

Careers and Talents, Bretonnia:

Talent:	Basic Careers:	Advanced Careers, tier 1, 2, & 3:
Acute Hearing	Servant	
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), 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), Forger (1)
Contortionist	Entertainer	
Controlled Corruption (ToC, p. 77)		Cult Acolyte of Tzeentch (1)
Coolheaded	Agitator, Bone Picker, Dung Collector, Outrider, Temple Guardian, Thug, Valet, Watchman, Zealot	Agent of the Shroud (1), Cult Acolyte of Tzeentch (1), Cult Magus of Nurgle (2), Forger (1), Horsemaster (1)
Dark Lore (any one)		
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)
Dealmaker	Burgher, Camp Follower, Frogwife, Horse Coper, Litigant, Mediator, Smuggler, Tradesman, Valet	Ambassador (3), Courtier (1), Crime Lord (2), Cult Acolyte (Slaanesh, Tzeentch) (1), Cult Attendant (1), Cult Magus (Slaanesh, Tzeentch) (2), Fence (1), Forger (1), Guild Master (1), Innkeeper (1), Merchant (1), Politician (1), Priest (Handrich) (1, 2 & 3)**, Priest (Ranald, The Brotherhood) (1,2, & 3)**
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, Gambler, Grail Pilgrim, Knight Errant, Litigant, Noble, Raconteur, Servant, Student, Valet	Ambassador (3), Artisan (1), Astrologer (1), Courtier (1), Cult Acolyte (Slaanesh, Tzeentch) (1), Demagogue (1),

		Duellist (1), Guild Master (1), Herald (1), High Priest (3), Highwayman (1), Innkeeper (1), Minstrel (1), Politician (1), Priest (Ranald, The Givers of Coin) (1,2, & 3)*
Excellent Vision		
Extra Spell (RoS, p. 137)		Cult Magus (Nurgle, Slaanesh, Tzeentch) (2)
Fast Hands		Anointed Priest (2), High Priest (3)
Fearless	Dung Collector***	Cult Acolyte of Nurgle (1), Cult Magus of Slaanesh (2), Killer of the Dead (2)
Flee!	Agitator, Camp Follower, Carcassonne Shepherd, Charcoal-Burner, Gambler, Grave Robber, Horse Coper, Peasant, Rogue, Servant	Astrologer (1), Battle Pilgrim (1), Charlatan (1), Forger (1), Spy (1)
Fleet footed	Carcassonne Shepherd, Vagabond, Woodsman	Champion (2)
Flier**		
Focussed Strike (NDM, p.94)	Pit Fighter, Protagonist, Soldier, Thug	Cult Acolyte of Khorne (1), Cult Magus of Nurgle (2), Duellist (1), Killer of the Dead (2), Priest (1), Vampire Hunter (1), Veteran (1)
Frenzy		Cult Magus of Khorne (2), Killer of the Dead (2), Priest (Myrmidia, Order of Fury) (1, 2, & 3)*
Frightening**		Cult Magus of Nurgle (2)
Grail Virtue (matching to virtue of Knighthood) (KotG, p. 108-109)		Grail Knight (3)
Hardy	Bone Picker, Camp Follower, Fisherman, Frogwife, Grail Pilgrim, Hunter, Peasant, Penitent, Raconteur, Seaman, Servant, Swampaire, Zealot	Battle Pilgrim (1), Cult Acolyte of Khorne (1), Horsemaster (1)
Hedge Magic		
Hoverer**		
Incantation (ToS, p. 194)		Cantor (1)
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)		
Lightning Parry		Assassin (2), Captain (2), Champion (2), Judicial Champion (2), Outlaw Chief (2), Sea Captain (2)
Lightning Reflexes	Entertainer, Hunter, Initiate, Servant, Stevedore, Thug, Toll Keeper, Swamptaire	Champion (2), Cult Acolyte of Khorne (1), Cult Magus of Slaanesh (2), Killer of the Dead (2), Wall Warden (1)
Linguistics	Scribe, Student	Ambassador (3), Crusader (2), Cult Acolyte of Tzeentch (1), Explorer (2), Guild Master (1), Monk (1), Scholar (1), Spy (1)
Luck	Gambler, Noble, Rogue, Tomb Robber	Astrologer (1), Grail Knight (3), Priest (Myrmidia, Order of True Insight) (1, 2, & 3)*, Priest (Ranald, no order) (1,2, & 3)*, Questing Knight (2)
Marksman	Bounty Hunter, Ferryman, Herrimault, Hunter, Swamptaire, Toll Keeper, Vagabond	
Master Gunner		Champion (2), Duellist (1), Highwayman (1)
Master Orator		Abbot (2), Cult Magus of Tzeentch (2), Demagogue (1), Herald (1), Noble Lord (2), Politician (1), Priest (1), Village Elder (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), Interrogator (1), Killer of the Dead (2), Priest (Morr, no order, Doomsayer, Black Guard) (1, 2, & 3)*, Racketeer (1), Sergeant (1), Village Elder (1)
Mighty Missile		Cult Magus (Nurgle, Tzeentch) (2), High Priest (3)
Mighty Shot		Champion (2), Duellist (1), Faceless (2), Highwayman (1), Killer of the Dead (2), Outlaw Chief (2), Scout (1), Targeteer (1), Vampire Hunter (1), Veteran (1)
Mimic	Entertainer	Charlatan (1)

