

## Career entries and exits compilation; Bretonnia.

### Basic Careers:

<b>Entry:</b>		<b>Career:</b>	<b>Exit</b>	
Basic:	Advanced, tier 1 & 2:		Basic:	Advanced, tier 1:
Burgher, Litigant, Servant, Scribe, Student, Zealot.	Captain (2), Cult Acolyte (All) (1), Herald (1) Highwayman (1)	<b>Agitator</b>	Herrimault, Outlaw, Raconteur, Rogue, Zealot	Charlatan, Demagogue, Politician
Bodyguard, Jailer	-	<b>Bailiff</b>	Militiaman, Protagonist, Smuggler, Toll Keeper	Politician, Racketeer
Initiate, Student	Cult Acolyte of Nurgle (1)	<b>Barber- Surgeon</b>	Grave Robber, Tradesman, Vagabond	Agent of the Shroud, Interrogator, Physician
Ferryman, Frogwife, Smuggler, Stevedore, Wrecker	-	<b>Boatman</b>	Fisherman, Marine, Seaman, Smuggler, Stevedore, Swampaire, Wrecker	Navigator
Jailer, Mercenary, Thug	-	<b>Bodyguard</b>	Bailiff, Bounty Hunter, Jailer, Mercenary, Protagonist	Interrogator, Racketeer
Dung Collector, Frogwife, Peasant, Rat Catcher, Vagabond	-	<b>Bone Picker</b>	Camp Follower, Dung Collector, Frogwife, Grave Robber, Grave Warden, Smuggler, Swampaire	Cat Burglar, Fence
Bodyguard, Hunter, Mercenary, Pit Fighter	-	<b>Bounty Hunter</b>	Mercenary, Protagonist	Scout, Targeteer, Vampire Hunter
Horse Coper, Servant	Cult Acolyte of Tzeentch (1), Innkeeper (1)	<b>Burgher</b>	Agitator, Horse Coper, Litigant, Militiaman, Tradesman, Valet	Fence, Innkeeper, Merchant
Bone Picker, Frogwife, Servant	-	<b>Camp Follower</b>	Charcoal-Burner, Dung Collector, Frogwife,	Charlatan, Spy

			Raconteur, Servant, Smuggler, Tradesman, Vagabond	
Grail Pilgrim, Hunter, Man-at- Arms, Outlaw, Outrider, Peasant, Woodsman, Vagabond	-	<b>Carcassonne Shepherd</b>	Grail Pilgrim, Herrimault, Man- at-Arms, Outlaw, Vagabond	Scout, Veteran, Yeoman
Camp Follower, Hunter, Miner, Peasant	-	<b>Charcoal Burner</b>	Hunter, Miner, Vagabond, Woodsman	Scout
Outrider, Messenger	-	<b>Coachman</b>	Ferryman, Drover, Herrimault, Outlaw, Smuggler, Toll Keeper	Highwayman, Scout
Coachman, Messenger, Outrider	Horse Master (1)	<b>Drover</b>	Horse Coper, Messenger, Outlaw, Outrider	Highwayman, Horse Master, Scout
Bone Picker, Camp Follower, Peasant, Rat Catcher, Vagabond	-	<b>Dung Collector</b>	Bone Picker, Grave Robber, Rat Catcher, Sewer Jack, Thug	-
Raconteur, Rogue, Gambler, Thief, Vagabond	Cantor (1), Cult Acolyte of Slaanesh (1), Herald (1)	<b>Entertainer</b>	Gambler, Raconteur, Rogue, Thief, Vagabond	Cantor, Charlatan, Minstrel
Coachman, Smuggler, Toll Keeper	-	<b>Ferryman</b>	Boatman, Seaman, Smuggler, Swampaire, Wrecker	Highwayman
Boatman, Peasant	-	<b>Fisherman</b>	Marine, Militiaman, Seaman	Merchant, Navigator
Bone Picker, Camp Follower, Peasant	-	<b>Frogwife</b>	Boatman, Bone Picker, Camp Follower, Grail Pilgrim, Herrimault, Servant, Swampaire, Tradesman, Vagabond	Village Elder
Entertainer, Noble,	-	<b>Gambler</b>	Entertainer,	Charlatan,

