

Careers and Skills: The Empire

Basic Skills:

Skill (Characteristic):	Basic Careers:	Advanced Careers, tier 1, 2, & 3:
Animal Care (Int)	Bailiff, Bear Tamer, Bone Picker, Camp Follower, Coachman, Drover, Dung Collector, Entertainer, Hedge Wizard, Horse Coper, Mercenary, Messenger, Militiaman, Miner, Outlaw, Outrider, Peasant, Pilgrim, Rat Catcher, Roadwarden, Servant, Soldier, Squire, Tradesman	Abbot (2), Captain (2), Friar (1), Highwayman (1), Horse Master (1), Monk (1), Pistolier (1), Priest (Gunnred) (1, 2 & 3)***, Scout (1), Witch (1)
Charm (Fel)	Agitator, Bailiff, Barber-Surgeon, Bone Picker, Camp Follower, Entertainer, Exciseman, Ferryman, Gambler, Hedge Wizard, Horse Coper, Initiate, Litigant, Noble, Peasant, Raconteur, Rogue, Squire, Strigany Mystic, Student, Thief, Wolf-Kin, Zealot	Abbot (2), Agent of the Shroud (1), Ambassador (3), Anointed Priest (2), Astrologer (1), Cantor (1), Charlatan (1), Cloaked Brother (2), Courtier (1), Crime Lord (2), Cult Acolyte (Slaanesh, Tzeentch) (1), Cult Attendant (1), Cult Magus (Slaanesh, Tzeentch) (2), Demagogue (1), Duellist (1), Flagellant (1), Foreman (1), Forger (1), Grandmaster (3), Guild Master (1), Herald (1), High Priest (3), Highwayman (1), Horse Master (1), Innkeeper (1), Interrogator (1), Journeyman Wizard (1), Knight of the Inner Circle (2), Master Thief (2), Master Wizard (2), Merchant (1), Minstrel (1), Noble Lord (2), Politician (1), Priest (1), Priest (Morr, Augur) (1, 2 & 3)***, Priest (Ranald, The Givers of Coin) (1, 2 & 3)***, Priest (Verena, Scalebearer) (1, 2 & 3)***, Scourge of God (2), Spy (1), Steward (1), Warlock (2), Witch (1), Witch Hunter (2), Wizard Lord (3)
Command (Fel)	Bailiff, Jailer, Noble	Ambassador (3), Artillerist (2), Captain (2), Courtier (1), Crime Lord (2), Cult Acolyte of Tzeentch (1), Cult Magus (Khorne, Nurgle, Tzeentch) (2), Demagogue (1), Exorcist (2), Explorer (2), Foreman (1),

		Grandmaster (3), Guild Master (1), Journeyman Wizard (Bright) (1), Knight (Sigmar, any order) (1, 2 & 3) ***, Knight of the Blazing Sun (1), Knight of the Inner Circle (2), Knight of the Verdant Field (1), Knight Panther (1), Master Wizard (Bright) (2), Mate (1), Noble Lord (2), Outlaw Chief (2), Politician (1), Priest (Myrmidia, no order, Order of the Eagle, Order of Fury) (1, 2 & 3)**, Priest (Sigmar, Order of the Silver Hammer, Order of the Torch) (1, 2 & 3)**, Racketeer (1), Sea Captain (2), Sergeant (1), Steward (1), Verenan Investigator (1), Witch Hunter (2), Wizard Lord (Bright) (3)
Concealment (Ag)	Agitator, Charcoal-Burner, Horned Hunter, Hunter, Miner, Outlaw, Peasant, Rat Catcher, Sewer Jack, Thief, Tomb Robber, Woodsman	Agent of the Shroud (1), Assassin (2), Cat Burglar (1), Cloaked Brother (2), Demagogue (1), Killer of the Dead (2), Journeyman Wizard (Shadow) (1), Master Thief (2), Master Wizard (Shadow) (2), Outlaw Chief (2), Priest (Ranald, no order) (1, 2 & 3)**, Scout (1), Spy (1), Vampire Hunter (1), Verenan Investigator (1), Wizard Lord (Shadow) (3)
Consume Alcohol (T)	Bear Tamer, Boatman, Burgher, Chimneysweep, Dung Collector, Fisherman, Horse Coper, Jailer, Lamplighter, Marine, Noble, Pilgrim, Seaman, Stevedore, Student, Thug, Wrecker	Cult Acolyte of Slaanesh (1), Cult Magus of Slaanesh (2), Foreman (1), Horse Master (1), Innkeeper (1), Mate (1), Priest (Taal & Rhya, Longshanks) (1, 2 & 3)**, Veteran (1)
Disguise (Fel)	Thief	Agent of the Shroud (1), Assassin (2), Charlatan (1), Cloaked Brother (2), Cult Acolyte (Nurgle, Slaanesh, Tzeentch) (1), Cult Magus (Slaanesh, Tzeentch) (2), Demagogue (1), Master Thief (2), Spy (1), Verenan Investigator (1), Warlock (2)
Drive (S)	Barber-Surgeon, Bone Picker, Burgher, Camp Follower, Charcoal-Burner, Coachman,	Artillerist (2), Artisan (1), Engineer (1), Explorer (2), Horse Master (1), Merchant (1)

