Careers and Skills; Norsca :

Basic Skills:

Skill (Characteristic):	Basic Careers:	Advanced Careers, tier 1, 2, & 3:
Animal Care (Int)	Entertainer, Freeholder, Hedge Wizard, Marauder, Mercenary, Outlaw, Peasant, Servant, Tradesman	Captain (2), Scout (1), Witch (1)
Charm (Fel)	Agitator, Entertainer, Hedge Wizard, Peasant, Rogue, Skald	Charlatan (1), Demagogue (1), Innkeeper (1), Merchant (1), Warlock (2), Witch (1)
Command (Fel)	Freeholder	Captain (2), Demagogue (1), Explorer (2), Mate (1), Outlaw Chief (2), Sea Captain (2), Sergeant (1), Warleader (1)
Concealment (Ag)	Agitator, Hunter, Outlaw, Peasant, Woodsman	Demagogue (1), Outlaw Chief (2), Scout (1)
Consume Alcohol (T)	Berserker, Bondsman, Burgher, Fisherman, Marauder, Marine, Reaver, Seaman, Whaler	Innkeeper (1), Mate (1), Veteran (1), Warleader (1)
Disguise (Fel)		Charlatan (1), Demagogue (1), Warlock (2)
Drive (S)	Burgher, Freeholder, Mercenary, Outlaw, Peasant, Servant, Tradesman	Artisan (1), Explorer (2), Merchant (1), Slaver (1)
Evaluate (Int)	Burgher, Freeholder, Entertainer, Rogue, Servant, Tradesman	Artisan (1), Champion (2), Charlatan (1), Explorer (2), Innkeeper (1), Merchant (1), Slaver (1)
Gamble (Int)	Bondsman, Marine, Mercenary, Peasant, Rogue	Charlatan (1), Mate (1), Veteran (1)
Gossip (Fel)	Agitator, Bondsman, Burgher, Entertainer, Freeholder, Marine, Mercenary, Outlaw, Rogue, Servant, Skald, Tradesman, Vagabond	Artisan (1), Captain (2), Charlatan (1), Demagogue (1), Innkeeper (1), Mate (1), Merchant (1), Sergeant (1), Veteran (1), Warlock (2), Witch (1)
Haggle (Fel)	Burgher, Fisherman, Freeholder, Hedge Wizard, Mercenary, Rogue, Servant, Tradesman, Vagabond	Artisan (1), Charlatan (1), Innkeeper (1), Merchant (1), Slaver (1), Warlock (2), Witch (1)
Intimidate (Fel)	Berserker, Bodyguard, Bondsman, Hedge Wizard, Marine, Pit Fighter	Champion (2), Demagogue (1), Mate (1), Sergeant (1), Slaver (1), Veteran (1), Vitki (1), Warleader (1), Witch (1)
Outdoor Survival (Int)	Fisherman, Hunter, Peasant, Vagabond	Explorer (2), Vitki (1)

Perception (Int)	Agitator, Bodyguard, Burgher, Entertainer, Fisherman, Hedge Wizard, Hunter, Marauder, Mercenary, Outlaw, Rogue, Seaman, Seer, Servant, Shieldbreaker, Skald, Tradesman, Vagabond, Whaler, Woodsman	Artisan (1), Champion (2), Charlatan (1), Demagogue (1), Explorer (2), Innkeeper (1), Navigator (1), Outlaw Chief (2), Scout (1), Sea Captain (2), Sergeant (1), Veteran (1), Vitki (1), Warleader (1), Warlock (2), Witch (1)
Ride (Ag)	Entertainer, Mercenary, (Marauder)***, Outlaw	Captain (2), Explorer (2), Merchant (1), Outlaw Chief (2), Scout (1), Sergeant (1), Slaver (1), Warlock (2), Witch (1)
Row (S)	Fisherman, Marine, Peasant, Reaver, Seaman	Mate (1)
Scale Sheer Surface (S)	Entertainer, Outlaw, Peasant, Reaver, Seaman, Shieldbreaker, Whaler, Woodsman	Explorer (2), Outlaw Chief (2)
Search (Int)	Burgher, Hedge Wizard, Hunter, Marauder, Mercenary, Rogue, Servant	Warlock (2), Witch (1)
Silent Move (Int)	Hunter, Outlaw, Peasant, Vagabond	Outlaw Chief (2), Scout (1)
Swim (S)	Berserker, Entertainer, Fisherman, Hunter, Marine, Mercenary, Outlaw, Peasant, Reaver, Seaman, Vagabond, Whaler	Explorer (2), Navigator (1), Sea Captain (2), Sergeant (1), Warlock (2), Witch (1)