Natural Weapons**		
Night Vision**		
Orientation	Boatman, Drover, Fisherman, Messenger, Miner, Outrider, Shieldbreaker, Vagabond, Wrecker	Crusader (2), Explorer (2), Navigator (1), Priest (Manann, Order of the Albatross) (1, 2, & 3)*, Priest (Taal & Rhya, no order) (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)		
Public Speaking	Agitator, Bailiff, Entertainer, Initiate, Litigant, Mediator, Noble, Raconteur, Rogue, Zealot	Abbot (2)****, Ambassador (3), Battle Pilgrim (1), Catechist (1), Charlatan (1), Courtier (1), Crime Lord (2), Cult Acolyte (Nurgle, Tzeentch) (1), Cult Attendant (1), Demagogue (1), Faceless (2), Foreman (1), Grail Knight (3), Herald (1), Minstrel (1), Noble Lord (2), Politician (1), Priest (Verena, Scalebearers) (1, 2, & 3)*, Steward (1), Village Elder (1)
Quick Draw	Bodyguard, Coachman, Entertainer, Marine, Mercenary, Pit Fighter, Protagonist, Sewer Jack, Thug	Assassin (2), Captain (2), Champion (2), Cult Magus of Khorne (2), Duellist (1), Outlaw Chief (2)
Rapid Reload	Hunter, Mercenary, Militiaman	Champion (2), Faceless (2), Killer of the Dead (2), Outlaw Chief (2), Pistolier (1), Scout (1), Targeteer (1), Vampire Hunter (1), Veteran (1)
Resistance to Chaos**		Grail Knight (3)
Resistance to Disease	Barber-Surgeon, Bone Picker, Camp Follower, Dung Collector, Grave Robber, Grave Warden, Jailer, Rat Catcher, Sewer Jack	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	Jailer, Rat Catcher, Thug	Crime Lord (2), Cult Magus of Slaanesh (2)
Rover	Bounty Hunter, Carcassonne Shepherd, Drover, Frogwife, Herrimault, Hunter, Outlaw, Peasant, Swampaire, Vagabond, Woodsman, Wrecker	Killer of the Dead (2), Yeoman (1)