	Dung Collector, Grave Robber, Grave Warden, Lamplighter, Mercenary, Militiaman, Miner, Outlaw, Peasant, Roadwarden, Servant, Smuggler, Soldier, Strigany Mystic, Tradesman	
Evaluate (Int)	Bone Picker, Burgher, Camp Follower, Embalmer, Entertainer, Exciseman, Ferryman, Gambler, Grave Warden, Horse Coper, Initiate (Handrich), Miner, Rogue, Servant, Smuggler, Strigany Mystic, Thief, Toll Keeper, Tomb Robber, Tradesman, Valet	Artisan (1), Cat Burglar (1), Champion (2), Charlatan (1), Courtier (1), Crime Lord (2), Cult Acolyte (Slaanesh, Tzeentch) (1), Cult Magus (Slaanesh, Tzeentch) (2), Explorer (2), Fence (1), Forger (1), Guild Master (1), Herald (1), Highwayman (1), Innkeeper (1), Master Thief (2), Merchant (1), Noble Lord (2), Pistolier (1), Politician (1), Priest (Ranald, The Brotherhood) (1, 2 & 3)**, Racketeer (1), Scholar (1), Steward (1)
Gamble (Int)	Gambler, Marine, Mercenary, Militiaman, Noble, Peasant, Rogue, Soldier, Stevedore, Thief, Thug, Wrecker	Charlatan (1), Courtier (1), Cult Acolyte of Slaanesh (1), Duellist (1), Fence (1), Foreman (1), Master Thief (2), Mate (1), Priest (Ranald, Crooked Fingers) (1, 2 & 3)**, Veteran (1)
Gossip (Fel)	Agitator, Apothecary, Bailiff, Bear Tamer, Boatman, Bone Picker, Burgher, Camp Follower, Charcoal-Burner, Chimneysweep, Coachman, Entertainer, Exciseman, Ferryman, Gambler, Grave Robber, Horse Coper, Lamplighter, Litigant, Marine, Mercenary, Messenger, Militiaman, Noble, Outlaw, Penitent, Pilgrim, Protagonist, Raconteur, Riverwarden, Roadwarden, Rogue, Scribe, Servant, Smuggler, Soldier, Squire, Stevedore, Strigany Mystic, Student, Temple Guardian, Toll Keeper, Tradesman, Vagabond, Valet, Watchman	Abbot (2), Ambassador (3), Agent of the Shroud (1), Anointed Priest (2), Artisan (1), Assassin (2), Astrologer (1), Captain (2), Cat Burglar (1), Charlatan (1), Cloaked Brother (2), Courtier (1), Crime Lord (2), Cult Acolyte (Slaanesh, Tzeentch) (1), Cult Attendant (1), Cult Magus (Slaanesh, Tzeentch) (2), Demagogue (1), Duellist (1), Fence (1), Foreman (1), Guild Master (1), Herald (1), High Priest (3), Highwayman (1), Innkeeper (1), Journeyman Wizard (1), Magister Vigilant (2), Master Wizard (2), Mate (1), Merchant (1), Minstrel (1), Noble Lord (2), Physician (1), Pistolier (1), Politician (1), Priest (1), Racketeer (1), Sergeant (1), Spy (1), Steward (1), Targeteer (1), Verenan Investigator (1), Veteran

		(1), Warlock (2), Witch (1), Witch Hunter (2)
Haggle (Fel)	Apothecary, Barber-Surgeon, Bone Picker, Burgher, Camp Follower, Charcoal-Burner, Chimneysweep, Coachman, Dung Collector, Embalmer, Exciseman, Ferryman, Fisherman, Grave Robber, Hedge Wizard, Horse Coper, Lamplighter, Litigant, Mercenary, Pilgrim, Protagonist, Rogue, Servant, Smuggler, Strigany Mystic, Toll Keeper, Tradesman, Vagabond, Valet	Ambassador (3), Artisan (1), Cat Burglar (1), Charlatan (1), Crime Lord (2), Fence (1), Foreman (1), Forger (1), Guild Master (1), Herald (1), Innkeeper (1), Merchant (1), Politician (1), Priest (Handrich) (1, 2 & 3)**, Priest (Ranald, The Brotherhood) (1, 2 & 3)**, Racketeer (1), Steward (1), Warlock (2), Witch (1)
Intimidate (Fel)	Bailiff, Bodyguard, Bounty Hunter, Ferryman, Hedge Wizard, Initiate (Gunnred), Initiate (Morr), Jailer, Marine, Penitent, Pit Fighter, Protagonist, Soldier, Temple Guardian, Thug, Watchman, Wolf-Kin, Zealot	Agent of the Shroud (1), Black Guard (1), Champion (2), Crime Lord (2), Cult Acolyte (Khorne, Nurgle, Slaanesh, Tzeentch) (1), Cult Magus (Khorne, Nurgle, Slaanesh, Tzeentch) (2), Demagogue (1), Duellist (1), Exorcist (2), Fence (1), Flagellant (1), Grandmaster (3), High Priest (3), Interrogator (1), Journeyman Wizard (1), Journeyman Wizard (Amethyst) (1), Killer of the Dead (2), Knight (Sigmar, any order) (1, 2 & 3)***, Knight (Ulric, any order) (1, 2 & 3)***, Knight of the Verdant Field (1), Magister Vigilant (2), Master Wizard (2), Master Wizard (Amethyst) (2), Mate (1), Priest (Ranald, Crooked Fingers) (1, 2 & 3)**, Priest (Sigmar, Order of the Cleansing Flame, Sisters of Faith and Charity) (1, 2 & 3)**, Priest (Ulric, no order, Order of the Howling Wolf, Order of the Knights of the White Wolf) (1, 2 & 3)**, Racketeer (1), Scourge of God (2), Sergeant (1), Steward (1), Veteran (1), Witch (1), Witch Hunter (2), Wizard Lord (3), Wizard Lord (Amethyst) (3)
Outdoor Survival (Int)	Boatman, Bounty Hunter, Charcoal-Burner, Drover Fisherman, Grave Warden, Hunter, Initiate (Taal & Rhya),	Crusader (2), Cult Acolyte of Nurgle (1), Explorer (2), Friar (1), Journeyman Wizard (Jade) (1), Killer of the Dead (2),

