

Career names and places compilation: Border Princes.

Basic Careers:

Number:	Name:	Place:
1	Agitator	WFRP, p. 31
2	Anchorite	RC, p. 53
3	Badlander	RC, p. 52
4	Bailiff	WFRP, p. 32
5	Barber-Surgeon	WFRP, p. 32
6	Boatman	WFRP, p. 33
7	Bodyguard	WFRP, p. 33
8	Bone Picker	WFRP, p. 34
9	Bounty Hunter	WFRP, p. 34
10	Burgher	WFRP, p. 35
11	Camp Follower	WFRP, p. 35
12	Cenobite	RC, p. 53
13	Charcoal-Burner	WFRP, p. 36
14	Coachman	WFRP, p. 36
15	Entertainer	WFRP, p. 37
16	Ferryman	WFRP, p. 38
17	Fisherman	WFRP, p. 39
18	Grave Robber	WFRP, p. 40
19	Hedge Wizard	WFRP, p. 40
20	Hunter	WFRP, p. 41
21	Initiate	WFRP, p. 41
22	Jailer	WFRP, p. 42
23	Marine	WFRP, p. 43
24	Mercenary	WFRP, p. 44
25	Messenger	WFRP, p. 44
26	Militiaman	WFRP, p. 45
27	Miner	WFRP, p. 45
28	Muleskinner	RC, p. 54-55
29	Noble	WFRP, p. 46
30	Outlaw	WFRP, p. 47
31	Outrider	WFRP, p. 47
32	Peasant	WFRP, p. 48
33	Pit Fighter	WFRP, p. 48
34	Protagonist	WFRP, p. 49
35	Rat Catcher	WFRP, p. 49
35	Rogue	WFRP, p. 50
37	Scribe	WFRP, p. 51
38	Seaman	WFRP, p. 52
39	Servant	WFRP, p. 52
40	Shieldbreaker*	WFRP, p. 53
41	Smuggler	WFRP, p. 53
42	Squire	WFRP, p. 54
43	Strigany Mystic**	NDM, p. 100

44	Swamp Skimmer	RC, p. 52
45	Thief	WFRP, p. 55
46	Thug	WFRP, p. 56
47	Tomb Robber	WFRP, p. 57
48	Tradesman	WFRP, p. 57
49	Vagabond	WFRP, p. 58
50	Valet	WFRP, p. 59
51	Watchman	WFRP, p. 59
52	Woodsmen	WFRP, p. 60
53	Zealot	WFRP, p. 60

* '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 the Border princes seems to be an excellent place for them to wander, far from the mistrusting Imperials.

Advanced Careers:

Number:	Name:	Place:	Tier:
1	Agent of the Shroud	NDM, p. 96	1
2	Anointed Priest	WFRP, p. 61	2
3	Artisan	WFRP, p. 62	1
4	Assassin	WFRP, p. 62	2
5	Badlands Ranger	RC, p. 54	2
6	Border Courtier	RC, p. 55	1
7	Captain	WFRP, p. 63	2
8	Cat Burglar	WFRP, p. 63	1
9	Champion	WFRP, p. 64	2
10	Charlatan	WFRP, p. 64	1
11	Cloaked Brother	ToC, p. 126	2
12	Courtier	WFRP, p. 65	1
13	Crime Lord	WFRP, p. 65	2
14	Cult Acolyte of Khorne*	ToC, p. 67	1
15	Cult Acolyte of Nurgle*	ToC, p. 70	1
16	Cult Acolyte of Slaanesh*	ToC, p. 73-74	1
17	Cult Acolyte of Tzeentch*	ToC, p. 76-77	1
18	Cult Magus of Khorne	ToC, p. 67-68	2
19	Cult Magus of Nurgle	ToC, p. 70-71	2
20	Cult Magus of Slaanesh	ToC, p. 74	2
21	Cult Magus of Tzeentch	ToC, p. 77	2
22	Demagogue	WFRP, p. 66	1
23	Duellist	WFRP, p. 67	1
24	Enforcer	RC, p. 54	1
25	Explorer	WFRP, p. 68	2
26	Fence	WFRP, p. 68	1
27	Flagellant**	WFRP, p. 69	1
28	Friar	WFRP, p. 69	1
29	Guild Master	WFRP, p. 71	1

30	Herald	WFRP, p. 71	1
31	High Priest	WFRP, p. 72	3
32	Highwayman	WFRP, p. 72	1
33	Innkeeper	WFRP, p. 73	1
34	Interrogator	WFRP, p. 73	1
35	Judicial Champion	WFRP, p. 74	2
36	Killer of the Dead***	NDM, p. 98-99	2
37	Knight	WFRP, p. 75	1
38	Knight of the Inner Circle	WFRP, p. 75	2
39	Master Thief	WFRP, p. 76	2
40	Mate	WFRP, p. 77	1
41	Merchant	WFRP, p. 77	1
42	Minstrel	WFRP, p. 78	1
43	Mystic	RC, p. 54	1
44	Navigator	WFRP, p. 78	1
45	Noble Lord	WFRP, p. 79	2
46	Outlaw Chief	WFRP, p. 79	2
47	Physician	WFRP, p. 80	1
48	Politician	WFRP, p. 81	1
49	Priest	WFRP, p. 81	1
50	Racketeer	WFRP, p. 82	1
51	Scholar	WFRP, p. 82	1
52	Scout	WFRP, p. 83	1
53	Sea Captain	WFRP, p. 83	1
54	Sergeant	WFRP, p. 84	1
55	Spy	WFRP, p. 84	1
56	Steward	WFRP, p. 85	1
57	Targeteer	WFRP, p. 85	1
58	Vampire Hunter	WFRP, p. 86	1
59	Veteran	WFRP, p. 86	1
60	Warlock	RoS, p. 131	2
61	Witch	RoS, p. 131	1

*'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.

Note: many of the careers in books such as AoM, TiT, NDM etc. are too sophisticated for the Border Princes; examples are Embalmer (NDM), Exiseman (TiT) and Newsheet Vendor (SoA). Other careers represent institutions that do not exist in the Border Princes, such as Witch Hunter, Wizard (all careers) and Roadwarden. Finally, the careers in such books as KotG and RotIQ are either alien to Border Prince 'society' or, again, too sophisticated, so they're absent here.

Note 2: While the Border Princes is an area of minor importance in and of itself, it is for that very reason an excellent place for enemies of the established states (the Empire, Tilea,

Brettonnia etc), ranging from political opponents via intelligent monsters (Vampires) to cultists, to gather, plot and scheme. Therefore, some of the more secretive counter-organisations (like the Fellowship of the shroud and the Cloaked Brothers) are present as well.