

Career names and places compilation: Norsca.

Unlike in the Empire; many careers from the corebook and other books are not available in Norsca. Careers mentioned in table 11-4: Norse Starting Careers on p. 147 of ToC (with one exception, see the Introduction) are obviously available, as are careers entering into them or into which they exit. But other careers can be dubious. For the most part, this is self-evident; Bailiff don't fit in the crude Norscan civilisation, while Witch Hunters would be lynched instantly. In cases where it is. IMO **not** self-evident, I will give my justification for excluding the career.

Basic Careers:

Number:	Name:	Place:
1	Agitator	WFRP, p. 31
2	Berserker	WFRP, p. 46
3	Bodyguard	WFRP, p. 33
4	Bondsman	ToC, p. 146
5	Burgher	WFRP, p. 35
6	Entertainer	WFRP, p. 37
7	Fisherman	WFRP, p. 39
8	Freeholder*	ToC, p. 146
9	Hedge Wizard**	WFRP, p. 40
10	Hunter	WFRP, p. 41
11	Marauder	ToC, p. 146-147
12	Marine	WFRP, p. 43
13	Mercenary	WFRP, p. 44
14	Outlaw	WFRP, p. 47
15	Peasant	WFRP, p. 48
16	Pit Fighter	WFRP, p. 48
17	Reaver	ToC, p. 147-148
18	Rogue	WFRP, p. 50
19	Seaman	WFRP, p. 52
20	Seer	ToC, p. 148-149
21	Servant	WFRP, p. 52
22	Shieldbreaker*	WFRP, p. 53
23	Skald	ToC, p. 149
24	Tradesman	WFRP, p. 57
25	Vagabond	WFRP, p. 58
26	Whaler	ToC, p.150
27	Woodsman	WFRP, p. 60

* 'These careers cannot be had as a starting career by Norscans. Therefore, they are technically 1st tier Advanced careers for Norscan humans.

** 'Hedge Wizard' is not available at all for Norscan characters. It is included here because it represents Hedge Wizards fled from the Empire to Norsca.

Advanced Careers:

Number:	Name:	Place:	Tier:
1	Artisan	WFRP, p. 62	1
2	Captain	WFRP, p. 63	2
3	Champion	WFRP, p. 64	2
4	Charlatan	WFRP, p. 64	1
5	Demagogue	WFRP, p. 66	1
6	Explorer	WFRP, p. 68	2
7	Innkeeper	WFRP, p. 73	1
8	Mate	WFRP, p. 77	1
9	Merchant	WFRP, p. 77	1
10	Navigator	WFRP, p. 78	1
11	Outlaw Chief	WFRP, p. 79	2
12	Scout	WFRP, p. 83	1
13	Sea Captain	WFRP, p. 83	1
14	Sergeant	WFRP, p. 84	1
15	Slaver	ToC, p. 149	1
16	Veteran	WFRP, p. 86	1
17	Vitki	ToC, p. 149-150	1
18	Warleader	ToC, p. 150	1
19	Warlock	RoS, p. 131	2
20	Witch	RoS, p. 131	1

Dubious Excluded Careers:

Number:	Name:	Place:	Reason:
1	Barber-Surgeon	WFRP, p. 32	'Naval' character, but too sophisticated
2	Boatman	WFRP, p. 33	'Water' character, but only rivers
3	Bounty Hunter	WFRP, p. 34	Too sophisticated
4	Initiate	WFRP, p. 41	Replaced by 'Seer'
5	Wrecker	WFRPComp, p. 24	'Water' character, but only rivers
6	Zealot	WFRP, p. 60	Fanatics express themselves in other ways (ex.: Berserker, Chaos warrior).
7	Priest	WFRP, p. 61	Replaced by 'Vitki'
8	Cult Acolyte (Any)	ToC, p. 67	Implies secrecy; replaced by 'Seer'
9	Cult Magus (Any)	ToC, p. 67-68	Implies secrecy; replaced by 'Vitki'
10	Guild Master	WFRP, p. 71	Too sophisticated
11	High Priest	WFRP, p. 72	Replaced by 'Vitki'
12	Interrogator	WFRP, p. 73	Ironically, too sophisticated
13	Minstrel	WFRP, p. 78	Too 'soft', also, replaced by 'Skald'
14	Priest	WFRP, p. 81	Replaced by 'Vitki'
15	Targeteer	WFRP, p. 85	Too sophisticated

Note: I have not included any careers from the 'region books' (like RotIQ and RC), the 'City/Adventure Books (like AoM and TiT), nor have I put anything from ToC in these lists. Norscan culture is fairly primitive, insular and self-contained, and I found that careers from the books referred to above either presume a level of societal sophistication not found in this

frozen land, or are too 'soft' for the harsh life in Norsca, or are based on cultural concepts and/or institutions that just don't exist here.