

Career names and places compilation: Bretonnia.

Basic Careers:

Number:	Name:	Place:
1	Agitator	WFRP, p. 31
2	Bailiff	WFRP, p. 32
3	Barber-Surgeon	WFRP, p. 32
4	Boatman	WFRP, p. 33
5	Bodyguard	WFRP, p. 33
6	Bone Picker	WFRP, p. 34
7	Bounty Hunter	WFRP, p. 34
8	Burgher	WFRP, p. 35
9	Camp Follower	WFRP, p. 35
10	Carcassonne Shepherd	KotG, p. 95
11	Charcoal-Burner	WFRP, p. 36
12	Coachman	WFRP, p. 36
13	Drover	RotIQ, p. 100-101
14	Dung Collector	FoN, p. 12
15	Entertainer	WFRP, p. 37
16	Ferryman	WFRP, p. 38
17	Fisherman	WFRP, p. 39
18	Frogwife	BotD, p. 28
19	Gambler	SH, p. 121
20	Grail Pilgrim	KotG, p. 97
21	Grave Robber	WFRP, p. 40
22	Grave Warden	NDM, p. 98
23	Herrimault	KotG, p. 97-98
24	Horse Coper	RotIQ, p. 103
25	Hunter	WFRP, p. 41
26	Initiate	WFRP, p. 41
27	Jailer	WFRP, p. 42
28	Knight Errant	KotG, p. 98
29	Litigant	TiT, p. 16
30	Man-at-Arms	KotG, p. 99
31	Marine	WFRP, p. 43
32	Mediator	KotG, p. 99
33	Mercenary	WFRP, p. 44
34	Messenger	WFRP, p. 44
35	Militiaman	WFRP, p. 45
35	Miner	WFRP, p. 45
37	Noble	WFRP, p. 46
38	Outlaw	WFRP, p. 47
39	Outrider	WFRP, p. 47
40	Peasant	WFRP, p. 48
41	Penitent	ToS, p. 114
42	Pilgrim*	ToS, p. 174
43	Pit Fighter	WFRP, p. 48

44	Protagonist	WFRP, p. 49
45	Raconteur	SH, p. 121-122
46	Rat Catcher	WFRP, p. 49
47	Rogue	WFRP, p. 50
48	Scribe	WFRP, p. 51
49	Seaman	WFRP, p. 52
50	Servant	WFRP, p. 52
51	Sewer Jack	AoM, p. 29
52	Smuggler	WFRP, p. 53
53	Stevedore	WFRPComp, p. 23
54	Student	WFRP, p. 55
55	Swampaire	BotD, p. 28
56	Temple Guardian	ToS, p. 193
57	Thief	WFRP, p. 55
58	Thug	WFRP, p. 56
59	Toll Keeper	WFRP, p. 56
60	Tomb Robber	WFRP, p. 57
61	Tradesman	WFRP, p. 57
62	Vagabond	WFRP, p. 58
63	Valet	WFRP, p. 59
64	Watchman	WFRP, p. 59
65	Woodsman	WFRP, p. 60
66	Wrecker	WFRPComp, p. 24
67	Zealot	WFRP, p. 60

* 'Pilgrim' is only available to those characters who are actually on a pilgrimage. It is therefore probably not intended as a starting career.

Advanced Careers:

Number:	Name:	Place:	Tier:
1	Abbot	ToS, p. 183	2
2	Agent of the Shroud	NDM, p. 96	1
3	Ambassador*	RotIQ, p. 98	3
4	Anointed Priest	WFRP, p. 61	2
5	Artisan	WFRP, p. 62	1
6	Assassin	WFRP, p. 62	2
7	Astrologer	SH, p. 122	1
8	Battle Pilgrim	KotG, p. 95	1
9	Cantor	ToS, p. 194	1
10	Captain	WFRP, p. 63	2
11	Cat Burglar	WFRP, p. 63	1
12	Catechist	ToS, p. 195	1
13	Champion	WFRP, p. 64	2
14	Charlatan	WFRP, p. 64	1
15	Courtier	WFRP, p. 65	1
16	Crime Lord	WFRP, p. 65	2
17	Crusader**	ToS, p. 201	2
18	Cult Acolyte of Khorne***	ToC, p. 67	1

