

## Careers and Talents: The Empire

<b>Talent:</b>	<b>Basic Careers:</b>	<b>Advanced Careers, tier 1, 2, &amp; 3:</b>
Acute Hearing	Servant, Shieldbreaker	
Aethyric Attunement	Apprentice Witch	Anointed Priest (2), Cult Acolyte (Nurgle, Slaanesh, Tzeentch) (1), Cult Magus (Nurgle, Slaanesh, Tzeentch) (2), Hag Mother (2), High Priest (3)
Alley Cat	Thief	Cat Burglar (1), Killer of the Dead (2), Verenan Investigator (1)
Ambidextrous		Highwayman (1)
Arcane Lore (any one)		
Armoured Casting		Anointed Priest (2), High Priest (3), Priest (1), Warrior Priest (2)
Artistic		Artisan (1), Forger (1)
Contortionist	Chimneysweep, Entertainer	
Controlled Corruption (ToC, p. 77)		Cult Acolyte of Tzeentch (1)
Coolheaded	Agitator, Bear Tamer, Bone Picker, Dung Collector, Outrider, Shieldbreaker, Temple Guardian, Thug, Valet, Watchman, Wise Woman, Zealot	Agent of the Shroud (1), Artillerist (2), Ataman (1), Cult Acolyte of Tzeentch (1), Cult Magus of Nurgle (2), Exorcist (2), Forger (1), Horse Archer (1), Horse Master (1), Ice Maiden (1), Priest (Taal & Rhya, Daughters of Rhya) (1, 2, & 3)*, Verenan Investigator (1)
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, Horse Coper, 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)*,

Disarm	Bodyguard, Checkist, Marine, Mercenary, Pit Fighter, Protagonist, Thug, Watchman	Captain (2), Sea Captain (2)
Divine Lore (any one)		Anointed Priest (2), Exorcist (2), Warrior Priest (2)
Etiquette	Bailiff, Noble, Raconteur, Servant, Student, Valet	Ambassador (3), Artisan (1), Astrologer (1), Courtier (1), Cult Acolyte (Slaanesh, Tzeentch) (1), Demagogue (1), Guild Master (1), Herald (1), High Priest (3), Highwayman (1), Innkeeper (1), Minstrel (1), Politician (1)
Excellent Vision		Hag Mother (2),
Extra Spell (RoS, p. 137)		Cult Magus (Nurgle, Slaanesh, Tzeentch) (2)
Fast Hands		Anointed Priest (2), Hag Witch (1), High Priest (3), Ice Witch (2), Warrior Priest (2)
Fearless	Dung Collector****	Cult Acolyte of Nurgle (1), Cult Magus of Slaanesh (2), Killer of the Dead (2)
Flee!	Agitator, Camp Follower, Charcoal-Burner, Grave Robber, Horse Coper, Peasant, Rogue, Servant	Astrologer (1), Charlatan (1), Forger (1), Spy (1)
Fleet Footed	Horned Hunter, Vagabond, Woodsman	Champion (2), Priest (Taal & Rhya, Horned Hunters) (1, 2, & 3)*
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), Priest (1), Vampire Hunter (1), Veteran (1), Winged Lancer (1)
Frenzy	Horned Hunter, Wolf-Kin	Cult Magus of Khorne (2), Killer of the Dead (2), Priest (Taal & Rhya, Horned Hunters) (1, 2, & 3)*, Priest (Ulric, all orders) (1, 2, & 3)*
Frightening**		Cult Magus of Nurgle (2)
Hardy	Apprentice Witch, Bone Picker, Camp Follower, Fisherman, Horned Hunter, Hunter, Peasant, Raconteur, Seaman, Servant, Steppes Nomad, Wolf-Kin, Zealot	Cult Acolyte of Khorne (1), Hag Witch (1), Horse Archer (1), Horse Master (1), Priest (Taal & Rhya, Horned Hunters) (1, 2, & 3)*, Warlock (2), Winged Lancer (1)
Hedge Magic	Hedge Wizard	
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), Verenian Investigator (1)
Lesser Magic (any one)	Apprentice Witch	Exorcist (2)
Lesser Magic (any two)		Anointed Priest (2), Cult Magus (Nurgle, Slaanesh, Tzeentch) (2), High Priest (3), Warrior Priest (2)
Lesser Magic (any four)		
Lesser Magic (any three)		Hag Mother (2), Hag Witch (1), Ice Maiden (1), Ice Witch (2)
Lesser Magic (Exorcism)		Exorcist (2)
Lightning Parry		Assassin (2), Captain (2), Champion (2), Judicial Champion (2), Outlaw Chief (2), Sea Captain (2)
Lightning Reflexes	Bear Tamer, Entertainer, Hunter, Initiate, Servant, Stevedore, Thug, Toll Keeper	Champion (2), Cult Acolyte of Khorne (1), Cult Magus of Slaanesh (2), Killer of the Dead (2)
Linguistics	Scribe, Student	Ambassador (3), Cult Acolyte of Tzeentch (1), Explorer (2), Guild Master (1), Monk (1), Scholar (1), Spy (1)
Luck	Noble, Rogue, Tomb Robber	Astrologer (1), Hag Mother (2),
Marksman	Bounty Hunter, Ferryman, Hunter, Streltsi, Toll Keeper, Vagabond	Artillerist (2)
Master Gunner	Streltsi,	Champion (2), Engineer (1), Highwayman (1)
Master Orator		Abbot (2), Ambassador (3), 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), Hag Witch (1), High Priest (3), Ice Maiden (1), Warrior Priest (2)
Menacing	Checklist, Protagonist	Crime Lord (2), Cult Magus of (Slaanesh, Tzeentch) (2), Exorcist (2), Ice Witch (2), Interrogator (1), Killer of the Dead (2), Priest (Tor) (1, 2, & 3)*, Racketeer (1), Sergeant (1)