Savvy	Barber-Surgeon, Burgher, Charcoal-Burner, Fisherman, Litigant, Noble, Student, Tradesman, Watchman	Abbot (2), Agent of the Shroud (1), Courtier (1), Cult Acolyte of Tzeentch (1), Cult Magus of Slaanesh (2), Priest (Handrich) (1, 2 & 3)**,
Schemer	Noble	Agent of the Shroud (1), Ambassador (3), Charlatan (1), Courtier (1), Crime Lord (2), Cult Acolyte of Tzeentch (1), Cult Magus of Slaanesh (2), Politician (1), Spy (1)
Seasoned Traveller	Boatman, Camp Follower, Coachman, Drover, Herrimault, Knight Errant, Mediator, Messenger, Pilgrim, Raconteur, Seaman, Student, Vagabond, Valet	Anointed Priest (2), Charlatan (1), Crusader (2), Cult Acolyte of Tzeentch (1), Explorer (2), Friar (1), Mate (1), Priest (Verena, Order of Mysteries) (1, 2, & 3)*, Questing Knight (2), Sea Captain (2), Sergeant (1)
Sharpshooter	Bounty Hunter, Carcassonne Shepherd, Entertainer, Mercenary, Outlaw, Wrecker	Assassin (2), Duellist (1), Highwayman (1), Targeteer (1)
Sixth Sense	Rogue, Tomb Robber	Agent of the Shroud (1), Crime Lord (2), Grail Knight (3), Killer of the Dead (2), Spy (1), Witch Hunter (2)
Specialist Weapon Group (any one)		Priest (Myrmidia, Order of the Eagle, Order of Fury) (1, 2, & 3)*, Yeoman (1)
Specialist Weapon Group (any two)		Veteran (1)
Specialist Weapon Group (any three)		Champion (2), Priest (Myrmidia, no order) (1, 2, & 3)*
Specialist Weapon Group (Cavalry)	Knight Errant	Captain (2), Knight of the Realm (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)		Wall Warden (1)
Specialist Weapon Group (Entangling)	Bounty Hunter, Drover, Horse Coper, Jailer, Outrider, Swampaire	Horsemaster (1), Assassin (2)
Specialist Weapon Group (Fencing)	Noble	Courtier (1), Duellist (1), Highwayman (1), Judicial Champion (2), Noble Lord (2), Sea Captain (2)
Specialist Weapon Group	Pit Fighter, Zealot	Captain (2), Cult Acolyte of

(Flail)		Khorne (1), Cult Magus of Khorne (2), Interrogator (1), Judicial Champion (2)
Specialist Weapon Group (Gunpowder)	Coachman, Ferryman	Duellist (1), Highwayman (1)
Specialist Weapon Group (Longbow)	Herrimault, Hunter	Scout (1), Targeteer (1)
Specialist Weapon Group (Parrying)	Bodyguard, Noble, Pit Fighter	Assassin (2), Captain (2), Crime Lord (2), Crusader (2), Duellist (1), Judicial Champion (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)	Grail Pilgrim, Man-at-Arms, Militiaman, Miner, Pit Fighter Woodsman	Captain (2), Cult Acolyte of Khorne (1), Cult Magus of Khorne (2), Grail Knight (3), Judicial Champion (2), Killer of the Dead (2), Knight of the Realm (1), Questing Knight (2), Yeoman (1)
Stout-hearted	Dung Collector***, Grail Pilgrim, Grave Warden, Frogwife	Agent of the Shroud (1), Battle Pilgrim (1), Crusader (2), Cult Magus of Tzeentch (2), Grail Knight (3), Killer of the Dead (2), Vampire Hunter (1)
Street Fighting	Agitator, Bodyguard, Camp Follower, Ferryman, Fisherman, Man-at-Arms, Protagonist, Seaman, Watchman	Assassin (2), Cat Burglar (1), Demagogue (1), Innkeeper (1), Master Thief (2), Mate (1), Racketeer (1), Sergeant (1)
Streetwise	Bone Picker, Frogwife, Gambler, Grave Robber, Outlaw, Rogue, Smuggler, Thief	Assassin (2), Cat Burglar (1), Charlatan (1), Crime Lord (2), Cult Acolyte of Slaanesh (1), Demagogue (1), Fence (1), Foreman (1), Innkeeper (1), Master Thief (2), Merchant (1), Politician (1), Priest (Ranald, The Givers of Coin) (1, 2, & 3)*, Racketeer (1)
Strike Mighty Blow	Bounty Hunter, Knight Errant, Man-at-Arms, Marine, Mercenary, Militiaman, Pit Fighter, Protagonist, Seaman, Temple Guardian, Watchman	Anointed Priest (2), Cult Acolyte of Khorne (1), Duellist (1), Grail Knight (3), Killer of the Dead (2), Knight of the Realm (1), Questing Knight (2), Racketeer (1), Sea Captain (2), Sergeant (1), Vampire Hunter (1), Veteran (1)

