

WARHAMMER
FANTASY ROLEPLAY

CAREER COMPENDIUM

A COLLECTION OF CHARACTER CAREERS & ADVANCES

OFFICIAL WEB ENHANCEMENT MASTER LIST OF CAREER ENTRIES & EXITS

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*Nate Borys, Clive Oldfield, Trent Urness,
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and the WFRP fan community for their feedback and support*



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Version 1.1

Career Entries and Exits: The careers presented in the Career Compendium were kept faithful to the original source material presentation and layout where deemed appropriate, so readers would know how the information originally appeared, and could decide how they chose to integrate content from other sourcebooks. For greater convenience, we are pleased to provide this web enhancement which provides updated career entries and exits in an easier to digest format. This web enhancement retains the original information presented in the Career Compendium, but also provides the entry and exit paths linking many of the careers found in sourcebooks other than the core rulebook.

Abbot (ToS 183) *Entries:* Anointed Priest, High Priest, Monk, Scholar
Exits: High Priest, Scholar

Admiral (SoE 77) *Entries:* Noble Lord, Sea Captain
Exits: Ambassador, Explorer, Guild Master

Agent of the Shroud (NDM 96) *Entries:* Barber-Surgeon, Fieldwarden, Initiate of Morr, Scholar, Student, Tomb Robber, Vampire Hunter
Exits: Killer of the Dead, Priest of Morr, Scholar, Spy, Vampire Hunter, Witch Hunter

Agitator (Core 31) *Entries:* Burgher, Captain, Exciseman, Herald, Highwayman, Lamplighter, Litigant, Newsheet Vendor, Scribe, Seer, Servant, Skald, Student, Zealot
Exits: Charlatan, Demagogue, Ex-Convict, Herrimault, Outlaw, Pamphleteer, Politician, Raconteur, Rouge, Zealot

Ambassador (RotIQ 98) *Entries:* Admiral, Captain, High Priest, Ice Witch, Noble Lord, Wizard Lord
Exits: Captain, Merchant, Noble Lord, Politician

Anchorite (RC 53) *Entries:* None
Exits: Badlander, Mystic, Outlaw, Swamp Skimmer, Vagabond

Animal Trainer (CC 12) *Entries:* Bear Tamer, Entertainer, Farmer, Hunter, Muleskinner, Peasant, Rat Catcher
Exits: Bear Tamer, Entertainer, Hunter

Anointed Priest (Core 61) *Entries:* Exorcist, Priest
Exits: Abbot, Cantor, Catechist, Cult Attendant, Demagogue, Exorcist, Flagellant, High Priest, Knight of the Blazing Sun, Scholar, Warrior Priest, Witch Hunter

Apothecary (SH 121) *Entries:* Apprentice Wizard, Barber-Surgeon, Hedge Wizard, Hedgecraft Apprentice, Student
Exits: Apprentice Wizard, Artisan, Astrologer, Barber-Surgeon, Embalmer, Grave Robber, Hedgecraft, Apprentice, Merchant, Physician, Scholar

Apprentice Runesmith (RoS 216) *Entries:* Artisan, Runebearer, Scribe, Student
Exits: Journeyman Runesmith, Runebearer, Scholar, Scribe, Shieldbreaker

Apprentice Witch (RotIQ 98) *Entries:* Any
Exits: Ice Maiden, Initiate of Ulric, Witch

Apprentice Wizard (Core 31) *Entries:* Apothecary, Astrologer, Dilettante, Embalmer, Hedge Wizard, Hedgecraft Apprentice, Scholar, Scribe, Student, Warlock, Witch
Exits: Apothecary, Astrologer, Journeyman Wizard, Scholar, Scribe

Artillerist (WC 105) *Entries:* Engineer, Sergeant
Exits: Artisan, Captain, Guild Master, Mercenary, Veteran

