

Careers and Talents, Border Princes:

Talent:	Basic Careers:	Advanced Careers, tier 1, 2, & 3:
Acute Hearing	Servant, Shieldbreaker	Cloaked Brother (2)
Aethyric Attunement		Anointed Priest (2), Cult Acolyte (Nurgle, Slaanesh, Tzeentch) (1), Cult Magus (Nurgle, Slaanesh, Tzeentch) (2), High Priest (3)
Alley Cat	Thief	Cat Burglar (1), Cloaked Brother (2), Killer of the Dead (2)
Ambidextrous		Duellist (1), Highwayman (1)
Arcane Lore (any one)		
Armoured Casting		Anointed Priest (2), High Priest (3), Priest (1)
Artistic		Artisan (1)
Contortionist	Entertainer	
Controlled Corruption (ToC, p. 77)		Cult Acolyte of Tzeentch (1)
Coolheaded	Agitator, Bone Picker, Outrider, Shieldbreaker, Thug, Valet, Watchman, Zealot	Agent of the Shroud (1), Cloaked Brother (2), Cult Acolyte of Tzeentch (1), Cult Magus of Nurgle (2)
Dark Lore (any one)		Warlock (2)
Dark Lore (Nurgle)		Cult Magus of Nurgle (2)
Dark Lore (Slaanesh)		Cult Magus of Slaanesh (2)
Dark Lore (Tzeentch)		Cult Magus of Tzeentch (2)
Dark Magic		Cult Acolyte (Nurgle, Slaanesh, Tzeentch) (1), Warlock (2), Witch (1)
Dealmaker	Burgher, Camp Follower, Smuggler, Tradesman, Valet	Courtier (1), Crime Lord (2), Cult Acolyte (Slaanesh, Tzeentch) (1), Cult Magus (Slaanesh, Tzeentch) (2), Fence (1), Guild Master (2), Innkeeper (1), Merchant (1), Politician (1),
Disarm	Bodyguard, Marine, Mercenary, Pit Fighter, Protagonist, Thug, Watchman	Captain (2), Duellist (1), Sea Captain (2)
Divine Lore (any one)		Anointed Priest (2)
Etiquette	Bailiff, , Noble, Servant, Squire, Valet	Artisan (1), Courtier (1), Cult Acolyte (Slaanesh, Tzeentch) (1), Demagogue (1), Duellist (1), Guild Master (2), Herald (1), High Priest (3), Highwayman (1), Innkeeper

		(1), Knight of the Inner Circle (2), Minstrel (1), Politician (1)
Excellent Vision		
Extra Spell (RoS, p. 137)		Cult Magus (Nurgle, Slaanesh, Tzeentch) (2)
Fast Hands		Anointed Priest (2), High Priest (3)
Fearless		Cult Acolyte of Nurgle (1), Cult Magus of Slaanesh (2), Flagellant (1), Killer of the Dead (2)
Flee!	Agitator, Anchorite, Camp Follower, Charcoal-Burner, Grave Robber, Peasant, Rogue, Servant	Badlands Ranger (2), Charlatan (1), Spy (1)
Fleet footed	Vagabond, Woodsman	Champion (2),
Flier**		
Focussed Strike (NDM, p.94)	Pit Fighter, Protagonist, Shieldbreaker, Thug	Cult Acolyte of Khorne (1), Cult Magus of Nurgle (2), Duellist (1), Killer of the Dead (2), Knight of the Blazing Sun (1), Priest (1), Vampire Hunter (1), Veteran (1)
Frenzy		Cult Magus of Khorne (2), Killer of the Dead (2), Priest (Ulric) (1,2, & 3)*
Frightening**		Cult Magus of Nurgle (2)
Hardy	Anchorite, Bone Picker, Camp Follower, Cenobite, Fisherman, Hunter, Peasant, Seaman, Servant, Zealot	Cult Acolyte of Khorne (1), Warlock (2)
Hedge Magic	Hedge Wizard	
Hoverer**		
Inured to Chaos (ToC, p. 68)		Cult Acolyte (Khorne, Nurgle, Slaanesh, Tzeentch) (1)
Keen Senses**		Agent of the Shroud (1), Cult Acolyte of Slaanesh (1)
Lesser Magic (any one)		
Lesser Magic (any two)		Anointed Priest (2), Cult Magus (Nurgle, Slaanesh, Tzeentch) (2), High Priest (3)
Lesser magic (any four)		
Lesser magic (Exorcism)		
Lightning Parry		Assassin (2), Captain (2), Champion (2), Judicial Champion (2), Knight of the Inner Circle (2), Outlaw Chief (2), Sea Captain (2)
Lightning Reflexes	Entertainer, Hunter, Initiate,	Champion (2), Cult Acolyte of