Rogue, Mercenary, Student, Thief, Vagabond			Rogue	Demagogue, Highwayman
Carcassonne Shepherd, Frogwife, Hunter, Herrimault, Outlaw, Peasant, Swampaire, Tradesman, Vagabond		<b>Grail Pilgrim</b>	Carcassonne Shepherd, Mercenary, Herrimault, Vagabond	Battle Pilgrim
Barber-Surgeon, Bone Picker, Dung Collector, Grave Warden, Rat Catcher	Cult Acolyte of Nurgle (1)	<b>Grave Robber</b>	Rat Catcher, Student, Thief	Cat Burglar, Fence
Bone Picker, Rat Catcher, Peasant	-	<b>Grave Warden</b>	Grave Robber, Initiate (Morr), Militiaman, Watchman	Vampire Hunter
Agitator, Carcassonne Shepherd, Coachman, Frogwife, Grail Pilgrim, Hunter, Knight Errant, Man-at-Arms, Mediator, Noble, Peasant, Rogue, Swampaire, Woodsman	Charlatan (1), Innkeeper (1)	<b>Herrimault</b>	Grail Pilgrim, Mediator, Thief, Veteran	Demagogue, Scout, Veteran
Burgher, Drover, Messenger	Horse Master (1)	<b>Horse Coper</b>	Burgher, Rogue	Charlatan, Horse Master, Merchant
Charcoal-Burner, Woodsman	-	<b>Hunter</b>	Bounty Hunter, Carcassonne Shepherd, Charcoal-Burner, Grail Pilgrim, Herrimault, Man-at-Arms, Mediator, Miner, Swampaire	Scout, Targeteer
Grave Warden (Morr), Penitent, Raconteur, Scribe, Student, Temple Guardian, Zealot	Cantor (1), Catechist (1), Crusader (2), Vampire Hunter (1)	<b>Initiate</b>	Barber-Surgeon, Penitent, Temple Guardian, Zealot	Agent of the Shroud (Morr), Cantor, Cult Attendant, Demagogue, Friar, Monk, Priest
Bodyguard, Rat Catcher	-	<b>Jailer</b>	Bailiff, Bodyguard, Rat	Interrogator

			Catcher, Sewer Jack, Watchman	
Noble	-	<b>Knight Errant</b>	Herrimault, Horse Master	Knight of the Realm
Burgher, Exciseman, Scribe, Student, Watchman	-	<b>Litigant</b>	Agitator	Demagogue, Guild Master, Merchant, Politician
Carcassonne Shepherd, Hunter Peasant, Swampaire, Vagabond, Woodsman	-	<b>Man-at-Arms</b>	Carcassonne Shepherd, Herrimault, Mediator, Outlaw, Outrider	Horse Master, Veteran, Wall Warden, Yeoman
Boatman, Fisherman, Seaman, Stevedore, Wrecker	-	<b>Marine</b>	Outlaw, Smuggler, Thug, Wrecker	Mate, Sergeant
Hunter, Man-at-Arms, Herrimault, Peasant, Rogue	-	<b>Mediator</b>	Herrimault, Rogue	Demagogue, Village Elder
Bodyguard, Bounty Hunter, Grail Pilgrim, Militiaman, Miner, Outrider, Pit Fighter, Sewer Jack, Temple Guardian, Thug, Watchman	Demagogue (1), Yeoman (1)	<b>Mercenary</b>	Bodyguard, Bounty Hunter, Gambler, Outlaw,	Horse Master, Sergeant, Veteran, Yeoman
Drover, Militiaman, Servant	-	<b>Messenger</b>	Coachman, Drover, Horse Coper, Outrider	Cult Attendant, Forger, Herald, Scout
Bailiff, Burgher, Fisherman, Grave Warden, Peasant, Tradesman, Woodsman	Artisan (1), Merchant (1)	<b>Militiaman</b>	Mercenary, Messenger, Outlaw, Sewer Jack, Swampaire, Temple Guardian, Thief	Artisan, Sergeant
Charcoal-Burner, Hunter	-	<b>Miner</b>	Charcoal-Burner, Mercenary, Smuggler	Scout
	Cult Acolyte (Slaanesh, Tzeentch) (1), Steward (1)	<b>Noble</b>	Gambler, Herrimault, Horse Master, Knight Errant, Rogue, Student	Astrologer, Courtier, Politician
Agitator, Carcassonne Shepherd, Coachman, Drover, Man-at-Arms, Marine, Mercenary, Militiaman, Peasant,	Charlatan (1), Cult Acolyte (Khorne, Nurgle) (1), Innkeeper (1)	<b>Outlaw</b>	Carcassonne Shepherd, Grail Pilgrim, Horse Master, Penitent, Thief, Vagabond, Wrecker	Demagogue, Highwayman, Veteran