Artisan (Core 62) *Entries:* Apothecary, Artillerist, Cartographer, Engineer, Forger, Freeholder, Hedge Master, Militiaman, Navigator, Tradesman
Exits: Apprentice Runesmith, Demagogue, Engineer, Forger, Guild Master, Merchant, Militiaman, Pamphleteer

Assassin (Core 62) *Entries:* Border Courtier, Champion, Cloaked Brother, Duellist, Judicial Champion, Outlaw Chief, Spy, Targeteer
Exits: Champion, Cloaked Brother, Outlaw Chief, Rogue, Sergeant, Witch Hunter

Astrologer (SH 122) *Entries:* Apothecary, Apprentice Wizard, Charlatan, Dilettante, Journeyman Wizard, Master Wizard, Navigator, Noble, Physician, Scholar, Strigany Mystic, Student
Exits: Apprentice Wizard, Charlatan, Explorer, Navigator, Scholar

Ataman (RotIQ 99) *Entries:* Captain, Horse Master, Noble, Steppes Nomad, Veteran
Exits: Politician, Priest, Noble Lord

Badlander (RC 52) *Entries:* Anchorite, Peasant, Vagabond
Exits: Cat Burglar, Vagabond

Badlands Ranger (RC 54) *Entries:* Explorer, Outlaw Chief, Scout
Exits: Captain, Explorer, Outlaw Chief

Bailiff (Core 32) *Entries:* Bodyguard, Jailer
Exits: Militiaman, Politician, Protagonist, Racketeer, Smuggler, Toll Keeper

Barber-Surgeon (Core 32) *Entries:* Apothecary, Dilettante, Hedgecraft Apprentice, Initiate, Student
Exits: Agent of the Shroud, Apothecary, Embalmer, Interrogator, Grave Robber, Physician, Tradesman, Vagabond

Battle Pilgrim (KofG 95) *Entries:* Grail Pilgrim
Exits: Faceless, Sergeant, Vagabond, Veteran

Bear Tamer (RotIQ 99) *Entries:* Entertainer, Initiate (of Ursun), Priest (of Ursun)
Exits: Animal Trainer, Entertainer, Initiate of Ursun, Pit Fighter, Soldier

Black Guard (NDM 96) *Entries:* Knight, Priest of Morr, Sergeant, Squire, Vampire Hunter, Witch Hunter
Exits: Captain, Champion, Priest of Morr, Killer of the Dead, Knight of the Inner Circle, Knight of the Raven, Vampire Hunter

Boatman (Core 33) *Entries:* Ferryman, Frogwife, Riverwarden, Smuggler, Stevedore, Wrecker
Exits: Fisherman, Marine, Navigator, Riverwarden, Seaman, Smuggler, Stevedore, Swamphaire, Wrecker

Bodyguard (Core 33) *Entries:* Bondsman, Estalian Diestro, Jailer, Mercenary, Thug
Exits: Bailiff, Bounty Hunter, Interrogator, Jailer, Mercenary, Protagonist, Racketeer

Bondsman (ToC 146) *Entries:* Mercenary, Norse Berserker, Pit Fighter
Exits: Bodyguard, Freeholder, Marauder, Mercenary, Norse Berserker, Reaver, Skald, Veteran, Warleader

Bone Picker (Core 34) *Entries:* Dung Collector, Frogwife, Peasant, Rat Catcher, Strigany Mystic, Vagabond
Exits: Camp Follower, Cat Burglar, Dung Collector, Fence, Frogwife, Grave Robber, Grave Warden, Smuggler, Swamphaire

Border Courtier (RC 55) *Entries:* Captain, Courtier, Noble, Outlaw Chief, Politician, Sergeant
Exits: Assassin, Captain, Courtier, Noble Lord, Spy

Bounty Hunter (Core 34) *Entries:* Bodyguard, Fieldwarden, Hunter, Kislevite Kossar, Mercenary, Pit Fighter, Streltsi
Exits: Enforcer, Mercenary, Protagonist, Scout, Targeteer, Vampire Hunter, Vernean Investigator