Advanced skills:

Skill (Characteristic):	**Basic Careers:**	**Advanced Careers, tier 1, 2, & 3:**
Academic Knowledge (any one) (Int)		
Academic Knowledge (any two) (Int)		
Academic Knowledge (any three) (Int)		
Academic Knowledge (any four) (Int)		
Academic Knowledge (the Arts) (Int)		
Academic Knowledge (Astronomy) (Int)		Navigator (1)
Academic Knowledge (Deamonology) (Int)		Warlock (2)
Academic Knowledge (Engineering) (Int)		
Academic Knowledge (Genealogy/Heraldry) (Int)		

Academic Knowledge (History) (Int)	Agitator, Skald	Demagogue (1), Explorer (2)
Academic Knowledge (Law) (Int)	Agitator	Demagogue (1), Explorer (2),
Academic Knowledge (Magic) (Int)		
Academic Knowledge (Necromancy) (Int)		Warlock (2)
Academic Knowledge (Philosophy) (Int)		
Academic Knowledge (Runes) (Int)		
Academic Knowledge (Science) (Int)		
Academic Knowledge (Strategy/Tactics) (Int)		Captain (2), Outlaw Chief (2), Sea Captain (2), Sergeant (1)
Academic Knowledge (Theology) (Int)		
Animal Training (Fel)	Entertainer, Peasant	Sea Captain (2), Vitki (1)
Blather (Fel)	Entertainer, Rogue, Seer, Servant, Skald	Charlatan (1), Demagogue (1), Innkeeper (1)
Channelling (WP)	Hedge Wizard, Seer	Vitki (1), Warlock (2), Witch (1)
Charm Animal (Fel)	Entertainer, Hedge Wizard, Peasant, Seer	Scout (1)
Common Knowledge (any one) (Int)		
Common Knowledge (any two) (Int)		Mate (1), Merchant (1), Navigator (1), Scout (1), Sergeant (1), Witch (1)
Common Knowledge (any three) (Int)		Captain (2), Explorer (2), Sea Captain (2), Warlock (2)
Common Knowledge (any four) (Int)		
Common Knowledge (Border Princes) (Int)		
Common Knowledge (Brettonnia) (Int)	Mercenary, Reaver, Seaman, Vagabond	Charlatan (1), Slaver (1),
Common Knowledge (Chaos Wastes) (Int)	Skald	
Common Knowledge (Dwarfs) (Int)		
Common Knowledge (Elves) (Int)		
Common Knowledge (the Empire) (Int)*	Reaver, Seaman,	Slaver (1)
Common Knowledge (Estalia) (Int)	Vagabond	
Common Knowledge (Halflings) (Int)		