Pilgrim, Rogue, Swampaire, Toll Keeper, Woodsman, Wrecker, Zealot				
Drover, Man-at-Arms, Messenger	-	<b>Outrider</b>	Carcassonne Shepherd, Coachman, Drover, Horse Master, Mercenary,	Highwayman, Scout
-	-	<b>Peasant</b>	Bone Picker, Carcassonne Shepherd, Charcoal-Burner, Dung Collector, Fisherman, Frogwife, Grail Pilgrim, Grave Warden, Herrimault, Man-at-Arms, Mediator, Militiaman, Outlaw, Servant, Sewer Jack, Stevedore, Swampaire, Tradesman, Wrecker, Zealot	Foreman, Politician, Wall Warden
Protagonist, Thug	-	<b>Pit Fighter</b>	Bounty Hunter, Mercenary, Protagonist	Veteran
Initiate, Outlaw, Student, Zealot		<b>Penitent</b>	Initiate, Vagabond	Charlatan
Any	Any	<b>Pilgrim*</b>	Initiate, Outlaw, Vagabond, Zealot	Demagogue, Friar
Bailiff, Bodyguard, Bounty Hunter, Pit Fighter	-	<b>Protagonist</b>	Pit Fighter, Thief, Thug	Duellist, Racketeer
Agitator, Camp Follower, Entertainer, Rogue, Seaman, Student, Vagabond	-	<b>Raconteur</b>	Entertainer, Initiate, Rogue	Charlatan, Courtier, Demagogue, Herald
Dung Collector, Grave Robber, Jailer, Sewer Jack, Tomb Robber	-	<b>Rat Catcher</b>	Bone Picker, Dung Collector, Grave Robber, Grave Warden, Jailer, Lamplighter,	Cat Burglar

			Sewer Jack, Thief	
Agitator, Entertainer, Gambler, Horse Coper, Mediator, Noble, Raconteur, Seaman, Thief, Valet	Assassin (2), Cult Acolyte (Slaanesh, Tzeentch) (1), Duellist (1)	<b>Rogue</b>	Entertainer, Gambler, Herrimault, Mediator, Outlaw, Raconteur, Servant, Thief	Charlatan, Demagogue
Initiate	Cult Acolyte of Tzeentch (1), Forger (1)	<b>Scribe</b>	Agitator, Initiate, Litigant	Catechist, Foreman, Monk, Navigator, Scholar
Boatman, Ferryman, Fisherman, Smuggler	-	<b>Seaman</b>	Marine, Raconteur, Rogue, Smuggler, Wrecker	Mate, Navigator
Camp Follower, Frogwife, Peasant, Rogue	-	<b>Servant</b>	Agitator, Burgher, Camp Follower, Messenger, Thief, Valet	Innkeeper, Spy
Dung Collector, Jailer, Militiaman, Peasant, Rat Catcher, Watchman	-	<b>Sewer Jack</b>	Mercenary, Rat Catcher, Smuggler, Watchman	Sergeant, Veteran
Bailiff, Boatman, Bone Picker, Camp Follower, Coachman, Ferryman, Marine, Miner, Seaman, Stevedore	Cult Acolyte of Tzeentch (1), Innkeeper (1)	<b>Smuggler</b>	Boatman, Ferryman, Seaman, Thief, Wrecker	Charlatan, Fence, Forger
Boatman, Peasant	-	<b>Stevedore</b>	Boatman, Marine, Smuggler, Thief, Thug, Tradesman	Foreman, Merchant
Grave Robber, Noble, Valet	Cult Acolyte of Tzeentch (1), Forger (1), Minstrel (1)	<b>Student</b>	Agitator, Barber-Surgeon, Gambler, Initiate, Litigant, Penitent, Raconteur	Agent of the Shroud, Astrologer, Catechist, Forger, Monk, Physician, Scholar
Boatman, Bone Picker, Ferryman, Frogwife, Hunter, Militiaman, Peasant	-	<b>Swampaire</b>	Grail Pilgrim, Herrimault, Man-at-Arms, Outlaw, Thug, Vagabond	Village Elder, Yeoman
Initiate, Militiaman, Watchman, Zealot	-	<b>Temple Guardian</b>	Initiate, Mercenary, Watchman	-
Entertainer, Grave Robber, Herrimault, Militiaman, Outlaw, Protagonist, Rat	Interrogator (1)	<b>Thief</b>	Entertainer, Gambler, Rogue, Tomb Robber	Cat Burglar, Charlatan, Fence

