

Career names and places compilation: The Empire.

Basic Careers:

Number:	Name:	Place:
1	Agitator	WFRP, p. 31
2	Apothecary	SH, p. 121
3	Apprentice Wizard	WFRP, p. 31
4	Bailiff	WFRP, p. 32
5	Barber-Surgeon	WFRP, p. 32
6	Bear Tamer	RotIQ, p. 99
7	Boatman	WFRP, p. 33
8	Bodyguard	WFRP, p. 33
9	Bone Picker	WFRP, p. 34
10	Bounty Hunter	WFRP, p. 34
11	Burgher	WFRP, p. 35
12	Camp Follower	WFRP, p. 35
13	Charcoal-Burner	WFRP, p. 36
14	Chimneysweep	FoN, p. 12
15	Coachman	WFRP, p. 36
16	Drover	RotIQ, p. 100-101
17	Dung Collector	FoN, p. 12
18	Embalmer	NDM, p. 97
19	Entertainer	WFRP, p. 37
20	Exciseman	TiT, p. 11
21	Ferryman	WFRP, p. 38
22	Fisherman	WFRP, p. 39
23	Gambler	SH, p. 121
24	Grave Robber	WFRP, p. 40
25	Grave Warden	NDM, p. 98
26	Hedge Wizard	WFRP, p. 40
27	Horned Hunter	TiT, p. 9
28	Horse Coper	RotIQ, p. 103
29	Hunter	WFRP, p. 41
30	Initiate	WFRP, p. 41
31	Jailer	WFRP, p. 42
32	Lamplighter	SoA, p. 12
33	Litigant	TiT, p. 16
34	Marine	WFRP, p. 43
35	Mercenary	WFRP, p. 44
35	Messenger	WFRP, p. 44
37	Militiaman	WFRP, p. 45
38	Miner	WFRP, p. 45
39	Newsheet Vendor	SoA, p. 18
40	Noble	WFRP, p. 46
41	Outlaw	WFRP, p. 47
42	Outrider	WFRP, p. 47
43	Peasant	WFRP, p. 48

44	Penitent	ToS, p. 114
45	Pilgrim*	ToS, p. 174
46	Pit Fighter	WFRP, p. 48
47	Protagonist	WFRP, p. 49
48	Raconteur	SH, p. 121-122
49	Rat Catcher	WFRP, p. 49
50	River Warden	WFRPComp, p. 24
51	Roadwarden	WFRP, p. 50
52	Rogue	WFRP, p. 50
53	Scribe	WFRP, p. 51
54	Seaman	WFRP, p. 52
55	Servant	WFRP, p. 52
56	Sewer Jack	AoM, p. 29
57	Shieldbreaker**	WFRP, p. 53
58	Smuggler	WFRP, p. 53
59	Soldier	WFRP, p. 54
60	Squire	WFRP, p. 54
61	Stevedore	WFRPComp, p. 23
62	Strigany Mystic***	NDM, p. 100
63	Student	WFRP, p. 55
64	Temple Guardian	ToS, p. 193
65	Thief	WFRP, p. 55
66	Thug	WFRP, p. 56
67	Toll Keeper	WFRP, p. 56
68	Tomb Robber	WFRP, p. 57
69	Tradesman	WFRP, p. 57
70	Vagabond	WFRP, p. 58
71	Valet	WFRP, p. 59
72	Watchman	WFRP, p. 59
73	Wolf-Kin****	WFRP, p.60/AoM, p. 9
74	Woodsman	WFRP, p. 60
75	Wrecker	WFRPComp, p. 24
76	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.

** 'Shieldbreaker' cannot be had as a starting career. Therefore, it is technically a 1st tier Advanced career for humans.

*** 'Strigany Mystic' is only available to Strigany, a Gypsy-like people that travels the Empire and the wider world. It is included here because Imperial characters can be Strigany (see WFRPComp, p. 25 and NDM, p. 100)

**** 'Wolf-Kin' is a special type of Zealot (WFRP, p. 60) that is unique to the Cult of Ulric. The differences between it and standard Zealots are described on AoM, p. 9.