Common Knowledge (Kislev) (Int)	Mercenary, Vagabond	
Common Knowledge (Lustria) (Int)	Reaver	
Common Knowledge (Norsca) (Int)*	Agitator, Berserker, Burgher, Entertainer, Fisherman, Freeholder, Outlaw, Reaver, Skald,	Demagogue (1), Innkeeper (1), Outlaw Chief (2), Veteran (1)
Common Knowledge (Ogres) (Int)		
Common Knowledge (Southlands) (Int)	Reaver	
Common Knowledge (Tilea) (Int)	Mercenary, Reaver, Seaman, Vagabond	Charlatan (1), Slaver (1)
Common Knowledge (the Wasteland) (Int)	Fisherman, Marine, Reaver, Seaman	
Dodge Blow (Ag)	Bodyguard, Marine, Mercenary, Outlaw, Pit Fighter, Reaver, Seaman, Servant, Shieldbreaker	Captain (2), Champion (2), Demagogue (1), Mate (1), Scout (1), Sea Captain (2), Sergeant (1), Veteran (1), Warleader (1)
Follow Trail (Int)	Hunter, Marauder, Woodsman	Explorer (2), Outlaw Chief (2), Scout (1), Slaver (1),
Heal (Int)	Bodyguard, Hedge Wizard, Vagabond	Witch (1)
Hypnotism (WP)	Entertainer, Hedge Wizard,	Vitki (1), Warlock (2)
Lip Reading (Int)		Innkeeper (1)
Magical Sense (WP)	Hedge Wizard, Seer	Vitki (1), Warlock (2), Witch (1)
Navigation (Int)	Fisherman, Marauder, Shieldbreaker, Vagabond, Whaler	Explorer (2), Navigator (1), Scout (1)
Performer (any one) (Fel)		
Performer (any two) (Fel)	Entertainer, Skald,	
Performer (any three) (Fel)		
Performer (any four) (Fel)		
Performer (Acrobat) (Fel)		
Performer (Actor) (Fel)	Rogue	
Performer (Clown) (Fel)		
Performer (Comedian) (Fel)		
Performer (Dancer) (Fel)	Peasant, Vagabond	
Performer (Fire Eater) (Fel)		
Performer (Jester) (Fel)		
Performer (Juggler) (Fel)		
Performer (Mime) (Fel)		
Performer (Musician) (Fel)		
Performer (Palm Reader) (Fel)	Seer	
Performer (Singer) (Fel)	Peasant, Vagabond	

Performer (Storyteller) (Fel)	Berserker, Rogue, Vagabond	Vitki (1)
Pick Lock (Ag)		
Prepare Poison (Int)		
Read/Write (Int)	Agitator, Burgher, Servant, Tradesman	Captain (2), Explorer (2), Innkeeper (1), Merchant (1), Navigator (1), Warlock (2)
Sail (Ag)	Fisherman, Marauder, Reaver, Seaman, Whaler	Mate (1), Sea Captain (2)
Secret Language (any one) (Int)		
Secret Language (any two) (Int)		
Secret Language (Battle Tongue) (Int)	Marine, Mercenary	Captain (2), Outlaw Chief (2), Sergeant (1), Veteran (1)
Secret Language (Guild Tongue) (Int)	Tradesman	Artisan (1), Merchant (1)
Secret Language (Ranger Tongue) (Int)	Vagabond, Woodsman	Explorer (2), Scout (1)
Secret Language (Thieves' Tongue) (Int)	Rogue, Vagabond	Charlatan (1), Outlaw Chief (2)
Secret Signs (any one) (Int)		
Secret Signs (any two) (Int)		
Secret Signs (Astrologer) (Int)		
Secret Signs (Scout) (Int)		Explorer (2), Outlaw Chief (2), Scout (1)
Secret Signs (Ranger) (Int)	Hunter, Vagabond, Woodsman	
Secret Signs (Templar) (Int)		
Secret Signs (Thief) (Int)	Outlaw, Rogue, Vagabond	Outlaw Chief (2)
Set Trap (Ag)	Hunter, Outlaw, Peasant, Woodsman	
Shadowing (Ag)	Shieldbreaker	
Sleight of Hand (Ag)	Entertainer, Servant	Charlatan (1), Innkeeper (1)
Speak Arcane Language (any one) (Int)		
Speak Arcane Language (any two) (Int)		
Speak Arcane Language (Arcane Elf) (Int)		
Speak Arcane Language (Daemonic) (Int)	Seer	Warlock (2), Vitki (1)
Speak Arcane Language (Magick) (Int)	Seer	Warlock (2)
Speak Language (any one)	Freeholder	

