

## **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	Cloaked Brother (2)
Aethyric Attunement	Apprentice Wizard	Anointed Priest (2), Cult Acolyte (Nurgle, Slaanesh, Tzeentch) (1), Cult Magus (Nurgle, Slaanesh, Tzeentch) (2), High Priest (3), Journeyman Wizard (1), Master Wizard (2), Wizard Lord (3)
Alley Cat	Thief	Cat Burglar (1), Cloaked Brother (2), Killer of the Dead (2), Verenan Investigator (1)
Ambidextrous		Duellist (1), Highwayman (1)
Arcane Lore (any one)		Journeyman Wizard (1)
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, Zealot	Agent of the Shroud (1), Artillerist (2), Cloaked Brother (2), Cult Acolyte of Tzeentch (1), Cult Magus of Nurgle (2), Exorcist (2), Forger (1), Horse Master (1), Knight of the Raven (2), Knight Panther (1), Priest (Taal & Rhya, Daughters of Rhya) (1, 2, & 3)*, Verenan Investigator (1)
Dark Lore (any one)		Journeyman Wizard (1), 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), Journeyman Wizard (1), Master Wizard (2), Warlock (2), Witch (1), Wizard Lord (3)
Dealmaker	Burgher, Camp Follower, Exciseman, Embalmer, Horse Coper, Litigant, 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), Knight Panther (1), Merchant (1), Politician (1), Priest (Handrich) (1, 2 & 3)*, Priest (Ranald, The Brotherhood) (1,2, & 3)*
Disarm	Bodyguard, Marine, Mercenary, Pit Fighter, Protagonist, Soldier, Thug, Watchman	Captain (2), Duellist (1), Knight of the Blazing Sun (1), Sea Captain (2)
Divine Lore (any one)		Anointed Priest (2), Exorcist (2), Warrior Priest (2)
Etiquette	Apothecary, Bailiff, Gambler, Litigant, Noble, Raconteur, Servant, Squire, 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), Knight (Sigmar, any order) (1, 2 & 3)***, Knight of the Blazing Sun (1), Knight of the Inner Circle (2), Knight Panther (1), Minstrel (1), Politician (1), Priest (Ranald, The Givers of Coin) (1,2, & 3)*, Priest (Sigmar, Order of the Torch) (1,2, & 3)*
Excellent Vision	Lamplighter	
Extra Spell (RoS, p. 137)		Cult Magus (Nurgle, Slaanesh, Tzeentch) (2), Journeyman Wizard (1), Magister Vigilant (2), Master Wizard (2), Wizard Lord (3)
Fast Hands	Apprentice Wizard	Anointed Priest (2), High Priest (3), Journeyman Wizard (1), Magister Vigilant (2), Master Wizard (2), Warrior Priest (2), Wizard Lord (3)
Fearless	Dung Collector*****	Cult Acolyte of Nurgle (1), Cult Magus of Slaanesh (2), Flagellant (1), Grandmaster (3), Killer of the Dead (2)
Flee!	Agitator, Camp Follower, Charcoal-Burner, Gambler, Grave Robber, Horse Coper, Lamplighter, Peasant, Rogue, Servant	Astrologer (1), Charlatan (1), Forger (1), Spy (1)
Fleet footed	Horned Hunter, Vagabond, Woodsman	Champion (2), Grandmaster (3), Knight of the Verdant

