple Guardian, Watchman | Anointed Priest (2), Cult Acolyte of Khorne (1), Duellist (1), Grail Knight (3), Killer of the Dead (2), Knight of the Realm (1), Questing Knight (2), Racketeer (1), Sea Captain (2), Sergeant (1), Vampire Hunter (1), Veteran (1)                              |

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| Strike to Injure | Initiate (Myrmydia), Man-at-Arms, Pit Fighter, Protagonist, Thug   | Crusader (2), Cult Acolyte of Khorne (1), Cult Magus of Nurgle (2), Duellist (1), Grail Knight (3), Killer of the Dead (2), Priest (1), Questing Knight (2), Vampire Hunter (1), Veteran (1)             |
| Strike to Stun   | Bodyguard, Bounty Hunter, Marine, Mercenary, Outlaw, Penitent, Protagonist, Temple Guardian, Thug, Watchman, Wrecker             | Battle Pilgrim (1), Crusader (2), Cult Magus of Slaanesh (2), Fence (1), Innkeeper (1), Physician (1), Priest (1), Priest (Ranald, Crooked Fingers) (1,2, & 3)*, Racketeer (1), Sergeant (1), Yeoman (1) |
| Strong-Minded    | Grail Pilgrim, Grave Robber, Pit Fighter   | Abbot (2), Battle Pilgrim (1), High Priest (3), Priest (Verena, Order of Mysteries) (1, 2, & 3)*,  |
| Sturdy           | Stevedore  | Grail Knight (3), Questing Knight (2)  |
| Suave            | Barber-Surgeon, Burgher, Camp Follower, Ferryman, Horse Coper, Initiate, Litigant, Mediator, Protagonist, Student, Valet, Zealot | Agent of the Shroud (1), Ambassador (3), Courtier (1), Cult Acolyte (Slaanesh, Tzeentch) (1), Forger (1), Spy (1), Village Elder (1)   |
| Sure Shot        |  | Faceless (2), Outlaw Chief (2), Scout (1), Targeteer (1)   |
| Surgery          | Barber-Surgeon   | Physician (1)  |
| Super Numerate   | Bailiff, Student, Thief  | Astrologer (1), Fence (1), Merchant (1), Steward (1)   |
| Swashbuckler     | Seaman   | Assassin (2), Duellist (1), Highwayman (1), Master Thief (2), Sea Captain (2)  |
| Terrifying**     |  |  |
| Trapfinder       | Thief, Tomb Robber   | Cat Burglar (1), Master Thief (2)  |
| Trick Riding     | Entertainer  | Highwayman (1)   |
| Tunnel Rat       | Rat Catcher, Tomb Robber, Sewer Jack   | Vampire Hunter (1)   |
| Undead**         |  |  |
| Unsettling       |  | Cult Acolyte of Nurgle (1), Cult Magus of Khorne (2), Faceless (2), Killer of the Dead (2)   |
| Very Resilient   | Barber-Surgeon, Bodyguard, Grail Pilgrim, Hunter, Miner, Penitent, Pilgrim, Servant, Swampaire, Woodsman                         | Battle Pilgrim (1), Cult Acolyte (Khorne, Nurgle) (1), Cult Magus of Khorne (2), Grail Knight (3), Killer of the Dead (2), Questing Knight (2), Veteran (1), Yeoman (1)                                  |

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| Very Strong                                      | Bodyguard, Charcoal-Burner, Entertainer, Grave Warden, Initiate, Outrider, Pit Fighter, Stevedore, Zealot | Battle Pilgrim (1), Cult Magus of Khorne (2), Grail Knight (3), Horsemaster (1), Killer of the Dead (2), Questing Knight (2), Veteran (1), Yeoman (1) |
| Virtue of Chivalry (KotG, p. 107)                | Knight Errant   |   |
| Virtue of Knighthood (any one) (KotG, p.107-108) |   | Knight of the Realm (1)   |
| Virtue of the Quest (KotG, p. 108)               |   | Questing Knight (2)   |
| Warrior Born                                     | Initiate, Miner   | Cult Magus of Khorne (2), Grail Knight (3), Questing Knight (2)   |
| Witchcraft (RoS, p. 128)                         |   |   |
| Wrestling  | Entertainer, Jailer, Pit Fighter, Thug  | Champion (2), Interrogator (1), Sergeant (1)  |

\* These entries indicate that a character in a 'Priest' (= Priest, Anointed Priest, High Priest) career of the appropriate God can learn this Talent at any time while in these careers.

\*\*These 'Talents' are redefined in NDM (p. 100) as 'Traits'; racial abilities that cannot be acquired through careers. They are included here for the sake of completeness, and because this rule is actually broken a few times (Most notable Keen Senses; 'Agent of the Shroud' has access to this 'Trait', even though it is also in NDM!) Either ignore the 'Talent' or ignore its redefinition as 'Trait' as you please.

\*\*\* 'As written, Dung Collectors have the 'Fearless' talent. This is perhaps a bit too powerful a Talent for a basic career, so in my games they have 'Stout Hearted' instead.

\*\*\*\* Abbots do not actually have 'Public Speaking'. However, as they do have 'Master Orator', for which 'Public Speaking' is a prerequisite, and not all the Abbots' entry careers have 'Public Speaking' I think it is an omission that Abbots do not have this talent.