	Lamplighter, Messenger, Militiaman, Miner, Outrider, Peasant, Pilgrim, Riverwarden, Roadwarden, Tomb Robber, Vagabond, Wrecker	Knight of the Verdant Field (1), Master Wizard (Jade) (2), Priest (Morr, Doomsayer) (1, 2 & 3)**, Priest (Ulric, Order of the Winter Throne) (1, 2 & 3)**, Targeteer (1), Wizard Lord (Jade) (3)
Perception (Int)	Agitator, Apothecary, Apprentice Wizard, Bailiff, Barber-Surgeon, Bear Tamer, Boatman, Bodyguard, Bone Picker, Bounty Hunter, Burgher, Camp Follower, Charcoal-Burner, Chimneysweep, Coachman, Drover, Dung Collector, Embalmer, Entertainer, Ferryman, Fisherman, Gambler, Grave Robber, Grave Warden, Hedge Wizard, Horned Hunter, Horse Coper, Hunter, Initiate, Initiate (Verena), Jailer, Lamplighter, Litigant, Mercenary, Messenger, Militiaman, Miner, Outlaw, Outrider, Pilgrim, Rat Catcher, Riverwarden, Roadwarden, Rogue, Scribe, Seaman, Servant, Sewer Jack, Shieldbreaker, Smuggler, Soldier, Stevedore, Student, Temple Guardian, Thief, Toll Keeper, Tomb Robber, Tradesman, Vagabond, Valet, Watchman, Woodsman, Wrecker	Abbot (2), Agent of the Shroud (1), Ambassador (3), Black Guard (1), Artillerist (2), Artisan (1), Assassin (2), Astrologer (1), Cantor (1), Cat Burglar (1), Champion (2), Charlatan (1), Cloaked Brother (2), Courtier (1), Crime Lord (2), Crusader (2), Cult Acolyte of Tzeentch (1), Cult Attendant (1), Cult Magus (Nurgle, Tzeentch) (2), Demagogue (1), Duellist (1), Engineer (1), Exorcist (2), Explorer (2), Foreman (1), Forger (1), Friar (1), Grandmaster (3), Guild Master (1), Herald (1), Horse Master (1), Innkeeper (1), Interrogator (1), Judicial Champion (2), Knight (1), Knight (Morr, Black Guard) (1, 2 & 3)***, Knight (Verena, any order) (1, 2 & 3)***, Knight of the Blazing Sun (1), Knight of the Inner Circle (2), Knight of the Raven (2), Knight of the Verdant Field (1), Knight Panther (1), Magister Vigilant (2), Master Thief (2), Minstrel (1), Monk (1), Navigator (1), Noble Lord (2), Outlaw Chief (2), Physician (1), Pistolier (1), Politician (1), Priest (1), Priest (Taal & Rhya, Longshanks, Daughter of Rhya) (1, 2 & 3)**, Racketeer (1), Scholar (1) Priest (Morr, Black Guard) (1, 2 & 3)**, Priest (Verena, Templars of Verena) (1, 2 & 3)**, Scout (1), Sea Captain (2), Sergeant (1), Steward (1), Targeteer (1), Vampire Hunter (1), Verenan Investigator (1), Veteran (1), Warlock (2), Witch (1), Witch Hunter (2)

Ride (Ag)	Bailiff, Coachman, Drover, Entertainer, Horse Coper, Mercenary, Messenger, Noble, Outlaw, Outrider, Protagonist, Roadwarden, Soldier, Squire, Strigany Mystic	Ambassador (3), Anointed Priest (2), Black Guard (1), Captain (2), Courtier (1), Crusader (2), Engineer (1), Explorer (2), Grandmaster (3), Herald (1), High Priest (3), Highwayman (1), Horse Master (1), Journeyman Wizard (1), Knight (1), Knight of the Blazing Sun (1), Knight of the Inner Circle (2), Knight of the Raven (2), Knight of the Verdant Field (1), Knight Panther (1), Magister Vigilant (2), Master Wizard (2), Merchant (1), Noble Lord (2), Outlaw Chief (2), Pistolier (1), Priest (1), Scout (1), Sergeant (1), Steward (1), Warlock (2), Warrior Priest (2), Witch (1), Witch Hunter (2)
Row (S)	Boatman, Ferryman, Fisherman, Initiate (Manann), Marine, Peasant, Riverwarden, Seaman, Smuggler, Wrecker	Mate (1), Knight (Manann, any order) (1, 2 & 3)***, Priest (Manann, no order) (1, 2 & 3)**
Scale Sheer Surface (S)	Charcoal-Burner, Chimneysweep, Entertainer, Grave Robber, Horned Hunter, Lamplighter, Miner, Outlaw, Peasant, Seaman, Sewer Jack, Shieldbreaker, Stevedore, Thief, Tomb Robber, Woodsman	Assassin (2), Cat Burglar (1), Explorer (2), Knight of the Verdant Field (1), Master Thief (2), Outlaw Chief (2), Vampire Hunter (1)
Search (Int)	Apprentice Wizard, Bone Picker, Bounty Hunter, Burgher, Camp Follower, Charcoal-Burner, Chimneysweep, Dung Collector, Grave Robber, Grave Warden, Hedge Wizard, Hunter, Jailer, Mercenary, Militiaman, Outrider, Rat Catcher, Riverwarden, Roadwarden, Rogue, Servant, Sewer Jack, Smuggler, Stevedore, Student, Temple Guardian, Thief, Toll Keeper, Tomb Robber, Valet, Watchman, Wrecker	Agent of the Shroud (1), Cat Burglar (1), Cloaked Brother (2), Knight of the Verdant Field (1), Magister Vigilant (2), Master Thief (2), Steward (1), Targeteer (1), Vampire Hunter (1), Verenan Investigator (1), Warlock (2), Witch (1), Witch Hunter (2)
Silent Move (Int)	Bounty Hunter, Chimneysweep, Grave Robber, Horned Hunter, Hunter, Outlaw, Outrider, Peasant, Rat Catcher, Sewer Jack, Smuggler, Thief, Tomb Robber, Vagabond, Woodsman	Agent of the Shroud (1), Assassin (2), Cat Burglar (1), Cloaked Brother (2), Highwayman (1), Killer of the Dead (2), Master Thief (2), Outlaw Chief (2), Priest (Ranald, no order) (1, 2 & 3)***, Scout (1),