		Field (1), Priest (Taal & Rhya, Horned Hunters) (1, 2, & 3)*
Flier**		
Focussed Strike (NDM, p.94)	Pit Fighter, Protagonist, Shieldbreaker, Soldier, Thug	Cult Acolyte of Khorne (1), Cult Magus of Nurgle (2), Duellist (1), Killer of the Dead (2), Knight of the Inner Circle (2), Knight of the Blazing Sun (1), Knight of the Raven (2), Knight Panther (1), Priest (1), Vampire Hunter (1), Veteran (1)
Frenzy	Horned Hunter, Wolf-Kin	Cult Magus of Khorne (2), Killer of the Dead (2), Knight (Ulric, all orders) (1, 2 & 3)***, Priest (Myrmidia, Order of Fury) (1, 2, & 3)*, Priest (Taal & Rhya, Horned Hunters) (1, 2, & 3)*, Priest (Ulric, all orders) (1, 2, & 3)*
Frightening**		Cult Magus of Nurgle (2)
Hardy	Bone Picker, Camp Follower, Fisherman, Horned Hunter, Hunter, Peasant, Penitent, Raconteur, Seaman, Servant, Wolf-Kin, Zealot	Cult Acolyte of Khorne (1), Horse Master (1), Priest (Taal & Rhya, Longshanks, Horned Hunters) (1, 2, & 3)*, Warlock (2), Wizard Lord (3)
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), Knight of the Verdant Field (1), Verenan Investigator (1)
Lesser Magic (any one)		Exorcist (2)
Lesser Magic (any two)		Anointed Priest (2), Cult Magus (Nurgle, Slaanesh, Tzeentch) (2), High Priest (3), Journeyman Wizard (1), Master Wizard (2), Warrior Priest (2), Wizard Lord (3)
Lesser magic (any four)		Magister Vigilant (2)
Lesser magic (Exorcism)		Exorcist (2)
Lightning Parry		Assassin (2), Captain (2), Champion (2), Judicial Champion (2), Knight of the Inner Circle (2), Knight of the Raven (2), Outlaw Chief (2), Sea Captain (2), Witch Hunter

		(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), Witch Hunter (2)
Linguistics	Scribe, Student	Ambassador (3), Cloaked Brother (2), 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), Priest (Myrmidia, Order of True Insight) (1, 2, & 3)*, Priest (Ranald, no order) (1,2, & 3)*, Scourge of God (2),
Marksman	Bounty Hunter, Ferryman, Hunter, Toll Keeper, Vagabond	Artillerist (2), Knight of the Raven (2), Witch Hunter (2)
Master Gunner		Champion (2), Duellist (1), Engineer (1), Highwayman (1), Knight of the Raven (2), Pistolier (1)
Master Orator		Ambassador (3), Abbot (2), 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), High Priest (3), Journeyman Wizard (1), Master Wizard (2), Warrior Priest (2), Wizard Lord (3)
Menacing	Protagonist	Black Guard (1), Crime Lord (2), Cult Magus of (Slaanesh, Tzeentch) (2), Exorcist (2), Grandmaster (3), Interrogator (1), Killer of the Dead (2), Knight (Morr, Black Guard) (1, 2 & 3)***, Knight (Ulric, any order) (1, 2 & 3)***, Magister Vigilant (2), Priest (Gunndred) (1, 2 & 3)***, Priest (Morr, no order, Doomsayer, Black Guard) (1, 2, & 3)*, Priest (Ulric, Order of the Knights of the White Wolf) (1, 2, & 3)*, Racketeer (1), Scourge of God (2), Sergeant (1), Witch Hunter (2)
Mighty Missile		Cult Magus (Nurgle, Tzeentch)