Burgher (Core 35) *Entries:* Embalmer, Horse Archer, Horse Coper, Innkeeper, Lamplighter, Muleskinner, Servant, Skald
Exits: Agitator, Fence, Freeholder, Horse Archer, Horse Coper, Innkeeper, Litigant, Merchant, Militiaman, Muleskinner, Newsheet Vendor, Pamphleteer, Tradesman, Valet

Cadet (SoE 91) *Entries:* Estalian Diestro, Mercenary, Militiaman, Noble, Roadwarden, Soldier, Squire, Student
Exits: Herald, Mercenary, Pistolier, Sergeant, Squire, Student

Camp Follower (Core 35) *Entries:* Bone Picker, Frogwife, Servant
Exits: Charcoal-Burner, Charlatan, Dung Collector, Frogwife, Raconteur, Servant, Smuggler, Spy, Tradesman, Vagabond

Cantor (ToS 194) *Entries:* Anointed Priest, Entertainer, High Priest, Initiate, Minstrel, Monk, Priest
Exits: Catechist, Entertainer, Initiate, Minstrel, Priest, Zealot

Captain (Core 63) *Entries:* Ambassador, Artillerist, Badlands Ranger, Black Guard, Border Courtier, Crusader, Explorer, Ghost Strider, Grandmaster, Grail Knight, Ice Witch, Knight, Knight of the Inner Circle, Knight of the Raven, Knight of the Realm, Knight Panther, Noble Lord, Outlaw Chief, Questing Knight, Runelord, Sergeant, Slaver, Warleader, Winged Lancer, Witch Hunter
Exits: Agitator, Ambassador, Ataman, Border Courtier, Explorer, Merchant, Outlaw Chief, Politician

Carcassonne Shepherd (KotG 95) *Entries:* Grail Pilgrim, Hunter, Man-at-Arms, Outlaw, Outrider, Peasant, Woodsman, Vagabond
Exits: Grail Pilgrim, Herrimault, Man-at-Arms, Outlaw, Scout, Vagabond, Veteran, Yeoman

Cartographer (CC 42) *Entries:* Coachman, Messenger, Navigator, Scout, Scribe, Student, Tradesman
Exits: Artisan, Explorer, Forger, Navigator, Scholar, Scribe, Vagabond

Cat Burglar (Core 63) *Entries:* Badlander, Bone Picker, Charlatan, Chimneysweep, Ex-Convict, Grave Robber, Rat Catcher, Thief
Exits: Crime Lord, Fence, Master Thief, Racketeer, Vagabond, Verenean Investigator

Catechist (ToS 195) *Entries:* Anointed Priest, Cantor, Dilettante, Friar, Priest, Scholar, Scribe, Student, Zealot
Exits: Demagogue, Friar, Initiate, Scholar, Zealot

Cenobite (RC 53) *Entries:* None
Exits: Mystic, Outlaw, Servant, Vagabond

Champion (Core 64) *Entries:* Assassin, Black Guard, Grandmaster, Duellist, Judicial Champion, Knight of the Blazing Sun, Knight of the Inner Circle, Knight of the Raven, Knight Panther, Scourge of God, Targeteer, Veteran, Warleader, Witch Hunter
Exits: Assassin, Scout, Sergeant, Witch Hunter

Charcoal-Burner (Core 36) *Entries:* Camp Follower, Hunter, Miner, Peasant
Exits: Chimneysweep, Hunter, Lamplighter, Miner, Scout, Vagabond, Woodsman

Charlatan (Core 64) *Entries:* Agitator, Astrologer, Camp Follower, Cloaked Brother, Courtier, Dilettante, Entertainer, Envoy, Ex-Convict, Fence, Forger, Gambler, Hedge Wizard, Hedgecraft Apprentice, Horse Archer, Horse Coper, Journeyman Wizard, Minstrel, Mystic, Penitent, Raconteur, Rapscaillon, Rogue, Seer, Smuggler, Strigany Mystic, Thief, Warlock, Witch
Exits: Astrologer, Cat Burglar, Demagogue, Herrimault, Outlaw, Politician, Spy