		Spy (1), Vampire Hunter (1), Verenan Investigator (1), Witch Hunter (2)
Swim (S)	Barber-Surgeon, Boatman, Entertainer, Ferryman, Fisherman, Hunter, Initiate (Manann), Marine, Mercenary, Messenger, Militiaman, Outlaw, Peasant, Riverwarden, Seaman, Smuggler, Sewer Jack, Stevedore, Vagabond, Wrecker	Anointed Priest (2), Explorer (2), High Priest (3), Knight (Manann, any order) (1, 2 & 3)***, Journeyman Wizard (1), Master Thief (2), Navigator (1), Priest (1), Priest (Manann, Knights Mariner or Son of Manann) (1, 2 & 3)***, 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)	Scribe	Agent of the Shroud (1), Catechist (1), Cult Acolyte of Tzeentch (1), Cult Magus of Nurgle (2), Journeyman Wizard (1), Priest (1)
Academic Knowledge (any two) (Int)	Student	Abbot (2), Anointed Priest (2), Cult Magus of Slaanesh (2), Master Wizard (2), Monk (1), Priest (Verena, no order, Lorekeeper) (1, 2 & 3)***, Verenan Investigator (1)
Academic Knowledge (any three) (Int)		Cult Magus of Tzeentch (2), High Priest (3), Scholar (1), Wizard Lord (3)
Academic Knowledge (any four) (Int)		
Academic Knowledge (the Arts) (Int)		Courtier (1), Forger (1)
Academic Knowledge (Astronomy) (Int)	Initiate	Astrologer (1), Journeyman Wizard (Celestial) (1), Navigator (1), Master Wizard (Celestial) (2), Priest (Manann, Order of the Albatross) (1, 2 & 3)***, Priest (Myrmidia, Order of True Insight) (1, 2 & 3)***, Wizard Lord (Celestial) (3)
Academic Knowledge (Deamonology) (Int)		Cult Acolyte (Nurgle, Slaanesh, Tzeentch) (1), Cult Magus (Nurgle, Slaanesh) (2), Exorcist (2), Magister Vigilant (2), Warlock (2)
Academic Knowledge		Artillerist (2), Engineer (1)

(Engineering) (Int)		
Academic Knowledge (Genealogy/Heraldry) (Int)	Litigant, Squire, Valet	Ambassador (3), Grandmaster (3), Herald (1), Knight (1), Knight of the Inner Circle (2), Knight Panther (1), Noble lord (2), Politician (1)
Academic Knowledge (History) (Int)	Agitator, Initiate, Litigant	Ambassador (3), Courtier (1), Crusader (2), Demagogue (1), Explorer (2), Guild Master (1), Herald (1), Knight of the Blazing Sun (1), Knight of the Raven (2), Noble lord (2), Politician (1), Vampire Hunter (1)
Academic Knowledge (Law) (Int)	Agitator, Bailiff, Exciseman, Litigant, Watchman	Demagogue (1), Explorer (2), Politician (1), Priest (Sigmar, Order of the Anvil) (1, 2 & 3)** , Priest (Verena, Scalebearer) (1, 2 & 3)** , Steward (1), Verenan Investigator (1)
Academic Knowledge (Magic) (Int)	Apprentice Wizard	Journeyman Wizard (1), Magister Vigilant (2), Master Wizard (2), Witch Hunter (2), Wizard Lord (3)
Academic Knowledge (Necromancy) (Int)	Embalmer, Strigany Mystic	Agent of the Shroud (1), Black Guard (1), Exorcist (2), Journeyman Wizard (Necromancy) (1), Killer of the Dead (2), Knight (Morr, Black Guard) (1, 2 & 3)***, Knight of the Raven (2), Magister Vigilant (2), Master Wizard (Necromancy) (2), Priest (Morr, no order, Black Guard) (1, 2 & 3)** , Vampire Hunter (1), Warlock (2), Witch Hunter (2), Wizard Lord (Necromancy) (3)
Academic Knowledge (Philosophy) (Int)		
Academic Knowledge (Runes) (Int)		
Academic Knowledge (Science) (Int)	Apothecary, Embalmer	Artillerist (2), Astrologer (1), Engineer (1), Journeyman Wizard (Gold) (1), Master Wizard Gold (2), Physician (1), Priest (Morr, Augur) (1, 2 & 3)** , Wizard Lord (Gold) (3)
Academic Knowledge (Strategy/Tactics) (Int)	Initiate (Myrmidia)	Captain (2), Crusader (2), Grandmaster (3), Knight (1), Knight of the Blazing Sun (1), Knight of the Inner Circle (2),

		Knight of the Raven (2), Knight of the Verdant Field (1), Knight Panther (1), Noble Lord (2), Outlaw Chief (2), Priest (Myrmidia, Order of the Eagle, Order of True Insight) (1, 2 & 3)** , Sea Captain (2), Sergeant (1), Warrior Priest (2)
Academic Knowledge (Theology) (Int)	Grave Warden, Initiate, Penitent, Pilgrim, Wolf-Kin, Zealot	Abbot (2), Agent of the Shroud (1), Anointed Priest (2), Black Guard (1), Cantor (1), Catechist (1), Cult Attendant (1), Exorcist (2), Flagellant (1), Friar (1), Grandmaster (3)*, High Priest (3), Knight (1)*, Knight of the Blazing Sun (1), Knight of the Inner Circle (2)*, Knight of the Raven (2), Monk (1), Priest (1), Priest (Sigmar, Order of the Anvil) (1, 2 & 3)** , Scourge of God (2), Warrior Priest (2), Witch Hunter (2)
Animal Training (Fel)	Bear Tamer, Drover, Entertainer, Peasant, Rat Catcher, Squire	Grandmaster (3), Highwayman (1), Horse Master (1), Knight of the Inner Circle (2), Knight of the Raven (2), Knight Panther (1), Sea Captain (2)
Blather (Fel)	Entertainer, Exciseman, Gambler, Litigant, Noble, Penitent, Raconteur, Rogue, Servant, Valet	Ambassador (3), Charlatan (1), Courtier (1), Cult Magus of Tzeentch (2), Demagogue (1), Herald (1), Innkeeper (1), Politician (1), Priest (Morr, Augur) (1, 2 & 3)**
Channelling (WP)	Apprentice Wizard, Hedge Wizard	Anointed Priest (2), Cult Acolyte (Nurgle, Slaanesh, Tzeentch) (1), Cult Magus (Nurgle, Slaanesh, Tzeentch) (2), Exorcist (2), High Priest (3), Journeyman Wizard (1), Magister Vigilant (2), Master Wizard (2), Priest (1), Warlock (2), Warrior Priest (2), Witch (1), Wizard Lord (3)
Charm Animal (Fel)	Bear Tamer, Drover, Entertainer, Hedge Wizard, Horse Coper, Peasant	Horse Master (1), Journeyman Wizard (Amber) (1), Knight of the Verdant Field (1), Master Wizard (Amber) (2), Priest (Taal & Rhya, no order) (1, 2 & 3)** , Scout (1), Wizard Lord (Amber) (3)
Common Knowledge (any)	Pilgrim*****, Raconteur,	Cantor (1), Cult Acolyte