Mighty Missile		Cult Magus (Nurgle, Tzeentch) (2), High Priest (3), Ice Maiden (1), Witch (1)
Mighty Shot	Streltsi,	Artillerist (2), Champion (2), Highwayman (1), Horse Archer (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, Initiate (Dahz), Messenger, Miner, Outrider, Shieldbreaker, Vagabond, Wrecker	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)
Perrt Magic (Hag)		Hag Witch (1)
Petty Magic (Hedge)	Hedge Wizard	
Petty magic (Ice)	Apprentice Witch	
Public Speaking	Agitator, Bailiff, Bear Tamer, Entertainer, Initiate, Noble, Raconteur, Rogue, Wolf-Kin, Zealot	Abbot (2)***, Ambassador (3), Ataman (1), Catechist (1), Charlatan (1), Courtier (1), Crime Lord (2), Cult Acolyte (Nurgle, Tzeentch) (1), Cult Attendant (1), Demagogue (1), Foreman (1), Herald (1), Minstrel (1), Noble Lord (2), Politician (1), Priest (Verena, Scalebearers) (1, 2, & 3)*, Steward (1)
Quick Draw	Bodyguard, Coachman, Entertainer, Marine, Mercenary, Pit Fighter, Protagonist, Sewer Jack, Streltsi, Thug	Assassin (2), Captain (2), Champion (2), Cult Magus of Khorne (2), Horse Archer (1), Outlaw Chief (2)
Rapid Reload	Hunter, Mercenary, Militiaman, Streltsi	Artillerist (2), Champion (2), Horse Archer (1), 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, Dung Collector, Grave Robber, Jailer,	Cult Acolyte of Nurgle (1), Mate (1), Physician (1), Priest (Shallya) (1,2, & 3)*

	Rat Catcher, Sewer Jack	
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, Drover, Hunter, Outlaw, Peasant, Steppes Nomad, Vagabond, Woodsman, Wrecker	Hag Mother (2), Killer of the Dead (2)
Savvy	Barber-Surgeon, Burgher, Charcoal-Burner, Fisherman, Noble, Student, Tradesman, Watchman, Wise Woman	Abbot (2), Agent of the Shroud (1), Ambassador (3), Courtier (1), Cult Acolyte of Tzeentch (1), Cult Magus of Slaanesh (2), Priest (Handrich) (1, 2 & 3)**, Verenan Investigator (1)
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, Messenger, Raconteur, Seaman, Student, Vagabond, Valet	Anointed Priest (2), Charlatan (1), Cult Acolyte of Tzeentch (1), Explorer (2), Friar (1), Priest (Verena, Order of Mysteries) (1, 2, & 3)*, Sea Captain (2), Sergeant (1)
Sharpshooter	Bounty Hunter, Entertainer, Mercenary, Outlaw, Streltsi, Wrecker	Artillerist (2), Assassin (2), Highwayman (1), Targeteer (1)
Sixth Sense	Rogue, Tomb Robber	Agent of the Shroud (1), Crime Lord (2), Exorcist (2), Hag Mother (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)
Specialist Weapon Group (Cavalry)		Captain (2), Horse Archer (1), Winged Lancer (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)		Artillerist (2), Engineer (1)
Specialist Weapon Group (Entangling)	Bounty Hunter, Drover, Horse Coper, Jailer, Outrider	Assassin (2), Horse Master (1)