	Servant, Thug	Khorne (1), Cult Magus of Slaanesh (2), Killer of the Dead (2)
Linguistics	Scribe,	Cloaked Brother (2), Cult Acolyte of Tzeentch (1), Explorer (2), Guild Master (2), Scholar (1), Spy (1)
Luck	Noble, Rogue, Tomb Robber	Priest (Ranald) (1,2, & 3)*
Marksman	Bounty Hunter, Ferryman, Hunter, Vagabond	
Master Gunner		Champion (2), Duellist (1), Highwayman (1)
Master Orator		Cult Magus of Tzeentch (2), Demagogue (1), Herald (1), Noble Lord (2), Politician (1), Priest (1)
Meditation		Anointed Priest (2), Cult Magus of (Nurgle, Tzeentch) (2), High Priest (3)
Menacing	Protagonist	Crime Lord (2), Cult Magus of (Slaanesh, Tzeentch) (2), Enforcer (1), Interrogator (1), Killer of the Dead (2), Mystic (1), Priest (Morr) (1, 2, & 3)*, Racketeer (1), Sergeant (1)
Mighty Missile		Cult Magus (Nurgle, Tzeentch) (2), High Priest (3), Witch (1)
Mighty Shot		Champion (2), Duellist (1), Highwayman (1), Killer of the Dead (2), Outlaw Chief (2), Scout (1), Targeteer (1), Vampire Hunter (1), Veteran (1)
Mimic	Entertainer	Charlatan (1), Cloaked Brother (2)
Natural Weapons**		
Night Vision**		
Orientation	Badlander, Boatman, Fisherman, Messenger, Miner, Muleskinner, Outrider, Shieldbreaker, Vagabond	Badlands Ranger (2), Explorer (2), Navigator (1), Priest (Taal & Rhya) (1,2, & 3)*, Scout (1)
Petty Magic (Arcane)		
Petty Magic (Chaos)		Cult Acolyte (Nurgle, Slaanesh, Tzeentch) (1), Cult Magus of Slaanesh (2)
Petty Magic (Divine)		Priest (1)
Petty Magic (Hedge)	Hedge Wizard	
Public Speaking	Agitator, Bailiff, Entertainer, Initiate, Noble, Rogue, Zealot	Charlatan (1), Courtier (1), Crime Lord (2), Cult Acolyte (Nurgle, Tzeentch) (1),