one) (Int)	Temple Guardian	(Khorne, Nurgle, Tzeentch) (1), Cult Attendant (1), Knight of the Raven (2), Magister Vigilant (2), Verenan Investigator (1)
Common Knowledge (any two) (Int)		Abbot (2), Ambassador (3), Anointed Priest (2), Catechist (1), Cult Magus of Nurgle (2), Forger (1), Friar (1), High Priest (3), Journeyman Wizard (1), Master Wizard (2), Mate (1), Merchant (1), Minstrel (1), Monk (1), Navigator (1), Priest (1), Scout (1), Sergeant (1), Spy (1), Warrior Priest (2), Witch (1)
Common Knowledge (any three) (Int)		Captain (2), Cloaked Brother (2), Crusader (2), Explorer (2), Grandmaster (3), Knight of the Inner Circle (2), Scholar (1), Sea Captain (2), Warlock (2), Wizard Lord (3)
Common Knowledge (any four) (Int)		Cult Magus of Tzeentch (2)
Common Knowledge (Border Princes) (Int)		
Common Knowledge (Bretonnia) (Int)	Mercenary, Seaman, Squire, Vagabond	Astrologer (1), Charlatan (1), Courtier (1), Herald (1)
Common Knowledge (Dwarfs) (Int)	Initiate (Sigmar)	Engineer (1)
Common Knowledge (Elves) (Int)		
Common Knowledge (the Empire) (Int)	Agitator, Bailiff, Boatman, Bone Picker, Burgher, Charcoal-Burner, Chimneysweep, Drover, Dung Collector, Entertainer, Ferryman, Fisherman, Grave Warden, Lamplighter, Litigant, Messenger, Noble, Outlaw, Riverwarden, Roadwarden, Scribe, Soldier, Tomb Robber, Wrecker, Wolf-Kin, Zealot	Agent of the Shroud (1), Astrologer (1), Crime Lord (2), Demagogue (1), Foreman (1), Guild Master (1), Herald (1), Highwayman (1), Innkeeper (1), Knight Panther (1), Magister Vigilant (2), Noble Lord (2), Outlaw Chief (2), Politician (1), Racketeer (1), Steward (1), Targeteer (1), Vampire Hunter (1), Veteran (1), Witch Hunter (2), Verenan Investigator (1)
Common Knowledge (Estalia) (Int)	Vagabond	Astrologer (1), Knight (Myrmidia, Order of the Blazing Sun, Order of the Righteous Spear)***, Knight of the Blazing Sun (1), Priest (Myrmidia, Order of the Blazing Sun, Order of the Righteous Spear, Order of True Insight) (1, 2 & 3)**

Common Knowledge (Halflings) (Int)		
Common Knowledge (Kislev) (Int)	Boatman, Drover, Mercenary, Riverwarden, Vagabond, Wrecker	Astrologer (1), Foreman (1), Herald (1)
Common Knowledge (Norsca) (Int)	Seaman	
Common Knowledge (Ogres) (Int)		
Common Knowledge (Tilea) (Int)	Mercenary, Seaman, Vagabond	Agent of the Shroud (1), Astrologer (1), Charlatan (1), Courtier (1), Engineer (1), Herald (1), Knight (Myrmidia, Order of the Blazing Sun, Order of the Righteous Spear) (1, 2 & 3)***, Knight of the Blazing Sun (1), Priest (Myrmidia, Order of the Blazing Sun, Order of the Righteous Spear, Order of True Insight) (1, 2 & 3)**
Common Knowledge (the Wasteland) (Int)	Fisherman, Marine, Messenger, Seaman	Foreman (1)
Dodge Blow (Ag)	Bodyguard, Grave Warden, Jailer, Marine, Mercenary, Militiaman, Outlaw, Pit Fighter, Protagonist, Seaman, Servant, Sewer Jack, Shieldbreaker, Soldier, Squire, Stevedore, Temple Guardian, Thug, Toll Keeper, Watchman, Wrecker	Black Guard (1), Captain (2), Champion (2), Crime Lord (2), Cult Acolyte of Khorne (1), Cult Magus of Khorne (2), Demagogue (1), Duellist (1), Grandmaster (3), Judicial Champion (2), Knight (1), Knight of the Blazing Sun (1), Knight of the Inner Circle (2), Knight of the Raven (2), Knight of the Verdant Field (1), Knight Panther (1), Master Thief (2), Mate (1), Pistolier (1), Racketeer (1), Scout (1), Sea Captain (2), Sergeant (1), Vampire Hunter (1), Veteran (1), Warrior Priest (2)
Follow Trail (Int)	Bounty Hunter, Drover, Horned Hunter, Hunter, Outrider, Roadwarden, Sewer Jack, Watchman, Woodsman	Agent of the Shroud (1), Explorer (2), Killer of the Dead (2), Knight of the Raven (2), Knight of the Verdant Field (1), Outlaw Chief (2), Priest (Taal & Rhya, Longshanks) (1, 2 & 3)***, Scout (1), Vampire Hunter (1), Verenan Investigator (1)
Heal (Int)	Apothecary, Barber-Surgeon, Bodyguard, Coachman, Embalmer, Hedge Wizard,	Abbot (2), Agent of the Shroud (1), Anointed Priest (2), Cult Acolyte of Nurgle (1), Flagellant

