

## **Career names and places compilation: Kislev.**

### Basic Careers:

<b>Number:</b>	<b>Name:</b>	<b>Place:</b>
1	Agitator	WFRP, p. 31
2	Apprentice Witch*/**	RotIQ, p. 98-99
3	Bailiff	WFRP, p. 32
4	Barber-Surgeon	WFRP, p. 32
5	Bear Tamer	RotIQ, p. 99
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	Charcoal-Burner	WFRP, p. 36
13	Checkist	RotIQ, p. 99-100
14	Chimneysweep	FoN, p. 12
15	Coachman	WFRP, p. 36
16	Drover	RotIQ, p. 100-101
17	Dung Collector	FoN, p. 12
18	Entertainer	WFRP, p. 37
19	Ferryman	WFRP, p. 38
20	Fisherman	WFRP, p. 39
21	Grave Robber	WFRP, p. 40
22	Hedge Wizard	WFRP, p. 40
23	Horse Coper	RotIQ, p. 103
24	Horned Hunter	TiT, p. 9
25	Hunter	WFRP, p. 41
26	Initiate	WFRP, p. 41
27	Jailer	WFRP, p. 42
28	Kossar	WFRP, p. 42
29	Marine	WFRP, p. 43
30	Mercenary	WFRP, p. 44
31	Messenger <sup>1</sup>	WFRP, p. 44
32	Militiaman	WFRP, p. 45
33	Miner	WFRP, p. 45
34	Noble	WFRP, p. 46
35	Outlaw	WFRP, p. 47
35	Outrider	WFRP, p. 47
37	Peasant	WFRP, p. 48
38	Pit Fighter	WFRP, p. 48
39	Protagonist	WFRP, p. 49
40	Raconteur	SH, p. 121-122
41	Rat Catcher	WFRP, p. 49
42	Rogue	WFRP, p. 50
43	Scribe	WFRP, p. 51

44	Seaman	WFRP, p. 52
45	Servant	WFRP, p. 52
46	Sewer Jack	AoM, p. 29
47	Shieldbreaker****	WFRP, p. 53
48	Smuggler	WFRP, p. 53
49	Steppes Nomad***	RotIQ p. 105
50	Stevedore	WFRPComp, p. 23
51	Streltsi	RotIQ, p. 105-106
52	Student	WFRP, p. 55
53	Temple Guardian	ToS, p. 193
54	Thief	WFRP, p. 55
55	Thug	WFRP, p. 56
56	Toll Keeper	WFRP, p. 56
57	Tomb Robber	WFRP, p. 57
58	Tradesman	WFRP, p. 57
59	Vagabond	WFRP, p. 58
60	Valet	WFRP, p. 59
61	Watchman	WFRP, p. 59
62	Wise Woman*/****	RotIQ, p. 107
63	Wolf-Kin*****	WFRP, p.60/AoM, p. 9
64	Woodsmen	WFRP, p. 60
65	Wrecker	WFRPComp, p. 24
66	Zealot	WFRP, p. 60

\* These careers are only available to females.

\*\* These careers are only available to Gospodars

\*\*\* These Careers are only available to Ungols

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

\*\*\*\*\* '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.

<sup>1</sup> 'Messenger' is not actually in the list of Starting careers in RotIQ, but the role so fits with the geography of Kislev, that this must be an oversight.

#### 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	Ataman	RotIQ, p. 99	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	Courtier	WFRP, p. 65	1
17	Crime Lord	WFRP, p. 65	2
18	Cult Acolyte of Khorne**	ToC, p. 67	1
19	Cult Acolyte of Nurgle**	ToC, p. 70	1
20	Cult Acolyte of Slaanesh**	ToC, p. 73-74	1
21	Cult Acolyte of Tzeentch**	ToC, p. 76-77	1
22	Cult Attendant	ToS, p. 194	1
23	Cult Magus of Khorne	ToC, p. 67-68	2
24	Cult Magus of Nurgle	ToC, p. 70-71	2
25	Cult Magus of Slaanesh	ToC, p. 74	2
26	Cult Magus of Tzeentch	ToC, p. 77	2
27	Demagogue	WFRP, p. 66	1
28	Engineer	WFRP, p. 67	1
29	Exorcist	SH, p. 123	2
30	Explorer	WFRP, p. 68	2
31	Fence	WFRP, p. 68	1
32	Foreman	WFRPComp, p. 23	1
33	Forger	SH, p. 123-124	1
34	Friar	WFRP, p. 69	1
35	Guild Master	WFRP, p. 71	1
36	Hag Mother***	RotIQ, p. 101	2
37	Hag Witch***	RotIQ, p. 101-102	1
38	Herald	WFRP, p. 71	1
39	High Priest	WFRP, p. 72	3
40	Highwayman	WFRP, p. 72	1
41	Horse Archer***	RotIQ, p. 102-103	1
42	Horsemaster	RotIQ, p. 103-104	1
43	Ice Maiden****/*****	RotIQ, p. 104	1
44	Ice Witch****/*****	RotIQ, p. 104-105	2
45	Innkeeper	WFRP, p. 73	1
46	Interrogator	WFRP, p. 73	1
47	Judicial Champion	WFRP, p. 74	2
48	Killer of the Dead*****	NDM, p. 98-99	2
49	Master Thief	WFRP, p. 76	2
50	Mate	WFRP, p. 77	1
51	Merchant	WFRP, p. 77	1
52	Minstrel	WFRP, p. 78	1
53	Monk	ToS, p. 183	1
54	Navigator	WFRP, p. 78	1
55	Noble Lord	WFRP, p. 79	2
56	Outlaw Chief	WFRP, p. 79	2
57	Physician	WFRP, p. 80	1
58	Politician	WFRP, p. 81	1
59	Priest	WFRP, p. 81	1