Chekist (RotIQ 99) *Entries:* Kossar, Protagonist, Streltsi, Thug, Watchman
Exits: Jailor, Interrogator, Mercenary, Racketeer, Sergeant, Soldier, Spy, Veteran, Watchman

Chimneysweep (FoN 12) *Entries:* Charcoal-Burner, Miner, Peasant, Rogue, Thief
Exits: Cat Burglar, Mercenary, Militiaman, Protagonist, Rat Catcher

Cloaked Brother (Toc 126) *Entries:* Assassin, Courtier, Crime Lord, Demagogue, Friar, Master Thief, Politician, Scout, Spy, Veteran, Witch Hunter
Exits: Assassin, Charlatan, Crime Lord, Demagogue, Master Thief, Politician, Scout, Spy, Veteran, Witch Hunter

Coachman (Core 36) *Entries:* Outrider, Messenger
Exits: Cartographer, Drover, Ferryman, Herrimault, Highwayman, Outlaw, Roadwarden, Scout, Smuggler, Toll Keeper

Courtier (Core 65) *Entries:* Border Courtier, Grail Knight, Ice Maiden, Knight of the Realm, Noble, Herald, Pistolier, Politician, Questing Knight, Raconteur
Exits: Border Courtier, Dilettante, Charlatan, Cloaked Brother, Cult Attendant, Duellist, Noble Lord, Politician, Spy, Steward

Crime Lord (Core 65) *Entries:* Cat Burglar, Cloaked Brother, Demagogue, Faceless, Fence, Guild Master, Master Thief, Outlaw Chief, Politician, Steward
Exits: Cloaked Brother, Demagogue, Faceless, Master Thief, Outlaw Chief, Politician

Crusader (ToS 201) *Entries:* Knight, Noble Lord, Sergeant, Veteran
Exits: Captain, Judicial Champion, Explorer, Initiate, Knight of the Inner Circle, Noble Lord, Veteran

Cult Attendant (ToS 194) *Entries:* Anointed Priest, Courtier, Initiate, Messenger, Priest, Valet
Exits: Politician, Priest, Squire, Steward

Daemon Slayer (Core 66) *Entries:* Giant Slayer
Exits: Glorious death

Deepwatcher (Companion 83) *Entries:* Rat Catcher, Shieldbreaker, Soldier, Tomb Robber, Watchman
Exits: Engineer, Explorer, Mercenary, Sergeant, Smuggler, Veteran

Dilettante (CC 60) *Entries:* Any career that includes Read/Write as a skill
Exits: Apprentice Wizard, Astrologer, Barber-Surgeon, Catechist, Charlatan, Courtier, Initiate, Navigator, Raconteur, Student, Tomb Robber, Tradesman, Verenean Investigator

Demagogue (Core 66) *Entries:* Agitator, Anointed Priest, Artisan, Catechist, Charlatan, Cloaked Brother, Crime Lord, Faceless, Flagellant, Foreman, Friar, Gambler, Hag Witch, Herrimault, Initiate, Litigant, Mediator, Minstrel, Monk, Mystic, Newsheet Vendor, Outlaw, Outlaw Chief, Pamphleteer, Pilgrim, Politician, Prelate, Raconteur, Rogue, Vampire Hunter, Village Elder, Wise Woman, Witch Hunter
Exits: Cloaked Brother, Crime Lord, Faceless, Friar, Mercenary, Outlaw Chief, Pamphleteer, Politician

Drover (RotIQ 100) *Entries:* Coachman, Horse Master, Messenger, Outrider, Steppes Nomad
Exits: Highwayman, Horse Archer, Horse Coper, Horse Master, Messenger, Outlaw, Outrider, Roadwarden, Scout