	Initiate, Initiate (Shallya), Jailer, Penitent, Soldier, Student, Vagabond	(1), Friar (1), Journeyman Wizard (Light) (1), High Priest (3), Interrogator (1), Master Wizard (Light) (2), Monk (1), Physician (1), Priest (1), Priest (Taal & Rhya, Daughters of Rhya) (1, 2 & 3)**, Scourge of God (2), Warrior Priest (2), Witch (1), Wizard Lord (Light) (3)
Hypnotism (WP)	Entertainer, Hedge Wizard, Strigany Mystic	Exorcist (2), Priest (Verena, no order) (1, 2 & 3)**, Warlock (2)
Lip Reading (Int)		Innkeeper (1), Master Thief (2), Spy (1)
Magical Sense (WP)	Apprentice Wizard, Hedge Wizard	Anointed Priest (2), Cult Acolyte (Nurgle, Slaanesh, Tzeentch) (1), Cult Magus (Nurgle, Slaanesh, Tzeentch) (2), Exorcist (2), High Priest (3), Journeyman Wizard (1), Magister Vigilant (2), Master Wizard (2), Priest (1), Warlock (2), Warrior Priest (2), Witch (1), Wizard Lord (3)
Navigation (Int)	Bailiff, Boatman, Coachman, Drover, Fisherman, Messenger, Miner, Outrider, Pilgrim, Riverwarden, Roadwarden, Shieldbreaker, Vagabond, Wrecker	Astrologer (1), Crusader (2), Explorer (2), Navigator (1), Priest (Manann, Order of the Albatross) (1, 2 & 3)**, Priest (Morr, Doomsayer) (1, 2 & 3)**, Priest (Taal & Rhya, no order) (1, 2 & 3)**, Scout (1)
Performer (any one) (Fel)	Bear Tamer, Strigany Mystic	Courtier (1), Cult Acolyte of Slaanesh (1)
Performer (any two) (Fel)	Entertainer	Cult Magus of Slaanesh (2)
Performer (any three) (Fel)		
Performer (any four) (Fel)		
Performer (Acrobat) (Fel)		
Performer (Actor) (Fel)	Rogue	Ambassador (3), Politician (1), Spy (1)
Performer (Clown) (Fel)		
Performer (Comedian) (Fel)	Raconteur	
Performer (Dancer) (Fel)	Peasant, Vagabond	
Performer (Fire Eater) (Fel)		
Performer (Jester) (Fel)		
Performer (Juggler) (Fel)		
Performer (Mime) (Fel)		
Performer (Musician) (Fel)	Noble	Cantor (1), Minstrel (1)
Performer (Palm Reader)		

(Fel)		
Performer (Singer) (Fel)	Peasant, Stevedore, Vagabond	Cantor (1), Foreman (1), Minstrel (1)
Performer (Storyteller) (Fel)	Pilgrim, Raconteur, Rogue, Vagabond	Astrologer (1)
Pick Lock (Ag)	Thief, Tomb Robber	Cat Burglar (1), Master Thief (2), Priest (Ranald, The Givers of Coin) (1, 2 & 3)***, Spy (1), Verenan Investigator (1)
Prepare Poison (Int)	Apothecary	Assassin (2), Cult Acolyte of Tzeentch (1), Cult Magus of Nurgle (2), Physician (1)
Read/Write (Int)	Apothecary, Agitator, Apprentice Wizard, Barber-Surgeon, Burgher, Embalmer, Exciseman, Gambler, Initiate, Litigant, Noble, Raconteur, Scribe, Servant, Student, Thief, Toll Keeper, Tomb Robber, Tradesman, Valet, Wolf-Kin, Zealot	Abbot (2), Agent of the Shroud (1), Ambassador (3), Astrologer (1), Cantor (1), Captain (2), Catechist (1), Cloaked Brother (2), Courtier (1), Cult Acolyte (Nurgle, Slaanesh, Tzeentch) (1), Cult Attendant (1), Cult Magus (Nurgle, Slaanesh, Tzeentch) (2), Engineer (1), Explorer (2), Forger (1), Grandmaster (3), Herald (1), Innkeeper (1), Journeyman Wizard (1), Knight of the Blazing Sun (1), Knight of the Inner Circle (2), Knight of the Raven (2), Magister Vigilant (2), Master Thief (2), Master Wizard (2), Merchant (1), Minstrel (1), Monk (1), Navigator (1), Noble Lord (2), Physician (1), Politician (1), Priest (1), Scholar (1), Steward (1), Verenan Investigator (1), Warlock (2), Wizard Lord (3)
Sail (Ag)	Fisherman, Riverwarden, Seaman, Wrecker	Knight (Manann, any order) (1, 2 & 3)***, Mate (1), Priest (Manann, no order) (1, 2 & 3)***, Sea Captain (2)
Secret Language (any one) (Int)		Knight (Verena, any order) (1, 2 & 3)***, Spy (1), Priest (Verena, all orders) (1, 2 & 3)**
Secret Language (any two) (Int)		Cloaked Brother (2)
Secret Language (Battle Tongue) (Int)	Marine, Mercenary	Artillerist (2), Black Guard (1), Captain (2), Crusader (2), Cult Acolyte of Khorne (1), Grandmaster (3), Knight (1), Knight of the Blazing Sun (1), Knight of the Inner Circle (2),