		Demagogue (1), Herald (1), Minstrel (1), Mystic (1), Noble Lord (2), Politician (1), Steward (1)
Quick Draw	Bodyguard, Coachman, Entertainer, Marine, Mercenary, Pit Fighter, Protagonist, Thug	Assassin (2), Captain (2), Champion (2), Cult Magus of Khorne (2), Duellist (1), Enforcer (1), Outlaw Chief (2)
Rapid Reload	Hunter, Mercenary, Militiaman	Champion (2), Killer of the Dead (2), Outlaw Chief (2), Scout (1), Targeteer (1), Vampire Hunter (1), Veteran (1)
Resistance to Chaos**		
Resistance to Disease	Barber-Surgeon, Bone Picker, Camp Follower, Grave Robber, Jailer, Rat Catcher, Swamp Skimmer,	Cult Acolyte of Nurgle (1), Mate (1), Physician (1), Priest (Shallya) (1,2, & 3)*
Resistance to Magic**		Cult Acolyte of Tzeentch (1), Cult Magus of Khorne (2)
Resistance to Poison	Anchorite, Cenobite, Jailer, Rat Catcher, Thug	Border Courtier (1), Crime Lord (2), Cult Magus of Slaanesh (2)
Rover	Anchorite, Bounty Hunter, Hunter, Outlaw, Peasant, Strigany Mystic, Vagabond, Woodsman	Badlands Ranger (2), Killer of the Dead (2)
Savvy	Barber-Surgeon, Burgher, Charcoal-Burner, Fisherman, Noble, Student, Tradesman, Watchman	Agent of the Shroud (1), Cloaked Brother (2), Courtier (1), Cult Acolyte of Tzeentch (1), Cult Magus of Slaanesh (2)
Schemer	Noble	Agent of the Shroud (1), Border Courtier (1), Charlatan (1), Cloaked Brother (2), Courtier (1), Crime Lord (2), Cult Acolyte of Tzeentch (1), Cult Magus of Slaanesh (2), Enforcer (1), Politician (1), Spy (1)
Seasoned Traveller	Boatman, Camp Follower, Coachman, Messenger, Muleskinner, Seaman, Strigany Mystic, Vagabond, Valet	Anointed Priest (2), Charlatan (1), Cult Acolyte of Tzeentch (1), Explorer (2), Friar (1), Knight of the Inner Circle (2), Mate (1), Sea Captain (2), Sergeant (1)
Sharpshooter	Bounty Hunter, Entertainer, Mercenary, Outlaw	Assassin (2), Duellist (1), Highwayman (1), Targeteer (1)
Sixth Sense	Badlander, Rogue, Strigany Mystic, Swamp Skimmer, Tomb Robber	Agent of the Shroud (1), Badlands Ranger (2), Crime Lord (2), Killer of the Dead

		(2), Spy (1)
Specialist Weapon Group (any one)		
Specialist Weapon Group (any two)		Veteran (1)
Specialist Weapon Group (any three)		Champion (2), Priest (Myrmidia) (1, 2, & 3)*
Specialist Weapon Group (Cavalry)	Squire	Captain (2), Knight (1)
Specialist Weapon Group (Crossbow)		Crime Lord (2), Killer of the Dead (2), Master Thief (2), Scout (1), Targeteer (1), Vampire Hunter (1)
Specialist Weapon Group (Engineer)		
Specialist Weapon Group (Entangling)	Bounty Hunter, Jailer, Outrider	Assassin (2), Enforcer (1)
Specialist Weapon Group (Fencing)	Noble	Courtier (1), Duellist (1), Highwayman (1), Judicial Champion (2), Knight of the Inner Circle (2), Noble Lord (2), Sea Captain (2)
Specialist Weapon Group (Flail)	Pit Fighter, Zealot	Captain (2), Cult Acolyte of Khorne (1), Cult Magus of Khorne (2), Flagellant (1), Interrogator (1), Judicial Champion (2), Knight (1)
Specialist Weapon Group (Gunpowder)	Coachman, Ferryman	Duellist (1), Highwayman (1)
Specialist Weapon Group (Longbow)	Hunter	Scout (1), Targeteer (1)
Specialist Weapon Group (Parrying)	Bodyguard, Noble, Pit Fighter	Assassin (2), Captain (2), Crime Lord (2), Duellist (1), Judicial Champion (2), Knight of the Inner Circle (2)
Specialist Weapon Group (Sling)	Peasant, Rat Catcher	
Specialist Weapon Group (Throwing)	Bodyguard, Entertainer	Assassin (2), Killer of the Dead (2), Master Thief (2), Targeteer (1)
Specialist Weapon Group (Two-handed)	Militiaman, Miner, Pit Fighter Woodsman	Captain (2), Cult Acolyte of Khorne (1), Cult Magus of Khorne (2), Flagellant (1), Judicial Champion (2), Killer of the Dead (2), Knight (1), Priest (Sigmar) (1,2, & 3)*, Priest (Ulric) (1,2, & 3)*
Stout-hearted	Anchorite, Cenobite	Agent of the Shroud (1), Cult Magus of Tzeentch (2), Killer of the Dead (2), Knight of the