Catcher, Rogue, Servant, Smuggler, Stevedore, Toll Keeper, Tomb Robber, Vagabond, Wrecker				
Dung Collector, Marine, Protagonist, Stevedore, Swampaire,	-	<b>Thug</b>	Bodyguard, Mercenary, Pit Fighter	Interrogator, Racketeer
Bailiff, Coachman	-	<b>Toll Keeper</b>	Ferryman, Outlaw, Thief	Highwayman, Politician
Thief	-	<b>Tomb Robber</b>	Rat Catcher, Thief	Agent of the Shroud, Fence, Vampire Hunter
Barber-Surgeon, Burgher, Camp Follower, Frogwife, Peasant, Stevedore, Watchman	Cult Acolyte of Tzeentch (1), Forger (1)	<b>Tradesman</b>	Grail Pilgrim, Militiaman, Zealot	Artisan, Foreman, Forger, Merchant, Wall Warden
Barber-Surgeon, Battle Pilgrim, Camp Follower, Carcassonne Shepherd, Charcoal Burner, Entertainer, Frogwife, Grail Pilgrim, Herrimault, Outlaw, Penitent, Pilgrim, Swampaire, Woodsman	Cat Burglar (1)	<b>Vagabond</b>	Bone Picker, Carcassonne Shepherd, Dung Collector, Entertainer, Gambler, Grail Pilgrim, Man-at-Arms, Raconteur, Thief, Woodsman	Friar, Scout
Burgher, Servant	-	<b>Valet</b>	Rogue, Squire, Student	Cult Attendant, Herald, Steward
Grave Warden, Jailer, Sewer Jack, Temple Guardian	-	<b>Watchman</b>	Litigant, Mercenary, Sewer Jack, Temple Guardian, Tradesman	Racketeer, Sergeant
Charcoal Burner, Vagabond	-	<b>Woodsman</b>	Carcassonne Shepherd, Herrimault, Hunter, Man-at-Arms, Militiaman, Outlaw, Vagabond	Scout
Boatman, Ferryman, Marine, Outlaw, Peasant, Seaman, Smuggler	-	<b>Wrecker</b>	Boatman, Marine, Outlaw, Thief	Veteran
Agitator, Initiate,	Cantor (1),	<b>Zealot</b>	Agitator, Initiate,	Catechist, Friar

Peasant, Pilgrim, Tradesman	Catechist (1), Cult Acolyte of Khorne (1), Judicial Champion (2), Monk (1)		Outlaw, Penitent, Temple Guardian	
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\* '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:

<b>Entry:</b>		<b>Career:</b>	<b>Exit:</b>	
Basic:	Advanced, tier 1 & 2:		Basic:	Advanced, tier 1, 2 & 3
-	Anointed Priest (2), High Priest (3), Monk (1), Scholar (1)	<b>Abbot</b>	-	High Priest (3), Scholar (1)
Barber-Surgeon, Initiate (Morr), Student, Tomb Robber	Scholar (1), Vampire Hunter (1)	<b>Agent of the Shroud</b>	-	Killer of the Dead (2), Priest (Morr) (1), Scholar (1), Spy (1), Vampire hunter (1)
-	Captain (2), High Priest (3), Noble Lord (2)	<b>Ambassador*</b>	-	Captain (2), Merchant (1), Noble Lord (2), Politician (1)
-	Priest (1)	<b>Anointed Priest</b>	-	Abbot (2), Cantor (1), Catechist (1), Cult Attendant (1), Demagogue (1), High Priest (3), Scholar (1)
Militiaman, Tradesman	Forger (1), Navigator (1)	<b>Artisan</b>	Militiaman	Demagogue (1), Guild Master (1), Merchant (1)
-	Champion (2), Duellist (1), Judicial Champion (2), Outlaw Chief (2), Spy (1), Targeteer (1)	<b>Assassin</b>	Rogue	Champion (2), Outlaw Chief (2), Sergeant (1)
Noble, Student	Charlatan (1), Navigator (1), Physician (1), Scholar (1)	<b>Astrologer</b>	-	Charlatan (1), Explorer (2), Navigator (1), Scholar (1)
Grail Pilgrim		<b>Battle Pilgrim</b>	Vagabond	Faceless (2), Sergeant (1), Veteran (1)
Entertainer, Initiate	Anointed Priest (2), High Priest	<b>Cantor</b>	Entertainer, Initiate,	Catechist (1), Priest (1), Minstrel (1)