(Int)		
Speak Language (any two) (Int)	Skald	Scout (1)
Speak Language (any three) (Int)		Explorer (2), Slaver (1)
Speak Language (any four) (Int)		
Speak Language (Breton) (Int)	Agitator, Burgher, Reaver, Seaman,	Artisan (1), Charlatan (1), Innkeeper (1), Mate (1), Merchant (1)
Speak Language (Classical) (Int)		Navigator (1),
Speak Language (Dark Tongue) (Int)		Vitki (1)
Speak Language (Eltharin) (Int)		
Speak Language (Estalian) (Int)	Reaver	Merchant (1)
Speak Language (Halfling) (Int)		
Speak Language (Khazalid) (Int)		Artisan (1)
Speak Language (Kislevite/Kislevian) (Int)	Burgher,	Captain (2), Innkeeper (1), Mate (1), Merchant (1)
Speak Language (Norse) (Int)**	Agitator, Berserker, Burgher, Entertainer, Fisherman, Rogue, Skald,	Charlatan (1), Demagogue (1), Innkeeper (1), Merchant (1)
Speak Language (Reikspiel) (Int)**	Fisherman, Reaver, Seaman,	Mate (1), Merchant (1)
Speak Language (Strigany) (Int)		
Speak Language (Tilean) (Int)	Agitator, Burgher, Mercenary, Reaver, Seaman,	Artisan (1), Captain (2), Charlatan (1), Innkeeper (1), Sergeant (1)
Torture (Fel)		Slaver (1)
Trade (any one) (Varies)	Freeholder	
Trade (any two) (Varies)	Tradesman	
Trade (any three) (Varies)		
Trade (any four) (Varies)		
Trade (Apothecary) (Int)	Hedge Wizard	Warlock (2), Witch (1)
Trade (Armourer) (S)		
Trade (Artist) (Ag)		
Trade (Bowyer) (Ag)	Peasant	
Trade (Brewer) (Int)		
Trade (Calligrapher) (Ag)		
Trade (Candlemaker) (Ag)		
Trade (Carpenter) (Ag)		
Trade (Cartographer) (Ag)		Explorer (2), Navigator (1), Sea Captain (2)

Trade (Cook) (Int)	Peasant, Servant	Innkeeper (1)
Trade (Cooper) (S)		
Trade (Embalmer) (Int)		
Trade (Farmer) (S)	Peasant	
Trade (Gem Cutter) (Ag)		
Trade (Goldsmith) (Ag)		
Trade (Gunsmith) (Ag)		
Trade (Herbalist) (Int)		Warlock (2), Witch (1)
Trade (Merchant) (Fel)	Fisherman	Merchant (1)
Trade (Miller) (S)		
Trade (Miner) (S)		
Trade (Prospector) (S)		
Trade (Shipwright) (Int)		Mate (1), Sea Captain (2)
Trade (Shoemaker) (Ag)		
Trade (Smith) (S)		
Trade (Stoneworker) (Ag)		
Trade (Tailor) (Ag)		
Trade (Tanner) (S)		
Trade (Weaponsmith) (S)		
Ventriloquism (Fel)	Entertainer, Skald	

* For all careers not in ToC (except 'Berserker'), I have replaced 'Common Knowledge (The Empire) with 'Common Knowledge (Norsca)' and vice versa. All other 'Common Knowledge' skills are left unchanged.

** For all careers not in ToC (except 'Berserker'), I have replaced 'Speak Language (Reikspiel)' with 'Speak Language (Norse)' and vice versa. All other 'Speak Language' skills are left unchanged.

*** 'Marauders' have acces to the 'Ride' skill. However this is intended to account for the fact that Khurgan (& Hung) Characters, who, unlike the Norse, are horseriders, also can become Marauders. For Norse Marauders, I would disallow this skill.