Duellist (Core 67) *Entries:* Courtier, Estalian Diestro, Highwayman, Pistolier, Protagonist, Rapscaillon, Sergeant, Targeteer
Exits: Assassin, Champion, Highwayman, Rogue, Sergeant

Dung Collector (FoN 12) *Entries:* Bone Picker, Camp Follower, Peasant, Rat Catcher, Vagabond
Exits: Bone Picker, Grave Robber, Rat Catcher, Sewer Jack, Thug

Embalmer (NDM 97) *Entries:* Apothecary, Barber-Surgeon, Student, Tradesman
Exits: Apprentice Wizard, Burgher, Grave Robber, Physician, Scholar

Enforcer (RC 54) *Entries:* Bounty Hunter, Hunter, Roadwarden, Watchman
Exits: Spy, Witch Hunter

Engineer (Core 67) *Entries:* Artisan, Deepwatcher, Miner, Student, Tradesman
Exits: Artisan, Artillerist, Explorer, Guild Master, Pamphleteer, Pistolier, Smuggler

Entertainer (Core 37) *Entries:* Animal Trainer, Bear Tamer, Cantor, Gambler, Herald, Lamplighter, Newsheet Vendor, Raconteur, Rogue, Strigany Mystic, Thief, Vagabond
Exits: Animal Trainer, Bear Tamer, Cantor, Charlatan, Gambler, Minstrel, Pamphleteer, Raconteur, Rogue, Skald, Thief

Envoy (Core 37) *Entries:* Student, Tradesman
Exits: Charlatan, Merchant, Rogue, Seaman, Student, Vagabond

Estalian Diestro (Core 38) *Entries:* None
Exits: Bodyguard, Cadet, Duellist, Highwayman, Protagonist, Rogue

Ex-Convict (CC 70) *Entries:* Agitator, Grave Robber, Outlaw, Protagonist, Rogue, Smuggler, Thief, Thug, Tomb Raider
Exits: Cat Burglar, Charlatan, Fence, Grave Robber, Highwayman, Outlaw, Protagonist, Racketeer, Thug, Vagabond
 *Replace the Escape Artist talent with Contortionist in the career listing

Exciseman (TiT 11) *Entries:* Messenger, Scribe
Exits: Agitator, Litigant, Merchant, Militiaman, Outlaw, Roadwarden, Thief

Exorcist (SH 123) *Entries:* Anointed Priest, Priest
Exits: Anointed Priest, Lay Priest, Scholar, Witch Hunter

Explorer (Core 68) *Entries:* Admiral, Astrologer, Badlands Ranger, Cartographer, Captain, Crusader, Deepwatcher, Engineer, Faceless, Grail Knight, Herald, Knight of the Blazing Sun, Knight of the Realm, Master Thief, Master Wizard, Mate, Navigator, Questing Knight, Scholar, Scout, Sea Captain, Spy, Wizard Lord
Exits: Badlands Ranger, Captain, Merchant, Sea Captain, Spy

Faceless (KotG 96) *Entries:* Battle Pilgrim, Crime Lord, Demagogue, Grail Knight, Knight of the Realm, Noble Lord, Outlaw Chief, Politician, Questing Knight, Steward, Veteran, Village Elder, Yeoman
Exits: Crime Lord, Demagogue, Explorer, Highwayman, Outlaw Chief, Village Elder

Farmer (CC 75) *Entries:* Innkeeper, Merchant, Peasant, Tradesman, Veteran
Exits: Innkeeper, Merchant, Militiaman, Politician, Steward

Fence (Core 68) *Entries:* Bone Picker, Burgher, Cat Burglar, Foreman, Forger, Grave Robber, Innkeeper, Racketeer, Rapsallion, Smuggler, Steward, Thief, Tomb Robber
Exits: Charlatan, Crime Lord, Master Thief, Racketeer