	(3), Minstrel (1), Monk (1), Priest (1)		Zealot	
-	Ambassador (3), Crusader (2), Explorer (2), Grail Knight (3), Knight of the Realm (1), Noble Lord (2), Outlaw Chief (2), Questing Knight (2), Sergeant (1)	<b>Captain</b>	Agitator	Ambassador (3), Explorer (2), Merchant (1), Outlaw Chief (2), Politician (1)
Bone Picker, Grave Robber, Rat Catcher, Thief	Charlatan (1)	<b>Cat Burglar</b>	Vagabond	Crime Lord (2), Fence (1), Master Thief (2), Racketeer (1)
Scribe, Student, Zealot	Anointed Priest (2), Cantor (1), Friar (1), Priest (1), Scholar (1)	<b>Catechist</b>	Initiate, Zealot	Demagogue (1), Friar (1), Scholar (1)
-	Asassin (2), Duellist (1), Judicial Champion (2), Targeteer (1), Veteran (1)	<b>Champion</b>	-	Assassin (2), Scout (1), Sergeant (1)
Agitator, Camp Follower, Entertainer, Gambler, Horse Coper, Penitent, Raconteur, Rogue, Smuggler, Thief	Astrologer (1), Courtier (1), Fence (1), Forger (1), Minstrel (1)	<b>Charlatan</b>	Herrimault, Outlaw	Astrologer (1), Cat Burglar (1), Cult Acolyte of Nurgle (1), Demagogue (1), Politician (1), Spy (1)
Noble, Raconteur	Grail Knight (3), Herald (1), Knight of the Realm (1), Politician (1), Questing Knight (2)	<b>Courtier</b>	-	Charlatan (1), Cult Attendant (1), Duellist (1), Noble Lord (2), Politician (1), Steward (1), Spy (1)
-	Cat Burglar (1), Demagogue (1), Faceless (2), Fence (1), Guild Master (1), Master Thief (2), Outlaw Chief (2), Politician (1), Steward (1)	<b>Crime Lord</b>	-	Demagogue (1), Faceless (2), Master Thief (2), Outlaw chief (2), Politician (1)

-	Knight of the Realm (1), Noble Lord (2), Sergeant (1), Veteran (1)	<b>Crusader**</b>	Initiate	Captain (2), Explorer (2), Judicial Champion (1), Noble Lord (2), Questing Knight (2), Veteran (1)
Any	Any	<b>Cult Acolyte of Khorne***</b>	Agitator, Chaos Marauder‡, Outlaw, Zealot	Cult Magus of Khorne (2), Veteran (1)
Any	Any	<b>Cult Acolyte of Nurgle***</b>	Agitator, Barber-Surgeon, Chaos Marauder‡, Grave Robber, Outlaw	Charlatan (1), Cult Magus of Nurgle (2)
Any	Any	<b>Cult Acolyte of Slaanesh***</b>	Agitator, Chaos Warrior‡, Entertainer, Noble, Rogue	Cult Magus of Slaanesh (2)
Any	Any	<b>Cult Acolyte of Tzeentch***</b>	Agitator, Burgher, Chaos Warrior‡, Noble, Rogue, Scribe, Smuggler, Student, Tradesman	Cult Magus of Tzeentch (2)
Initiate, Messenger, Valet	Anointed Priest (2), Courtier (1), Priest (1)	<b>Cult Attendant</b>	-	Politician (1), Priest (1), Steward (1)
-	Cult Acolyte of Khorne (1)	<b>Cult Magus of Khorne</b>	Chaos Warrior‡	-
-	Cult Acolyte of Nurgle (1)	<b>Cult Magus of Nurgle</b>	Chaos Warrior‡, Maledictor‡	-
-	Cult Acolyte of Slaanesh (1)	<b>Cult Magus of Slaanesh</b>	Chaos Warrior‡, Maledictor‡	-
-	Cult Acolyte of Tzeentch (1)	<b>Cult Magus of Tzeentch</b>	Chaos Warrior‡, Maledictor‡	-
Agitator, Gambler,	Anointed Priest (2), Artisan (1),	<b>Demagogue</b>	Mercenary	Crime Lord (2), Faceless (2), Friar (1),