		Inner Circle (2), Vampire Hunter (1)
Street Fighting	Agitator, Bodyguard, Camp Follower, Ferryman, Fisherman, Protagonist, Seaman, Watchman	Assassin (2), Border Courtier (1), Cat Burglar (1), Demagogue (1), Enforcer (1), Innkeeper (1), Master Thief (2), Mate (1), Racketeer (1), Sergeant (1)
Streetwise	Bone Picker, Grave Robber, Outlaw, Rogue, Smuggler, Thief	Assassin (2), Cat Burglar (1), Charlatan (1), Cloaked Brother (2), Crime Lord (2), Cult Acolyte of Slaanesh (1), Demagogue (1), Fence (1), Innkeeper (1), Master Thief (2), Merchant (1), Politician (1), Racketeer (1)
Strike Mighty Blow	Bounty Hunter, Initiate (Ulric), Marine, Mercenary, Militiaman, Pit Fighter, Protagonist, Seaman, Shieldbreaker, Squire, Watchman	Anointed Priest (2), Cult Acolyte of Khorne (1), Duellist (1), Flagellant (1), Killer of the Dead (2), Knight (1), Racketeer (1), Sea Captain (2), Sergeant (1), Vampire Hunter (1), Veteran (1)
Strike to Injure	Initiate (Myrmidia), Pit Fighter, Protagonist, Shieldbreaker, Thug	Border Courtier (1), Cult Acolyte of Khorne (1), Cult Magus of Nurgle (2), Duellist (1), Killer of the Dead (2), Knight of the Inner Circle (2), Priest (1), Vampire Hunter (1), Veteran (1)
Strike to Stun	Bodyguard, Bounty Hunter, Marine, Mercenary, Outlaw, Protagonist, Shieldbreaker, Thug, Watchman	Cult Magus of Slaanesh (2), Fence (1), Innkeeper (1), Knight of the Inner Circle (2), Physician (1), Priest (1), Racketeer (1), Sergeant (1)
Strong-Minded	Cenobite, Grave Robber, Pit Fighter	High Priest (3)
Sturdy		
Suave	Barber-Surgeon, Burgher, Camp Follower, Ferryman, Initiate, Protagonist, Valet, Zealot	Agent of the Shroud (1), Border Courtier (1), Cloaked Brother (2), Courtier (1), Cult Acolyte (Slaanesh, Tzeentch) (1), Spy (1)
Sure Shot		Outlaw Chief (2), Scout (1), Targeteer (1)
Surgery	Barber-Surgeon	Physician (1)
Super Numerate	Bailiff, Thief	Fence (1), Merchant (1), Steward (1)
Swashbuckler	Seaman	Assassin (2), Duellist (1), Highwayman (1), Master Thief

		(2), Sea Captain (2)
Terrifying**		
Trapfinder	Thief, Tomb Robber	Cat Burglar (1), Master Thief (2)
Trick Riding	Entertainer	Highwayman (1)
Tunnel Rat	Rat Catcher, Tomb Robber	Vampire Hunter (1)
Undead**		
Unsettling		Cult Acolyte of Nurgle (1), Cult Magus of Khorne (2), Killer of the Dead (2)
Very Resilient	Barber-Surgeon, Bodyguard, Hunter, Miner, Servant, Woodsman	Badlands Ranger (2), Border Courtier (1), Cult Acolyte (Khorne, Nurgle) (1), Cult Magus of Khorne (2), Killer of the Dead (2), Veteran (1), Warlock (2)
Very Strong	Bodyguard, Charcoal-Burner, Entertainer, Initiate, Outrider, Pit Fighter, Zealot	Cult Magus of Khorne (2), Killer of the Dead (2), Veteran (1)
Warrior Born	Initiate, Miner	Cult Magus of Khorne (2)
Witchcraft (RoS, p. 128)		Witch (1)
Wrestling	Entertainer, Jailer, Pit Fighter, Thug	Champion (2), Interrogator (1), Sergeant (1)

* These entires indicate that a character in a 'Priest' (= Priest, Anointed Priest, High Priest) career of the appropriate God can learn this Talent at any time while in these careers.

**These 'Talents' are redefined in NDM (p. 100) as 'Traits'; racial abilities that cannot be aquired 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.