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	Artillerist	WFRPComp, p. 105	2
6	Artisan	WFRP, p. 62	1
7	Assassin	WFRP, p. 62	2
8	Astrologer	SH, p. 122	1
9	Black Guard (Knight)	NDM, p. 96-97	1
10	Cantor	ToS, p. 194	1
11	Captain	WFRP, p. 63	2
12	Cat Burglar	WFRP, p. 63	1
13	Catechist	ToS, p. 195	1
14	Champion	WFRP, p. 64	2
15	Charlatan	WFRP, p. 64	1
16	Cloaked Brother	ToC, p. 126	2
17	Courtier	WFRP, p. 65	1
18	Crime Lord	WFRP, p. 65	2
19	Crusader**	ToS, p. 201	2
20	Cult Acolyte of Khorne***	ToC, p. 67	1
21	Cult Acolyte of Nurgle***	ToC, p. 70	1
22	Cult Acolyte of Slaanesh***	ToC, p. 73-74	1
23	Cult Acolyte of Tzeentch***	ToC, p. 76-77	1
24	Cult Attendant	ToS, p. 194	1
25	Cult Magus of Khorne	ToC, p. 67-68	2
26	Cult Magus of Nurgle	ToC, p. 70-71	2
27	Cult Magus of Slaanesh	ToC, p. 74	2
28	Cult Magus of Tzeentch	ToC, p. 77	2
29	Demagogue	WFRP, p. 66	1
30	Duellist	WFRP, p. 67	1
31	Engineer	WFRP, p. 67	1
32	Exorcist	SH, . 123	2
33	Explorer	WFRP, p. 68	2
34	Fence	WFRP, p. 68	1
35	Flagellant****	WFRP, p. 69	1
36	Foreman	WFRPComp, p. 23	1
37	Forger	SH, p. 123-124	1
38	Friar	WFRP, p. 69	1
39	Grandmaster	ToS, p. 209	3
40	Guild Master	WFRP, p. 71	1
41	Herald	WFRP, p. 71	1
42	High Priest	WFRP, p. 72	3
43	Highwayman	WFRP, p. 72	1
44	Horse Master	RotIQ, p.103-104	1
45	Innkeeper	WFRP, p. 73	1
46	Interrogator	WFRP, p. 73	1
47	Journeyman Wizard	WFRP, p. 74	1
48	Judicial Champion	WFRP, p. 74	2
49	Killer of the Dead*****	NDM, p. 98-99	2
50	Knight	WFRP, p. 75	1

51	Knight of the Blazing Sun	SH, p. 124	1
52	Knight of the Inner Circle	WFRP, p. 75	2
53	Knight of the Raven	NDM, p. 99	2
54	Knight of the Verdant Field	TiT, p. 20	1
55	Knight Panther	ToC, p. 128	1
56	Magister Vigilant*****	NDM, p. 99-100	2
57	Master Thief	WFRP, p. 76	2
58	Master Wizard	WFRP, p. 76	2
59	Mate	WFRP, p. 77	1
60	Merchant	WFRP, p. 77	1
61	Minstrel	WFRP, p. 78	1
62	Monk	ToS, p. 183	1
63	Navigator	WFRP, p. 78	1
64	Noble Lord	WFRP, p. 79	2
65	Outlaw Chief	WFRP, p. 79	2
66	Physician	WFRP, p. 80	1
67	Pistolier	WFRP, p. 80	1
68	Politician	WFRP, p. 81	1
69	Priest	WFRP, p. 81	1
70	Racketeer	WFRP, p. 82	1
71	Scholar	WFRP, p. 82	1
72	Scourge of God	ToS, p. 114	2
73	Scout	WFRP, p. 83	1
74	Sea Captain	WFRP, p. 83	1
75	Sergeant	WFRP, p. 84	1
76	Spy	WFRP, p. 84	1
77	Steward	WFRP, p. 85	1
78	Targeteer	WFRP, p. 85	1
79	Vampire Hunter	WFRP, p. 86	1
80	Verenan Investigator	SH, p. 124	1
81	Veteran	WFRP, p. 86	1
82	Warlock	RoS, p. 131	2
83	Warrior Priest	ToS, p. 209	1
84	Witch	RoS, p. 131	1
85	Witch Hunter	WFRP, p. 87	2
86	Wizard Lord	WFRP, p. 87	3

* '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.

**** 'Flagellant' can only be entered by characters who have at least one insanity.

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

***** 'Magister Vigilant' can only be entered by characters who do *not* have the 'Dark Magic' and/or 'Dark Lore (any)' Talents.