Herrimault, Initiate, Litigant, Mediator, Outlaw, Pilgrim, Raconteur, Rogue	Charlatan (1), Crime Lord (2), Faceless (2), Foreman (1), Friar (1), Minstrel (1), Monk (1), Outlaw Chief (2), Politician (1), Vampire Hunter (1), Village Elder (1)			Outlaw Chief (2), Politician (1)
Protagonist	Courtier (1), Highwayman (1), Sergeant (1), Targeteer (1)	<b>Duellist</b>	Rogue	Assassin (2), Champion (2), Highwayman (1), Sergeant (1)
-	Astrologer (1), Captain (2), Crusader (2), Faceless (2), Grail Knight (3), Herald (1), Knight of the Realm (1), Master Thief (2) Mate (1), Navigator (1), Questing Knight (2), Scholar (1), Scout (1), Sea Captain (2), Spy (1)	<b>Explorer</b>		Captain (2), Merchant (1), Sea Captain (2), Spy (1)
-	Battle Pilgrim (1), Crime Lord (2), Demagogue (1), Grail Knight (3), Knight of the Realm (1), Noble Lord (2), Outlaw Chief (2), Politician (1), Questing Knight (2), Steward (1), Veteran (1), Village Elder (1), Yeoman (1)	<b>Faceless</b>	-	Crime Lord (2), Demagogue (1), Explorer (2), Highwayman (1), Outlaw Chief (2), Village Elder (1)
Bone Picker, Burgher, Grave Robber, Smuggler, Thief, Tomb Robber	Cat Burglar (1), Foreman (1), Forger (1), Innkeeper (1), Racketeer (1), Steward (1)	<b>Fence</b>	-	Charlatan (1), Crime Lord (2), Master Thief (2), Racketeer (1)
Peasant, Scribe,	-	<b>Foreman</b>	-	Demagogue (1), Fence

Stevedore, Tradesman				(1), Guild Master (1), Politician (1), Racketeer (1)
Messenger, Smuggler, Student, Tradesman	Artisan (1)	<b>Forger</b>	Scribe, Student, Tradesman	Artisan (1), Charlatan (1), Fence (1), Scholar (1)
Initiate, Pilgrim, Vagabond, Zealot	Catechist (1), Demagogue (1), Monk (1), Physician (1), Scholar (1)	<b>Friar</b>	-	Catechist (1), Demagogue (1), Monk (1), Priest (1), Scholar (1)
-	Questing Knight (2)	<b>Grail Knight</b>		Captain (2), Courtier (1), Explorer (2), Faceless (2), Noble Lord (2), Politician (1)
Litigant	Artisan (1), Foreman (1) Merchant (1), Physician (1),	<b>Guild Master</b>	-	Crime Lord (2), Politician (1), Racketeer (1)
Messenger, Raconteur, Valet	-	<b>Herald</b>	Agitator, Entertainer	Courtier (1), Explorer (2) Politician (1)
-	Abbot (2), Anointed Priest (2)	<b>High Priest</b>	-	Abbot (2), Ambassador (3), Cantor (1), Politician (1), Scholar (1)
Coachman, Drover, Ferryman, Gambler, Outlaw, Outrider, Toll Keeper	Duellist (1), Faceless (2), Minstrel (1)	<b>Highwayman</b>	Agitator	Duellist (1), Master Thief (2), Outlaw Chief (2), Sergeant (1)
Drover, Horse Coper, Man-at- Arms, Mercenary, Noble, Knight Errant, Outlaw, Outrider	Scout (1)	<b>Horse Master</b>	Drover, Horse Coper	Merchant (1), Sergeant (1)
Burgher, Servant	-	<b>Innkeeper</b>	Burgher, Herrimault, Outlaw, Smuggler	Fence, Merchant
Barber- Surgeon, Bodyguard, Jailer, Thug	-	<b>Interrogator</b>	Thief	Physician (1), Racketeer (1)
-	Crusader (2),	<b>Judicial</b>	Zealot	Assassin (2), Champion