Specialist Weapon Group (Fencing)	Noble	Courtier (1), Highwayman (1), Judicial Champion (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), Interrogator (1), Judicial Champion (2)
Specialist Weapon Group (Gunpowder)	Checkist, Coachman, Ferryman, Strelnitsi	Artillerist (2), Engineer (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), 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)	Militiaman, Miner, Pit Fighter Strelnitsi, Woodsman	Captain (2), Cult Acolyte of Khorne (1), Cult Magus of Khorne (2), Judicial Champion (2), Killer of the Dead (2), Priest (Tor) (1, 2, & 3)*, Priest (Ulric, no order, Order of the Howling Wolf) (1,2, & 3)*, Warrior Priest (2)
Stout-hearted	Dung Collector****, Initiate (Tor), Temple Guardian	Agent of the Shroud (1), Cult Magus of Tzeentch (2), Exorcist (2), Ice Maiden (1), Killer of the Dead (2), Vampire Hunter (1)
Street Fighting	Agitator, Bodyguard, Camp Follower, Ferryman, Fisherman, Protagonist, Seaman, Watchman	Assassin (2), Cat Burglar (1), Demagogue (1), Innkeeper (1), Master Thief (2), Mate (1), Racketeer (1), Sergeant (1), Verenan Investigator (1)
Streetwise	Bone Picker, Chimneysweep, 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), Racketeer (1), Verenan Investigator (1)
Strike Mighty Blow	Bounty Hunter, Checkist, Initiate (Ulric), Marine, Mercenary, Militiaman, Pit Fighter, Protagonist, Seaman, Shieldbreaker, Temple	Anointed Priest (2), Cult Acolyte of Khorne (1), Killer of the Dead (2), Racketeer (1), Sea Captain (2), Sergeant (1), Vampire Hunter (1), Veteran

	Guardian, Watchman, Wolf-Kin	(1), Warrior Priest (2), Winged Lancer (1)
Strike to Injure	Pit Fighter, Protagonist, Shieldbreaker, Thug	Cult Acolyte of Khorne (1), Cult Magus of Nurgle (2), Killer of the Dead (2), Priest (1), Vampire Hunter (1), Veteran (1), Winged Lancer (1)
Strike to Stun	Bodyguard, Bounty Hunter, Checkist, Marine, Mercenary, Outlaw, Protagonist, Shieldbreaker, Temple Guardian, Thug, Watchman, Wrecker	Cult Magus of Slaanesh (2), Fence (1), Innkeeper (1), Physician (1), Priest (1), Racketeer (1), Sergeant (1)
Strong-Minded	Grave Robber, Pit Fighter	Abbot (2), Exorcist (2), Hag Witch (1), High Priest (3), Ice Maiden (1), Priest (Verena, Order of Mysteries) (1, 2, & 3)*, Verenan Investigator (1)
Sturdy	Stevedore	
Suave	Barber-Surgeon, Burgher, Camp Follower, Ferryman, Horse Coper, Initiate, Protagonist, Student, Valet, Zealot	Agent of the Shroud (1), Ambassador (3), Ataman (1), Courtier (1), Cult Acolyte (Slaanesh, Tzeentch) (1), Forger (1), Spy (1)
Sure Shot		Artillerist (2), Horse Archer (1), Outlaw Chief (2), Pistolier (1), 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), 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), Ice Witch (2), Killer of the Dead (2)
Very Resilient	Apprentice Witch, Barber-Surgeon, Bear Tamer, Bodyguard, Horned Hunter, Hunter, Miner, Servant, Woodsman	Cult Acolyte (Khorne, Nurgle) (1), Cult Magus of Khorne (2), Killer of the Dead (2), Priest (Taal & Rhya, Horned Hunters) (1, 2, & 3)*, Priest (Ulric, Order of the Winter Throne) (1,

		2, & 3)*, Veteran (1), Warlock (2), Winged Lancer (1)
Very Strong	Bear Tamer, Bodyguard, Charcoal-Burner, Chimneysweep, Entertainer, Grave Warden, Initiate, Outrider, Pit Fighter, Stevedore, Wolf-Kin, Zealot	Cult Magus of Khorne (2), Horse Master (1), Killer of the Dead (2), Priest (Ursun) (1, 2 & 3)*, Veteran (1)
Warrior Born	Initiate, Miner	Cult Magus of Khorne (2)
Witchcraft (RoS, p. 128)		Witch (1)
Witch Lore (Hag)		Hag Mother (2)
Witch Lore (Ice)		Ice Maiden (1)
Wrestling	Bear Tamer, Entertainer, Jailer, Pit Fighter, Thug	Champion (2), Interrogator (1), Sergeant (1)

\* 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 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.

\*\*\* 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 ommission that Abbots do not have this talent.

\*\*\*\* '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.