		(2), High Priest (3), Journeyman Wizard (1), Magister Vigilant (2), Master Wizard (2), Witch (1), Wizard Lord (3)
Mighty Shot	Soldier	Black Guard (1), Artillerist (2), Champion (2), Duellist (1), Highwayman (1), Killer of the Dead (2), Outlaw Chief (2), Pistolier (1), Scout (1), Targeteer (1), Vampire Hunter (1), Veteran (1)
Mimic	Entertainer	Charlatan (1), Cloaked Brother (2)
Natural Weapons**		
Night Vision**		
Orientation	Boatman, Drover, Fisherman, Messenger, Miner, Outrider, Riverwarden, Shieldbreaker, Vagabond, Wrecker,	Crusader (2), Explorer (2), Knight of the Verdant Field (1), Navigator (1), Priest (Manann, Order of the Albatross) (1, 2, & 3)*, Priest (Taal & Rhya, no order) (1, 2, & 3)*, Scout (1)
Petty Magic (Arcane)	Apprentice Wizard	
Petty Magic (Chaos)		Cult Acolyte (Nurgle, Slaanesh, Tzeentch) (1), Cult Magus of Slaanesh (2)
Petty Magic (Divine)		Priest (1)
Petty Magic (Hedge)	Hedge Wizard	
Public Speaking	Agitator, Bailiff, Bear Tamer, Entertainer, Initiate, Litigant, Newssheet Vendor, Noble, Raconteur, Rogue, Wolf-Kin, Zealot	Abbot (2)****, Ambassador (3), 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)*, Scourge of God (2), Steward (1), Witch Hunter (2)
Quick Draw	Bodyguard, Coachman, Entertainer, Marine, Mercenary, Pit Fighter, Protagonist, Roadwarden, Sewer Jack, Soldier, Thug	Assassin (2), Captain (2), Champion (2), Cult Magus of Khorne (2), Duellist (1), Knight of the Raven (2), Outlaw Chief (2), Pistolier (1)
Rapid Reload	Hunter, Mercenary, Militiaman, Roadwarden, Soldier	Artillerist (2), Champion (2), Killer of the Dead (2), Knight of the Raven (2), Outlaw Chief (2), Pistolier (1), Scout (1),

		Targeteer (1), Vampire Hunter (1), Veteran (1)
Resistance to Chaos**		Scourge of God (2)
Resistance to Disease	Barber-Surgeon, Bone Picker, Camp Follower, Dung Collector, Embalmer, 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	Apothecary, Jailer, Rat Catcher, Thug	Crime Lord (2), Cult Magus of Slaanesh (2)
Rover	Bounty Hunter, Drover, Hunter, Outlaw, Peasant, Strigany Mystic, Vagabond, Woodsman, Wrecker	Killer of the Dead (2), Knight of the Verdant Field (1)
Savvy	Apprentice Wizard, Barber-Surgeon, Burgher, Charcoal-Burner, Exciseman, Fisherman, Lamplighter, Litigant, Noble, Student, Tradesman, Watchman	Abbot (2), Agent of the Shroud (1), Ambassador (3), Cloaked Brother (2), Courtier (1), Cult Acolyte of Tzeentch (1), Cult Magus of Slaanesh (2), Priest (Handrich) (1, 2 & 3)**, Verenan Investigator (1)
Schemer	Exciseman, Noble	Ambassador (3), Agent of the Shroud (1), Charlatan (1), Cloaked Brother (2), Courtier (1), Crime Lord (2), Cult Acolyte of Tzeentch (1), Cult Magus of Slaanesh (2), Magister Vigilant (2), Politician (1), Spy (1)
Seasoned Traveller	Boatman, Camp Follower, Coachman, Drover, Messenger, Pilgrim, Raconteur, Seaman, Strigany Mystic, Student, Vagabond, Valet	Anointed Priest (2), Charlatan (1), Crusader (2), Cult Acolyte of Tzeentch (1), Explorer (2), Friar (1), Grandmaster (3), Knight (Myrmidia, Order of the Blazing Sun) (1, 2 & 3)***, Knight of the Blazing Sun (1), Knight of the Inner Circle (2), Knight of the Raven (2), Mate (1), Priest (Myrmidia, Order of the Blazing Sun) (1, 2, & 3)*, Priest (Verena, Order of Mysteries) (1, 2, & 3)*, Sea Captain (2), Sergeant (1)
Sharpshooter	Bounty Hunter, Entertainer, Mercenary, Outlaw, Soldier, Wrecker	Black Guard (1), Artillerist (2), Assassin (2), Duellist (1), Highwayman (1), Knight of the Raven (2), Pistolier (1), Targeteer (1)