	Sergeant (1), Veteran (1)	<b>Champion</b>		(2), Sergeant (1)
Knight Errant	-	<b>Knight of the Realm</b>		Captain (2), Courtier (1), Crusader (2), Explorer (2), Faceless (2), Noble Lord (2), Politician (1), Questing Knight (2)
-	Agent of the Shroud (1), Vampire Hunter (1)	<b>Killer of the Dead****</b>	-	-
-	Cat Burglar (1), Crime Lord (2), Fence (1), Highwayman (1), Racketeer (1), Spy (1)	<b>Master Thief</b>	-	Crime Lord (2), Explorer (2), Outlaw Chief (2), Targeteer (1)
Marine, Seaman	-	<b>Mate</b>	-	Explorer (2), Merchant (1), Navigator (1) Sea Captain (2)
Burgher, Fisherman, Horse Coper, Litigant, Stevedore, Tradesman	Ambassador (3), Artisan (1), Captain (2), Explorer (2), Horse Master (1), Innkeeper (1), Mate (1), Scholar (1), Steward (1)	<b>Merchant</b>	Militiaman	Guild Master (1), Politician (1), Racketeer (1), Spy (1)
Entertainer	Cantor (1)	<b>Minstrel</b>	Student	Cantor (1), Charlatan (1), Demagogue (1), Highwayman (1), Spy (1)
Initiate, Scribe, Student	Friar (1), Physician (1), Scholar (1)	<b>Monk</b>	Zealot	Abbot (2), Cantor (1), Demagogue (1), Friar (1), Physician (1), Priest (1), Scholar (1), Steward (1)
Boatman, Fisherman, Scribe, Seaman	Astrologer (1), Mate (1)	<b>Navigator</b>	-	Artisan (1), Astrologer (1), Explorer (2), Scholar (1), Sea Captain (2)
-	Ambassador (3), Courtier (1), Crusader (2), Grail Knight (3), Knight of the Realm (1), Politician (1), Questing Knight (2), Sea Captain	<b>Noble Lord</b>	-	Ambassador (3), Captain (2), Crusader (2), Faceless (2), Scholar (1), Sea Captain (2)

	(2)			
-	Crime Lord (2), Demagogue (1), Faceless (2), Highwayman (1), Master Thief (2), Racketeer (1), Scout (1), Veteran (1), Village Elder (1), Yeoman (1)	<b>Outlaw Chief</b>	-	Assassin (2), Captain (2), Crime Lord (2), Demagogue (1), Faceless (2),
Barber-Surgeon, Student	Interrogator (1), Monk (1), Scholar (1)	<b>Physician</b>	-	Astrologer (1), Friar (1), Guild Master (1), Monk (1), Scholar (1), Spy (1)
Agitator, Bailiff, Litigant, Noble, Peasant, Toll Keeper	Ambassador (3), Captain (2), Charlatan (1), Courtier (1), Crime Lord (2), Cult Attendant (1), Demagogue (1), Foreman (1), Grail Knight (3), Guild Master (1), Herald (1), High Priest (3), Knight of the Realm (1), Merchant (1), Questing Knight (2), Racketeer (1), Village Elder (1)	<b>Politician</b>	-	Courtier (1), Crime Lord (2), Demagogue (1), Faceless (2), Noble Lord (2), Racketeer (1), Steward (1)
Initiate	Agent of the Shroud (Morr), Cantor (1), Cult Attendant (1), Friar (1), Monk (1),	<b>Priest</b>	-	Anointed Priest (2), Cantor (1), Catechist (1), Cult Attendant (1), Scholar (1), Steward (1)
-	Crusader (2), Knight of the Realm (1)	<b>Questing Knight</b>	-	Captain (2), Courtier (1), Explorer (2), Faceless (2), Grail Knight (3), Noble Lord (2), Politician (1)
Bailiff, Bodyguard, Protagonist, Thug	Cat Burglar (1), Fence (1), Foreman (1), Guild Master (1), Interrogator, (1), Merchant (1), Politician (1), Spy (1)	<b>Racketeer</b>	-	Master Thief (2), Politician (1), Outlaw Chief (2)