60	Racketeer	WFRP, p. 82	1
61	Scholar	WFRP, p. 82	1
62	Scout	WFRP, p. 83	1
63	Sea Captain	WFRP, p. 83	1
64	Sergeant	WFRP, p. 84	1
65	Spy	WFRP, p. 84	1
66	Steward	WFRP, p. 85	1
67	Targeteer	WFRP, p. 85	1
68	Vampire Hunter	WFRP, p. 86	1
69	Verenan Investigator	SH, p. 124	1
70	Veteran	WFRP, p. 86	1
71	Warlock	RoS, p. 131	2
72	Warrior Priest*****	ToS, p. 209	1
73	Winged Lancer****	RotIQ, p. 106-107	1
74	Witch	RoS, p. 131	1

\* 'Ambassador' can only be entered by nobles who have been appointed by a government.

\*\* '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.

\*\*\* These Careers are only available to Ungols

\*\*\*\* These careers are only available to Gospodars

\*\*\*\*\* These careers are only available to females.

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

\*\*\*\*\* Followers of Shallya may not become 'Warrior Priests'

#### Forbidden or Dubious careers:

Number:	Name:	Place:	Tier (0 = basic):	Reason:
1	Apothecary	SH, p. 121	0	Culture
2	Apprentice Wizard	WFRP, p. 31	0	Magic
3	Black Guard (Knight)	NDM, p. 96-97	1	Religion
4	Cloaked Brother	ToC, p. 126	2	Institution
5	Crusader	ToS, p. 201	2	Religion
6	Duellist	WFRP, p. 67	1	Culture
7	Embalmer	NDM, p. 97	0	Culture
8	Exciseman	TiT, p. 11	0	Society
9	Flagellant	WFRP, p. 69	1	Religion
10	Gambler	SH, p. 121	0	Culture
11	Grandmaster	ToS, p. 209	3	Institution
12	Grave Warden	NDM, p. 98	0	Culture
13	Journeyman Wizard	WFRP, p. 74	1	Magic
14	Lamplighter	SoA, p. 12	0	Institution
15	Knight	WFRP, p. 75	1	Knight
16	Knight of the	SH, p. 124	1	Knight

	Blazing Sun			
17	Knight of the Inner Circle	WFRP, p. 75	2	Institution
18	Knight of the Raven	NDM, p. 99	2	Knight
19	Knight of the Verdant Field	TiT, p. 20	1	Knight
20	Knight Panther	ToC, p. 128	1	Knight
21	Litigant	TiT, p. 16	0	Society
22	Magister Vigilant	NDM, p. 99-100	2	Magic
23	Master Wizard	WFRP, p. 76	2	Magic
24	Messenger	WFRP, p. 44	0	Institution
25	Newssheet Vendor	SoA, p. 18	0	Society
26	Penitent	ToS, p. 114	0	Culture
27	Pilgrim	ToS, p. 174	0	Culture
28	Pistolier	WFRP, p. 80	1	Institution
29	River Warden	WFRPComp, p. 24	0	Institution
30	Roadwarden	WFRP, p. 50	0	Institution
31	Scourge of God	ToS, p. 114	2	Religion
32	Soldier	WFRP, p. 54	0	Replaced
33	Squire	WFRP, p. 54	0	Knight
34	Strigany Mystic	NDM, p. 100	0	Not Citizens
35	Witch Hunter	WFRP, p. 87	2	Institution
36	Wizard Lord	WFRP, p. 87	3	Magic

#### Reasons:

- Culture: These careers presume a cultural practice too far from the Kislevite mindset.
- Knight: Kislev has only one order of Knights; the Winged lancers. Small chapters of other orders, like the Knights of the White Wolf, may exist, but not in significant numbers.
- Institution: These careers represent official institutions that are, for various reasons, Empire specific.
- Magic: Kislev has it's own magical traditions, and tolerates no others
- Not Citizens: Strigany are very rare, if not totally absent, in Kislev
- Replaced: These careers have a Kislevite equivalent.
- Religion: While Kislevites worship a number of the same gods as in the Empire, not all are worshiped, and not all are worshiped in the same way. In particular, Myrmidia, Morr, Ranald, Gunndred and Sigmar are worshiped only by a few, if at all, and Penitence/Flagellation as a career choice is quite superfluous and 'decadent' when the land itself is so harsh.
- Society: While Kislev is a more complex society than, say Brettonnia, it's institutions of power are still simpler than those in the Empire, so some of the offices that are necessary there have no real place in Kislev.

Note: These 'reasons' are based on the information given in RotIQ, but nevertheless also involve my personal judgement, particularly in the cases of 'Culture', 'Society' and 'Religion'. If you differ with the decisions made, feel free to ignore them.