Sixth Sense	Rogue, Strigany Mystic, Tomb Robber	Agent of the Shroud (1), Crime Lord (2), Exorcist (2), Killer of the Dead (2), Knight of the Raven (2), Scourge of God (2), Spy (1), Witch Hunter (2)
Specialist Weapon Group (any one)		Knight (Myrmidia, Order of the Blazing Sun, Order of the Righteous Spear) (1, 2 & 3)***, Knight Panther (1), Priest (Myrmidia, Order of the Blazing Sun, Order of the Eagle, Order of the Righteous Spear, Order of Fury) (1, 2, & 3)*
Specialist Weapon Group (any two)		Grandmaster (3), Veteran (1)
Specialist Weapon Group (any three)		Champion (2), Priest (Myrmidia, no order) (1, 2, & 3)*
Specialist Weapon Group (Cavalry)	Squire	Black Guard (1), Captain (2), Knight (1), Knight of the Blazing Sun (1), Knight Panther (1)
Specialist Weapon Group (Crossbow)		Black Guard (1), Crime Lord (2), Killer of the Dead (2), Knight of the Raven (2), Master Thief (2), Scout (1), Targeteer (1), Vampire Hunter (1), Witch Hunter (2)
Specialist Weapon Group (Engineer)		Artillerist (2), Engineer (1)
Specialist Weapon Group (Entangling)	Bounty Hunter, Drover, Horse Coper, Jailer, Outrider	Assassin (2), Horse Master (1), Witch Hunter (2)
Specialist Weapon Group (Fencing)	Noble	Courtier (1), Duellist (1), Highwayman (1), Judicial Champion (2), Knight of the Blazing Sun (1), Knight of the Inner Circle (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), Flagellant (1), Interrogator (1), Judicial Champion (2), Knight (1)
Specialist Weapon Group (Gunpowder)	Coachman, Ferryman, Riverwarden, Roadwarden, Soldier	Artillerist (2), Duellist (1), Engineer (1), Highwayman (1), Pistolier (1), Priest (Sigmar, Order of the Templars of Sigmar) (1, 2, & 3)*
Specialist Weapon Group	Hunter	Black Guard (1), Knight of the

(Longbow)		Raven (2), Knight of the Verdant Field (1), 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), Knight of the Blazing Sun (1), Knight of the Inner Circle (2), Knight of the Raven (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), Witch Hunter (2)
Specialist Weapon Group (Two-handed)	Militiaman, Miner, Pit Fighter Soldier, Woodsman	Black Guard (1), Captain (2), Cult Acolyte of Khorne (1), Cult Magus of Khorne (2), Flagellant (1), Judicial Champion (2), Killer of the Dead (2), Knight (1), Knight of the Raven (2), Priest (Sigmar, Order of the Silver Hammer, Sisters of Faith and Charity) (1, 2, & 3)*, Priest (Ulric, no order, Order of the Howling Wolf) (1,2, & 3)*, Warrior Priest (2)
Stout-hearted	Dung Collector*****, Grave Warden, Temple Guardian	Agent of the Shroud (1), Black Guard (1), Crusader (2), Cult Magus of Tzeentch (2), Exorcist (2), Killer of the Dead (2), Knight of the Blazing Sun (1), Knight of the Inner Circle (2), Knight of the Raven (2), Magister Vigilant (2), Vampire Hunter (1), Witch Hunter (2)
Street Fighting	Agitator, Bodyguard, Camp Follower, Ferryman, Fisherman, Lamplighter, Newssheet Vendor, 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, Embalmer, Gambler, Grave Robber, Newssheet Vendor, Outlaw, Rogue, Smuggler, Thief	Assassin (2), Cat Burglar (1), Charlatan (1), Cloaked Brother (2), 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), Verenan Investigator (1)
Strike Mighty Blow	Bounty Hunter, Initiate (Ulric), Marine, Mercenary, Militiaman, Pit Fighter, Protagonist, Seaman, Shieldbreaker, Soldier, Squire, Temple Guardian, Watchman, Wolf-Kin	Anointed Priest (2), Cult Acolyte of Khorne (1), Black Guard (1), Duellist (1), Flagellant (1), Killer of the Dead (2), Knight (1), Knight of the Verdant Field (1), Racketeer (1), Sea Captain (2), Sergeant (1), Vampire Hunter (1), Veteran (1), Warrior Priest (2), Witch Hunter (2)
Strike to Injure	Initiate (Myrmidia), Pit Fighter, Protagonist, Shieldbreaker, Soldier, Thug	Crusader (2), Cult Acolyte of Khorne (1), Cult Magus of Nurgle (2), Duellist (1), Killer of the Dead (2), Knight of the Inner Circle (2), Knight of the Blazing Sun (1), Knight of the Raven (2), Knight Panther (1), Priest (1), Vampire Hunter (1), Veteran (1)
Strike to Stun	Bodyguard, Bounty Hunter, Marine, Mercenary, Outlaw, Penitent, Protagonist, Shieldbreaker, Soldier, Temple Guardian, Thug, Watchman, Wrecker	Crusader (2), Cult Magus of Slaanesh (2), Fence (1), Innkeeper (1), Knight of the Inner Circle (2), Physician (1), Priest (1), Priest (Ranald, Crooked Fingers) (1,2, & 3)*, Racketeer (1), Sergeant (1)
Strong-Minded	Grave Robber, Pit Fighter	Abbot (2), Exorcist (2), Grandmaster (3), High Priest (3), Knight (Verena, any order) (1, 2 & 3)***, Knight of the Raven (2), Magister Vigilant (2), Master Wizard (2), Priest (Verena, Order of Mysteries, Templars of Verena) (1, 2, & 3)*, Verenan Investigator (1)
Sturdy	Stevedore	Knight Panther (1)
Suave	Apothecary, Barber-Surgeon, Burgher, Camp Follower, Exciseman, Ferryman, Horse Coper, Initiate, Litigant, Protagonist, Student, Valet, Zealot	Agent of the Shroud (1), Ambassador (3), Cloaked Brother (2), Courtier (1), Cult Acolyte (Slaanesh, Tzeentch) (1), Forger (1), Spy (1)
Sure Shot		Artillerist (2), Black Guard (1), Knight of the Verdant Field (1), Outlaw Chief (2), Pistolier (1), Scout (1), Targeteer (1)
Surgery	Barber-Surgeon, Embalmer	Physician (1)