Scribe, Student	Abbot (2), Agent of the Shroud (1), Anointed Priest (2), Astrologer (1), Catechist (1), Forger (1), Friar (1), High Priest (3), Monk (1), Navigator (1), Noble Lord (2), Physician (1), Priest (1), Sea Captain (2),	<b>Scholar</b>		Abbot (2), Agent of the Shroud (1), Astrologer (1), Catechist (1), Explorer (2), Friar (1), Merchant (1), Monk (1), Physician (1), Steward (1),
Bounty Hunter, Carcassonne Shepherd, Charcoal Burner, Coachman, Drover, Herrimault, Hunter, Messenger, Miner, Outrider, Roadwarden, Vagabond, Woodsman	Champion (2), Yeoman (1)	<b>Scout</b>	-	Explorer (2), Horse Master (1), Outlaw Chief (2), Sergeant (1), Vampire Hunter (1)
-	Explorer (2), Mate (1), Navigator (1), Noble Lord (2)	<b>Sea Captain</b>	-	Explorer (2), Noble Lord (2), Scholar (1), Spy (1)
Marine, Mercenary, Militiaman, Sewer Jack, Soldier, Watchman	Assassin (2), Battle Pilgrim (1), Champion (2), Duellist (1) Highwayman (1), Horse Master (1), Judicial Champion (2), Scout (1) Targeteer (1), Veteran (1), Yeoman (1)	<b>Sergeant</b>	-	Captain (2), Crusader (2), Duellist (1), Judicial Champion (2)
Camp Follower, Servant	Agent of the Shroud (1), Charlatan (1), Courtier (1), Explorer (2), Merchant (1), Minstrel (1), Physician (1) Sea	<b>Spy</b>	-	Assassin (2), Explorer (2), Master Thief (2). Racketeer (1)

	Captain (2), Wall Warden (1)			
Valet	Courtier (1), Cult Attendant (1), Monk (1), Politician (1), Priest (1), Scholar (1), Village Elder (1), Wall Warden (1)	<b>Steward</b>	Noble	Crime Lord (2), Faceless (2), Fence (1), Merchant (1)
Bounty Hunter, Hunter	Master Thief (2), Vampire Hunter (1), Veteran (1)	<b>Targeteer</b>	-	Assassin (2), Champion (2), Duellist (1), Sergeant (1)
Bounty Hunter, Grave Warden, Tomb Robber	Agent of the Shroud (1), Scout (1)	<b>Vampire Hunter</b>	Initiate	Agent of the Shroud (1), Demagogue (1), Killer of the Dead (2), Targeteer (1)
Carcassonne Shepherd, Herrimault, Man-at-Arms, Mercenary, Outlaw, Pit Fighter, Sewer Jack, Wrecker	Battle Pilgrim (1), Crusader (2), Cult Acolyte of Khorne (1)	<b>Veteran</b>	-	Champion (2), Crusader (2), Judicial Champion (2), Faceless (2), Outlaw Chief (2), Sergeant (1), Targeteer (1)
Frogwife, Mediator, Swampaire	Faceless (2), Yeoman (1)	<b>Village Elder</b>	-	Demagogue (1), Faceless (2), Outlaw Chief (2), Politician (1), Steward (1)
Man-at Arms, Peasant, Tradesman	-	<b>Wall Warden</b>	-	Spy (1), Steward (1), Yeoman (1)
Carcassonne Shepherd, Man-at-Arms, Mercenary, Swampaire	Wall Warden (1)	<b>Yeoman</b>	Mercenary	Faceless (2), Outlaw Chief (2), Scout (1), Sergeant (1), Village Elder (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. Note further that I've replaced the 'Knight' entry and the 'Knight of the Inner Circle' exit with, respectively, 'Knight of the Realm' and 'Grail Knight', as it would be very strange for Bretonnian knights not to be able to become Crusaders.

\*\*\* '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.

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

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



Note: the 'entries and exits' are done very sloppily in KotG with many non-matches. Example: Grail Knight has an Exit to Faceless, but Faceless has no entry from Grail Knight. In all these cases, I have assumed that the entry/exit is valid if one of the two is in place.