

Careers and Talents: Norsca

Talent:	Basic Careers:	Advanced Careers, tier 1, 2, & 3:
Acute Hearing	Servant, Shieldbreaker	
Aethyric Attunement		
Alley Cat		
Ambidextrous		
Arcane Lore (any one)		
Armoured Casting		
Artistic		Artisan (1)
Contortionist	Entertainer	
Controlled Corruption (ToC, p. 77)		
Coolheaded	Agitator, Bondsman, Shieldbreaker, Whaler	
Dark Lore (any one)		Warlock (2)
Dark Lore (Nurgle)		
Dark Lore (Slaanesh)		
Dark Lore (Tzeentch)		
Dark Magic		Vitki (1), Warlock (2), Witch (1)
Dealmaker	Burgher, Freeholder, Tradesman	Innkeeper (1), Merchant (1), Slaver (1)
Disarm	Bodyguard, Marine, Mercenary, Pit Fighter	Captain (2), Sea Captain (2)
Divine Lore (any one)		
Etiquette	Servant	Artisan (1), Demagogue (1), Innkeeper (1),
Excellent Vision	Whaler	
Extra Spell (RoS, p. 137)		
Fast Hands		
Fearless		Warleader (1)
Flee!	Agitator, Peasant, Rogue, Servant	Charlatan (1)
Fleet footed	Vagabond, Woodsman	Champion (2)
Flier**		
Focussed Strike (NDM, p.94)	Marauder, Pit Fighter, Shieldbreaker, Soldier, Thug	Veteran (1)
Frenzy	Berserker	
Frightening**		
Hardy	Fisherman, Hunter, Peasant, Reaver, Seaman, Servant, Whaler	Warlock (2)
Hedge Magic	Hedge Wizard, Seer	
Hoverer**		
Inured to Chaos (ToC, p. 68)		
Keen Senses**	Seer	

Lesser Magic (any one)		
Lesser Magic (any two)		Vitki (1)
Lesser magic (any four)		
Lesser magic (Exorcism)		
Lightning Parry		Captain (2), Champion (2), Outlaw Chief (2), Sea Captain (2)
Lightning Reflexes	Entertainer, Hunter, Servant,	Champion (2)
Linguistics		Explorer (2)
Luck	Rogue, Seer	
Marksman	Hunter, Vagabond	
Master Gunner		Champion (2)
Master Orator		Demagogue (1), Vitki (1),
Meditation		Vitki (1)
Menacing	Berserker, Bondsman, Reaver	Sergeant (1), Slaver (1), Vitki (1)
Mighty Missile		Witch (1)
Mighty Shot		Champion (2), Outlaw Chief (2), Scout (1), Veteran (1)
Mimic	Entertainer, Skald	Charlatan (1)
Natural Weapons**		
Night Vision**		
Orientation	Fisherman, Marauder, Shieldbreaker, Vagabond	Explorer (2), Navigator (1), Scout (1)
Petty Magic (Arcane)		
Petty Magic (Chaos)		
Petty Magic (Divine)		
Petty Magic (Hedge)	Hedge Wizard, Seer	
Public Speaking	Agitator, Entertainer, Freeholder, Rogue, Seer, Skald	Charlatan (1), Slaver (1), Vitki (1)***
Quick Draw	Berserker, Bodyguard, Bondsman, Entertainer, Marine, Mercenary, Pit Fighter	Captain (2), Champion (2), Outlaw Chief (2)
Rapid Reload	Hunter, Mercenary	Champion (2), Outlaw Chief (2), Scout (1), Veteran (1)
Resistance to Chaos**		
Resistance to Disease		Mate (1)
Resistance to Magic**		
Resistance to Poison		
Rover	Hunter, Outlaw, Peasant, Vagabond, Woodsman	
Savvy	Bondsman, Burgher, Fisherman, Freeholder, Skald, Tradesman	
Schemer	Freeholder	Charlatan (1)
Seasoned Traveller	Reaver, Seaman, Vagabond, Whaler	Charlatan (1), Explorer (2), Mate (1), Sea Captain (2), Sergeant (1), Slaver (1)
Sharpshooter	Entertainer, Mercenary, Outlaw	

Sixth Sense	Rogue	
Specialist Weapon Group (any one)		
Specialist Weapon Group (any two)		Veteran (1)
Specialist Weapon Group (any three)		Champion (2)
Specialist Weapon Group (Cavalry)	(Marauder)*	Captain (2)
Specialist Weapon Group (Crossbow)		Scout (1)
Specialist Weapon Group (Engineer)		
Specialist Weapon Group (Entangling)		Slaver (1)
Specialist Weapon Group (Fencing)		Sea Captain (2)
Specialist Weapon Group (Flail)	Marauder, Pit Fighter	Captain (2)
Specialist Weapon Group (Gunpowder)		
Specialist Weapon Group (Longbow)	Hunter	Scout (1)
Specialist Weapon Group (Parrying)	Bodyguard, Pit Fighter	Captain (2)
Specialist Weapon Group (Sling)	Peasant	
Specialist Weapon Group (Throwing)	Bodyguard, Entertainer	
Specialist Weapon Group (Two-handed)	Berserker, Bondsman, Marauder, Pit Fighter Woodsmen	Captain (2), Warleader (1)
Stout-hearted	Bondsman	
Street Fighting	Agitator, Bodyguard, Fisherman, Reaver, Seaman	Demagogue (1), Innkeeper (1), Mate (1), Sergeant (1)
Streetwise	Outlaw, Rogue	Charlatan (1), Demagogue (1), Innkeeper (1), Merchant (1), Slaver (1)
Strike Mighty Blow	Bondsman, Marine, Mercenary, Pit Fighter, Reaver, Seaman, Shieldbreaker	Sea Captain (2), Sergeant (1), Warleader (1)
Strike to Injure	Marauder, Pit Fighter, Shieldbreaker	Veteran (1), Warleader (1)
Strike to Stun	Bodyguard, Marine, Mercenary, Outlaw, Shieldbreaker	Innkeeper (1), Sergeant (1), Slaver (1)
Strong-Minded	Pit Fighter	
Sturdy		
Suave	Burgher, Freeholder, Skald	
Sure Shot		Outlaw Chief (2), Scout (1)

Surgery		
Super Numerate		Merchant (1)
Swashbuckler	Seaman	Sea Captain (2)
Terrifying**		
Trapfinder		
Trick Riding	Entertainer	
Tunnel Rat		
Undead**		
Unsettling		Warleader (1),
Very Resilient	Bodyguard, Hunter, Servant, Woodsman	Veteran (1), Warleader (1), Warlock (2)
Very Strong	Bodyguard, Entertainer, Pit Fighter, Whaler	Warleader (1), Veteran (1)
Warrior Born		
Witchcraft (RoS, p. 128)		Vitki (1), Witch (1)
Wrestling	Entertainer, Pit Fighter	Champion (2), Sergeant (1)

* 'Marauders' have access to the 'Specialist Weapon Group (Cavalry)' talent. 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 talent..

**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 it's redefinition as 'Trait' as you please.

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