Super Numerate	Bailiff, Exciseman, 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), Killer of the Dead (2)
Very Resilient	Apothecary, Apprentice Wizard, Barber-Surgeon, Bear Tamer, Bodyguard, Horned Hunter, Hunter, Miner, Penitent, Pilgrim, Servant, Woodsman	Cult Acolyte (Khorne, Nurgle) (1), Cult Magus of Khorne (2), Killer of the Dead (2), Journeyman Wizard (1), Priest (Taal & Rhya, Horned Hunters) (1, 2, & 3)*, Priest (Ulric, Order of the Winter Throne) (1, 2, & 3)*, Scourge of God (2), Veteran (1), Warlock (2)
Very Strong	Bear Tamer, Bodyguard, Charcoal-Burner, Chimneysweep, Entertainer, Grave Warden, Initiate, Outrider, Pit Fighter, Riverwarden, Stevedore, Wolf-Kin, Zealot	Cult Magus of Khorne (2), Horse Master (1), Killer of the Dead (2), Scourge of God (2), Veteran (1)
Warrior Born	Initiate, Miner	Cult Magus of Khorne (2), Knight (Myrmidia, Order of the Righteous Spear) (1, 2 & 3)***, Knight Panther (1), Priest (Myrmidia, Order of the Righteous Spear) (1, 2, & 3)*
Witchcraft (RoS, p. 128)		Witch (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 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 it's redefinition as 'Trait' as you please.

\*\*\* These entries indicate that a character in a general 'Knight' (= Knight, Knight of the Inner Circle, Grandmaster) career of the appropriate god and Templar order (or any order, as indicated) can learn this talent at any time while in these careers. These Talents cannot be added to a specific Knight career, such as Knight of the Blazing Sun or Black guard, as they are already included in those careers. The single exception is Knight of the Verdant Field; these can add the Talents of 'Knight (Order of the Righteous Spear)' to their career.

\*\*\*\* 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.

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