		Knight of the Raven (2), Knight Panther (1), Outlaw Chief (2), Sergeant (1), Veteran (1), Warrior Priest (2)
Secret Language (Guild Tongue) (Int)	Apothecary, Litigant, Scribe, Stevedore, Tradesman	Artisan (1), Foreman (1), Guild Master (1), Merchant (1), Priest (Ranald, The Brotherhood) (1, 2 & 3)**/*****
Secret Language (Ranger Tongue) (Int)	Boatman, Ferryman, Horned Hunter, Vagabond, Woodsman	Explorer (2), Knight of the Verdant Field (1), Scout (1)
Secret Language (Thieves' Tongue) (Int)	Gambler, Rogue, Smuggler, Thief, Thug, Vagabond	Cat Burglar (1), Charlatan (1), Crime Lord (2), Master Thief (2), Outlaw Chief (2), Priest (Ranald, The brotherhood) (1, 2 & 3)**/*****
Secret Signs (any one) (Int)		Verenan Investigator (1)
Secret Signs (any two) (Int)		Cloaked Brother (2)
Secret Signs (Astrologer) (Int)	Strigany Mystic	Astrologer (1)
Secret Signs (Scout) (Int)	Messenger, Riverwarden, Roadwarden, Sewer Jack	Explorer (2), Knight of the Inner Circle (2), Outlaw Chief (2), Pistolier (1), Scout (1)
Secret Signs (Ranger) (Int)	Charcoal-Burner, Coachman, Horned Hunter, Hunter, Strigany Mystic, Vagabond, Woodsman, Wrecker	Knight of the Verdant Field (1)
Secret Signs (Templar) (Int)		Grandmaster (3), Knight of the Blazing Sun (1), Knight of the Inner Circle (2)
Secret Signs (Thief) (Int)	Gambler, Grave Robber, Outlaw, Rogue, Smuggler, Thief, Tomb Robber, Vagabond	Assassin (2), Cat Burglar (1), Crime Lord (2), Forger (1), Master Thief (2), Outlaw Chief (2)
Set Trap (Ag)	Horned Hunter, Hunter, Outlaw, Peasant, Rat Catcher, Woodsman	
Shadowing (Ag)	Bounty Hunter, Shieldbreaker	Agent of the Shroud (1), Assassin (2), Killer of the Dead (2), Priest (Ranald, Crooked Fingers) (1, 2 & 3)**, Racketeer (1), Spy (1), Vampire Hunter (1), Verenan Investigator (1)
Sleight of Hand (Ag)	Camp Follower, Embalmer, Entertainer, Gambler, Initiate (Ranald), Jailer, Servant, Strigany Mystic, Thief	Charlatan (1), Duellist (1), Fence (1), Innkeeper (1), Master Thief (2), Spy (1), Targeteer (1), Verenan Investigator (1)
Speak Arcane Language		

(any one) (Int)		
Speak Arcane Language (any two) (Int)		Cult Magus (Nurgle, Slaanesh, Tzeentch) (2)
Speak Arcane Language (Arcane Elf) (Int)		Master Wizard (2), Wizard Lord (3)
Speak Arcane Language (Daemonic) (Int)		Cult Acolyte (Nurgle, Slaanesh, Tzeentch) (1), Journeyman Wizard (Chaos) (1), Magister Vigilant (2), Master Wizard (2), Master Wizard (Chaos) (2), Warlock (2), Wizard Lord (3), Wizard Lord (Chaos) (3)
Speak Arcane Language (Magick) (Int)	Apprentice Wizard	Abbot (2), Anointed Priest (2), Exorcist (2), High Priest (3), Journeyman Wizard (1), Magister Vigilant (2), Master Wizard (2), Monk (1), Priest (1), Warlock (2), Warrior Priest (2), Wizard Lord (3)
Speak Language (any one) (Int)	Pilgrim*****, Raconteur	Catechist (1), Cult Acolyte of Tzeentch (1), Cult Attendant (1), Exorcist (2), Forger (1), Knight (Verena, any order) (1, 2 & 3)***, Priest (Verena, Order of Mysteries, Templars of Verena) (1, 2 & 3)**, Witch Hunter (2), Verenan Investigator (1), Warrior Priest (2)
Speak Language (any two) (Int)		Abbot (2), Agent of the Shroud (1), Black Guard (1), Anointed Priest (2), Cantor (1), Journeyman Wizard (1), Magister Vigilant (2), Monk (1), Knight (1), Knight Panther (1), Priest (1), Scout (1)
Speak Language (any three) (Int)		Ambassador (3), Cult Magus (Slaanesh, Tzeentch) (2), Explorer (2), High Priest (3), Master Wizard (2), Scholar (1), Sea Captain (2), Spy (1)
Speak Language (any four) (Int)		Cloaked Brother (2), Wizard Lord (3)
Speak Language (Arabyan) (Int)		Crusader (2)
Speak Language (Breton) (Int)	Agitator, Barber-Surgeon, Burgher, Camp Follower, Coachman, Scribe, Seaman, Smuggler, Squire, Toll Keeper, Valet	Artisan (1), Astrologer (1), Charlatan (1), Courtier (1), Crusader (2), Friar (1), Grandmaster (3), Guild Master (1), Herald (1), Innkeeper (1), Knight of the Inner Circle (2),