Ferryman (Core 38) *Entries:* Coachman, Smuggler, Toll Keeper
Exits: Boatman, Highwayman, Riverwarden, Roadwarden, Seaman, Smuggler, Swamptaire, Wrecker

Fieldwarden (Core 39) *Entries:* Hunter, Militiaman, Toll Keeper
Exits: Agent of the Shroud, Bounty Hunter, Mercenary, Scout, Vagabond, Vampire, Hunter

Fisherman (Core 39) *Entries:* Boatman, Peasant
Exits: Freeholder, Marine, Merchant, Militiaman, Navigator, Seaman, Whaler

Flagellant (Core 69) *Entries:* Anointed Priest, Friar, Penitent, Priest, Zealot
Exits: Demagogue, Interrogator, Killer of the Dead, Penitent, Priest, Scourge of God, Soldier, Veteran

Foreman (WC 23) *Entries:* Peasant, Scribe, Stevedore, Tradesman
Exits: Demagogue, Fence, Guild Master, Politician, Racketeer

Forger (SH 123) *Entries:* Artisan, Cartographer, Messenger, Smuggler, Student, Tradesman
Exits: Artisan, Charlatan, Fence, Scholar, Scribe, Student, Tradesman

Freeholder (ToC 146) *Entries:* Bondsman, Burgher, Fisherman, Skald, Whaler, Tradesman
Exits: Artisan, Innkeeper, Marauder, Merchant, Slaver

Friar (Core 69) *Entries:* Catechist, Demagogue, Initiate, Lay Priest, Monk, Physician, Pilgrim, Prelate, Scholar, Vagabond, Zealot
Exits: Catechist, Cloaked Brother, Demagogue, Flagellant, Lay Priest, Monk, Prelate, Priest, Scholar

Frogwife (BotD 28) *Entries:* Bone Picker, Camp Follower, Peasant
Exits: Boatman, Bone Picker, Camp Follower, Grail Pilgrim, Herrimault, Servant, Swamptaire, Tradesman, Vagabond, Village Elder

Gambler (SH 121) *Entries:* Entertainer, Noble, Rogue, Mercenary, Student, Thief, Vagabond
Exits: Charlatan, Demagogue, Entertainer, Highwayman, Rapsallion, Rogue

Ghost Strider (Core 70) *Entries:* Scout
Exits: Captain, Outlaw Chief, Targeteer, Vampire Hunter

Giant Slayer (Core 70) *Entries:* Troll Slayer
Exits: Daemon Slayer

Grail Knight (KotG 96) *Entries:* Questing Knight
Exits: Captain, Courtier, Explorer, Faceless, Noble Lord, Politician

Grail Pilgrim (KotG 97) *Entries:* Carcassonne Shepherd, Frogwife, Hunter, Herrimault, Outlaw, Peasant, Swamptaire, Tradesman, Vagabond
Exits: Battle Pilgrim, Carcassonne Shepherd, Mercenary, Herrimault, Vagabond

Grandmaster (ToS 209) *Entries:* Knight of the Inner Circle
Exits: Captain, Champion, Noble Lord, Witch Hunter

Grave Robber (Core 40) *Entries:* Apothecary, Barber-Surgeon, Bone Picker, Dung Collector, Embalmer, Ex-Convict, Grave Warden, Rat Catcher
Exits: Cat Burglar, Ex-Convict, Fence, Rat Catcher, Student, Thief

Grave Warden (NDM 98) *Entries:* Bone Picker, Rat Catcher, Peasant
Exits: Grave Robber, Initiate of Morr, Militiaman, Temple Guardian, Vampire Hunter, Watchman

Guild Master (Core 71) *Entries:* Admiral, Artillerist, Artisan, Engineer, Foreman, Litigant, Merchant, Physician, Runelord, Wizard Lord
Exits: Crime Lord, Politician, Racketeer

Hag Mother (RotIQ 101) *Entries:* Hag Witch
Exits: None

Hag Witch (RotIQ 101) *Entries:* Wise Woman
Exits: Demagogue, Hag Mother, Politician, Witch