19	Cult Acolyte of Nurgle***	ToC, p. 70	1
20	Cult Acolyte of Slaanesh***	ToC, p. 73-74	1
21	Cult Acolyte of Tzeentch***	ToC, p. 76-77	1
22	Cult Attendant	ToS, p. 194	1
23	Cult Magus of Khorne	ToC, p. 67-68	2
24	Cult Magus of Nurgle	ToC, p. 70-71	2
25	Cult Magus of Slaanesh	ToC, p. 74	2
26	Cult Magus of Tzeentch	ToC, p. 77	2
27	Demagogue	WFRP, p. 66	1
28	Duellist	WFRP, p. 67	1
29	Explorer	WFRP, p. 68	2
30	Faceless	KotG, p. 96	2
31	Fence	WFRP, p. 68	1
32	Foreman	WFRPComp, p. 23	1
33	Forger	SH, p. 123-124	1
34	Friar	WFRP, p. 69	1
35	Grail Knight****	KotG, p. 96	3
36	Guild Master	WFRP, p. 71	1
37	Herald	WFRP, p. 71	1
38	High Priest	WFRP, p. 72	3
39	Highwayman	WFRP, p. 72	1
40	Horse Master	RotIQ, p.103-104	1
41	Innkeeper	WFRP, p. 73	1
42	Interrogator	WFRP, p. 73	1
43	Judicial Champion	WFRP, p. 74	2
44	Killer of the Dead*****	NDM, p. 98-99	2
45	Knight of the Realm	KotG, p. 98-99	1
46	Master Thief	WFRP, p. 76	2
47	Mate	WFRP, p. 77	1
48	Merchant	WFRP, p. 77	1
49	Minstrel	WFRP, p. 78	1
50	Monk	ToS, p. 183	1
51	Navigator	WFRP, p. 78	1
52	Noble Lord	WFRP, p. 79	2
53	Outlaw Chief	WFRP, p. 79	2
54	Physician	WFRP, p. 80	1
55	Politician	WFRP, p. 81	1
56	Priest	WFRP, p. 81	1
57	Questing Knight	KotG, p. 99-100	2
58	Racketeer	WFRP, p. 82	1
59	Scholar	WFRP, p. 82	1
60	Scout	WFRP, p. 83	1
61	Sea Captain	WFRP, p. 83	1
62	Sergeant	WFRP, p. 84	1
63	Spy	WFRP, p. 84	1
64	Steward	WFRP, p. 85	1
65	Targeteer	WFRP, p. 85	1
66	Vampire Hunter	WFRP, p. 86	1

67	Veteran	WFRP, p. 86	1
68	Village Elder	KotG, p. 100	1
69	Wall Warden	KotG, p.100-101	2
70	Yeoman	KotG, p.101	1

* 'Ambassador' can only be entered by nobles who have been appointed by a government.

** Although it is not said explicitly, 'Crusader' can, I believe only be entered by characters who are on a Crusade.

*** '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.

**** 'Grail Knight' can only be entered by male Bretonnian nobles.

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

Forbidden or dubious careers:

Number:	Name:	Place:	Tier (0 = basic):	Reason:
1	Apothecary	SH, p. 121	0	Backwardness
2	Apprentice Wizard	WFRP, p. 31	0	Magic
3	Artillerist	WFRPComp, p. 105	2	Gunpowder
4	Bear Tamer	RotIQ, p. 99	0	Culture
5	Black Guard (Knight)	NDM, p. 96-97	1	Knights
6	Chimneysweep	FoN, p. 12	0	Backwardness
7	Cloaked Brother	ToC, p. 126	2	Institution
8	Embalmer	NDM, p. 97	0	Backwardness
9	Engineer	WFRP, p. 67	1	Gunpowder
10	Exciseman	TiT, p. 11	0	Backwardness
11	Exorcist	SH, p. 123	2	Institution
12	Flagellant	WFRP, p. 69	1	Religion
13	Grandmaster	ToS, p. 209	3	Knights
14	Hedge Wizard	WFRP, p. 40	0	Magic
15	Horned Hunter	TiT, p. 9	0	Religion
16	Journeyman Wizard	WFRP, p. 74	1	Magic
17	Knight	WFRP, p. 75	1	Knights/Replaced
18	Knight of the Blazing Sun	SH, p. 124	1	Knights
19	Knight of the Inner Circle	WFRP, p. 75	2	Knights
20	Knight of the Raven	NDM, p. 99	2	Knights
21	Knight of the Verdant Field	TiT, p. 20	1	Knights
22	Knight Panther	ToC, p. 128	1	Knights
23	Lamplighter	SoA, p. 12	0	Backwardness
24	Magister Vigilant	NDM, p. 99-100	2	Magic
25	Master Wizard	WFRP, p. 76	2	Magic
26	Newssheet Vendor	SoA, p. 18	0	Backwardness

27	Pistolier	WFRP, p. 80	1	Gunpowder
28	River Warden	WFRPComp, p. 24	0	Institution
29	Roadwarden	WFRP, p. 50	0	Institution
30	Scourge of God	ToS, p. 114	2	Religion
31	Shieldbreaker	WFRP, p. 53	0	Not Citizens
32	Soldier	WFRP, p. 54	0	Replaced
33	Squire	WFRP, p. 54	0	Knights/Replaced
34	Strigany Mystic	NDM, p. 100	0	Not Citizens
35	Verenan Investigator	SH, p. 124	1	Religion
36	Warlock	RoS, p. 131	2	Magic
37	Warrior Priest	ToS, p. 209	1	Religion
38	Witch	RoS, p. 131	1	Magic
39	Witch Hunter	WFRP, p. 87	2	Institution
40	Wizard Lord	WFRP, p. 87	3	Magic
41	Wolf-Kin	WFRP, p.60/AoM, p. 9	0	Religion

Reasons:

- Backwardness: These careers represent a more sophisticated society than the Bretonnian, not necessarily in themselves but because of what they stand for; Chimneysweepers as a *career* are only needed in a society with a high level of industry, while Exisemen only have enough work if the taxes are complicated.
- Culture: These careers presume a cultural practice too far from the bretonnian mindset.
- Gunpowder: Use of Gunpowder is 'not done' in Bretonnia; while some may use it, it is not utilised on a big scale or in official capacity, which is what these careers represent.
- Institution: These careers represent official institutions that are, for various reasons, Empire specific.
- Knights: Bretonnia has only one knighly order, represented by it's own unique careers, and allows no other orders to threaten its power base.
- Magic: All babies born with magic talents are taken away by the 'Fay', so the only way to become a wizard is to become a Chaos cultist.
- Not Citizens: Dwarfs and Strigany are very rare, if not totally absent, in Bretonnia
- Religion: The only religion that is allowed to develop real power in Bretonnia is the cult of the Lady of the Lake, represented by Grail Damsels. Other religions are either very rare (Ulric, Verena) or are kept small (Taal & Rhya)
- Replaced: These careers have a Bretonnian equivalent.

Note: These 'reasons' are based on the information given in KotG, but nevertheless also involve my personal judgement, particularly in the cases of 'Backwardness' Culture, and 'Religion'. If you differ with the decisions made, feel free to ignore them.

Some careers that might be dubious and that I've decided to leave *in*, and the reasons why

- Agent of the Shroud: they are secretive, don't interfere with the established order, and are of a cult of moderate importance
- Astrologer: Bretonnians are even more superstitious than Imperials, and the nobles in particular would want to know their fortunes

- Litigant: merchant law is complicated enough for litigants to be usefull.