		Knight of the Raven (2), Mate (1), Merchant (1), Minstrel (1)
Speak Language (Classical) (Int)	Apothecary, Apprentice Wizard, Embalmer, Initiate, Scribe, Student, Tomb Robber	Abbot (2), Astrologer (1), Catechist (1), Cult Attendant (1), Flagellant (1), Monk (1), Navigator (1), Noble Lord (2), Physician (1), Priest (Verena, Lorekeeper) (1, 2 & 3)**, Scholar (1), Vampire Hunter (1), Verenan Investigator (1)
Speak Language (Eltharin) (Int)	Tomb Robber	Minstrel (1)
Speak Language (Estalian) (Int)		Astrologer (1), Crusader (2), Friar (1), Grandmaster (3), Guild Master (1), Knight of the Blazing Sun (1), Knight of the Inner Circle (2), Merchant (1)
Speak Language (Halfling) (Int)		
Speak Language (Khazalid) (Int)	Tomb Robber	Artisan (1), Engineer (1), Priest (Sigmar, All Orders) (1, 2 & 3)**
Speak Language (Kislevarin) (Int)	Boatman, Burgher, Camp Follower, Coachman, Drover, Riverwarden, Smuggler, Toll Keeper, Wrecker	Astrologer (1), Captain (2), Friar (1), Grandmaster (3), Herald (1), Innkeeper (1), Knight of the Inner Circle (2), Knight of the Raven (2), Mate (1), Merchant (1)
Speak Language (Norse) (Int)	Fisherman, Seaman	Guild Master (1), Mate (1), Merchant (1)
Speak Language (Reikspiel) (Int)	Agitator, Barber-Surgeon, Bear Tamer, Burgher, Drover, Entertainer, Fisherman, Horse Coper, Initiate, Litigant, Messenger, Noble, Rogue, Scribe, Squire, Student, Valet	Charlatan (1), Courtier (1), Demagogue (1), Friar (1), Guild Master (1), Herald (1), Innkeeper (1), Merchant (1), Noble Lord (2), Politician (1), Steward (1), Verenan Investigator (1)
Speak Language (Strigany) (Int)	Strigany Mystic	
Speak Language (Tilean) (Int)	Agitator, Barber-Surgeon, Burgher, Camp Follower, Coachman, Mercenary, Scribe, Seaman, Toll Keeper	Astrologer (1), Artisan (1), Captain (2), Charlatan (1), Courtier (1), Crusader (2), Engineer (1), Friar (1), Grandmaster (3), Guild Master (1), Herald (1), Innkeeper (1), Knight of the Blazing Sun (1), Knight of the Inner Circle (2), Minstrel (1), Sergeant (1)
Torture (Fel)	Penitent	Cult Acolyte of Nurgle (1), Crime Lord (2), Killer of the Dead (2), Magister Vigilant (2), Interrogator (1), Priest

		(Gunnred) (1, 2 & 3)**, Priest (Sigmar, Order of the Cleansing Flame, Order of the Templars of Sigmar) (1, 2 & 3)**
Trade (any one) (Varies)	Militiaman	Cloaked Brother (2), Cult Acolyte of Tzeentch (1)
Trade (any two) (Varies)	Tradesman	Guild Master (1)
Trade (any three) (Varies)		Artisan (1)
Trade (any four) (Varies)		
Trade (Apothecary) (Int)	Apothecary, Barber-Surgeon, Embalmer, Hedge Wizard, Strigany Mystic	Physician (1), Priest (Shallya) (1, 2 & 3)**, Warlock (2), Witch (1)
Trade (Armourer) (S)	Camp Follower	
Trade (Artist) (Ag)		Forger (1)
Trade (Bowyer) (Ag)	Camp Follower, Peasant	
Trade (Brewer) (Int)		
Trade (Calligrapher) (Ag)	Scribe	Forger (1)
Trade (Candlemaker) (Ag)		
Trade (Carpenter) (Ag)		
Trade (Cartographer) (Ag)	Camp Follower	Explorer (2), Navigator (1), Scholar (1), Sea Captain (2)
Trade (Cook) (Int)	Camp Follower, Peasant, Servant	Innkeeper (1)
Trade (Cooper) (S)		
Trade (Embalmer) (Int)	Embalmer****	Priest (Morr, no order) (1, 2 & 3)**
Trade (Farmer) (S)	Peasant	
Trade (Gem Cutter) (Ag)		
Trade (Goldsmith) (Ag)		
Trade (Gunsmith) (Ag)	Camp Follower	Artillerist (2), Engineer (1)
Trade (Herbalist) (Int)	Camp Follower	Priest (Shallya) (1, 2 & 3)**, Warlock (2), Witch (1)
Trade (Merchant) (Fel)	Camp Follower, Fisherman	Merchant (1), Steward (1)
Trade (Miller) (S)		
Trade (Miner) (S)	Miner	
Trade (Prospector) (S)	Miner	
Trade (Shipwright) (Int)		Mate (1), Priest (Manann, no order) (1, 2 & 3)**, Sea Captain (2)
Trade (Shoemaker) (Ag)		
Trade (Smith) (S)	Camp Follower	Forger (1)
Trade (Stoneworker) (Ag)		
Trade (Tailor) (Ag)	Camp Follower	
Trade (Tanner) (S)		
Trade (Weaponsmith) (S)	Camp Follower	
Ventriloquism (Fel)	Entertainer	

* The text gives here 'Academic Knowledge (Religion)', But I believe this is an error, as I see no significant difference between 'Religion' and 'Theology'.

** These entries indicate that a character in a 'Priest' (= Abbot, Priest, Anointed Priest, Exorcist, High Priest, Monk, Warrior Priest) career of the appropriate god and order (or lack of order) can learn this Skill one time in total, not once per career.

*** These entries indicate that a character in a general 'Knight' (= Knight, Knight of the Inner Circle, Grandmaster) career of the appropriate god and Templar order (or any order, as indicated) can learn this Skill one time in total, not once per career. These Skills cannot be added to a specific Knight career, such as Knight of the Blazing Sun or Black guard, as they are already included in those careers. The single exception is Knight of the Verdant Field; these can add the Skills of 'Knight (Order of the Righteous Spear)' to their career.

**** This one is not actually in the official career, but that an Embalmer does not have 'Trade (Embalmer)' must be an oversight.

***** As dictated by the route of the pilgrimage

***** The book actually gives here 'Secret Language (Cult Tongue)', but a special speech for one particular order of Ranaldians is too unlikely for me. Particularly since 'Secret Language (Guild Tongue)' or 'Secret Language (Thieves Tongue)' seem so appropriate. So I allow either to be chosen.