Strike to Injure	Initiate (Myrmidia), Man-at-Arms, Pit Fighter, Protagonist, Thug	Crusader (2), Cult Acolyte of Khorne (1), Cult Magus of Nurgle (2), Duellist (1), Grail Knight (3), Killer of the Dead (2), Priest (1), Questing Knight (2), Vampire Hunter (1), Veteran (1)
Strike to Stun	Bodyguard, Bounty Hunter, Marine, Mercenary, Outlaw, Penitent, Protagonist, Temple Guardian, Thug, Watchman, Wrecker	Battle Pilgrim (1), Crusader (2), Cult Magus of Slaanesh (2), Fence (1), Innkeeper (1), Physician (1), Priest (1), Priest (Ranald, Crooked Fingers) (1,2, & 3)*, Racketeer (1), Sergeant (1), Yeoman (1)
Strong-Minded	Grail Pilgrim, Grave Robber, Pit Fighter	Abbot (2), Battle Pilgrim (1), High Priest (3), Priest (Verena, Order of Mysteries) (1, 2, & 3)*,
Sturdy	Stevedore	Grail Knight (3), Questing Knight (2)
Suave	Barber-Surgeon, Burgher, Camp Follower, Ferryman, Horse Coper, Initiate, Litigant, Mediator, Protagonist, Student, Valet, Zealot	Agent of the Shroud (1), Ambassador (3), Courtier (1), Cult Acolyte (Slaanesh, Tzeentch) (1), Forger (1), Spy (1), Village Elder (1)
Sure Shot		Faceless (2), Outlaw Chief (2), Scout (1), Targeteer (1)
Surgery	Barber-Surgeon	Physician (1)
Super Numerate	Bailiff, Student, Thief	Astrologer (1), 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, Sewer Jack	Vampire Hunter (1)
Undead**		
Unsettling		Cult Acolyte of Nurgle (1), Cult Magus of Khorne (2), Faceless (2), Killer of the Dead (2)
Very Resilient	Barber-Surgeon, Bodyguard, Grail Pilgrim, Hunter, Miner, Penitent, Pilgrim, Servant, Swampaire, Woodsman	Battle Pilgrim (1), Cult Acolyte (Khorne, Nurgle) (1), Cult Magus of Khorne (2), Grail Knight (3), Killer of the Dead (2), Questing Knight (2), Veteran (1), Yeoman (1)

Very Strong	Bodyguard, Charcoal-Burner, Entertainer, Grave Warden, Initiate, Outrider, Pit Fighter, Stevedore, Zealot	Battle Pilgrim (1), Cult Magus of Khorne (2), Grail Knight (3), Horsemaster (1), Killer of the Dead (2), Questing Knight (2), Veteran (1), Yeoman (1)
Virtue of Chivalry (KotG, p. 107)	Knight Errant	
Virtue of Knighthood (any one) (KotG, p.107-108)		Knight of the Realm (1)
Virtue of the Quest (KotG, p. 108)		Questing Knight (2)
Warrior Born	Initiate, Miner	Cult Magus of Khorne (2), Grail Knight (3), Questing Knight (2)
Witchcraft (RoS, p. 128)		
Wrestling	Entertainer, Jailer, Pit Fighter, Thug	Champion (2), Interrogator (1), Sergeant (1)

* These entries 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 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 its redefinition as 'Trait' as you please.

*** 'As written, Dung Collectors have the 'Fearless' talent. This is perhaps a bit too powerful a Talent for a basic career, so in my games they have 'Stout Hearted' instead.

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