Hedge Master (SoE 59) *Entries:* Hedgecraft Apprentice
Exits: Artisan, Hedgewise, Scholar, Spy, Witch

Hedge Wizard (Core 40) *Entries:* Hedgecraft Apprentice, Mystic, Strigany Mystic, Wise Woman
Exits: Apothecary, Apprentice Wizard, Charlatan, Hedgecraft Apprentice, Initiate, Outlaw, Seer, Vagabond, Witch

Hedgecraft Apprentice (SoE 58) *Entries:* Apothecary, Peasant, Hedge Wizard
Exits: Apothecary, Apprentice Wizard, Barber-Surgeon, Charlatan, Hedge Wizard, Hedge Master, Initiate (Ranald, Taal & Rhya), Outlaw, Scribe, Zealot

Hedgewise (SoE 60) *Entries:* Hedge Master
Exits: Physician, Scout, Warlock

Herald (Core 71) *Entries:* Cadet, Messenger, Raconteur, Valet
Exits: Agitator, Courtier, Entertainer, Explorer, Politician, Squire

Herrimault (KotG 98) *Entries:* Agitator, Carcassonne Shepherd, Charlatan, Coachman, Frogwife, Grail Pilgrim, Hunter, Innkeeper, Knight Errant, Man-at-Arms, Mediator, Noble, Peasant, Rogue, Swamptaire, Woodsman
Exits: Demagogue, Grail Pilgrim, Mediator, Scout, Thief, Vagabond, Veteran

High Priest (Core 72) *Entries:* Abbot, Anointed Priest, Warrior Priest
Exits: Abbot, Ambassador, Cantor, Politician, Scholar, Witch Hunter

Highwayman (Core 72) *Entries:* Coachman, Drover, Duellist, Estalian Diestro, Ex-Convict, Faceless, Ferryman, Gambler, Minstrel, Muleskinner, Outlaw, Outrider, Rapsallion, Roadwarden, Toll Keeper
Exits: Agitator, Duellist, Master Thief, Outlaw Chief, Sergeant

Horned Hunter (TiT 9) *Entries:* Initiate (of Taal), Scribe
Exits: Hunter, Militiaman, Outlaw, Scout, Vagabond

Horse Archer (RotIQ 102) *Entries:* Burgher, Drover, Horse Master, Messenger, Steppes Nomad
Exits: Burgher, Charlatan, Horse Master, Merchant, Rogue

Horse Coper (RotIQ 103) *Entries:* Burgher, Drover, Horse Master, Messenger, Steppes Nomad
Exits: Burgher, Charlatan, Horse Master, Merchant, Rogue

Horse Master (RotIQ 103) *Entries:* Drover, Horse Archer, Horse Coper, Mercenary, Noble, Outlaw, Outrider, Pistolier, Roadwarden, Scout, Soldier, Squire, Steppes Nomad, Winged Lancer
Exits: Ataman, Drover, Horse Archer, Horse Coper, Merchant, Sergeant, Winged Lancer

Hunter (Core 41) *Entries:* Animal Trainer, Charcoal-Burner, Horned Hunter, Kithband Warrior, Woodsman
Exits: Animal Trainer, Bounty Hunter, Carcassonne Shepherd, Charcoal-Burner, Enforcer, Fieldwarden, Grail Pilgrim, Herrimault, Knight of the Verdant Field, Kithband Warrior, Man-at-Arms, Mediator, Miner, Muleskinner, Scout, Soldier, Swamphaire, Targeteer

Ice Maiden (RotIQ 104) *Entries:* Apprentice Witch
Exits: Courtier, Ice Witch, Scout, Sergeant, Veteran, Witch

Ice Witch (RotIQ 105) *Entries:* Ice Maiden
Exits: Ambassador, Captain

Initiate (Core 41) *Entries:* Apprentice Witch, Bear Tamer, Cantor, Catechist, Crusader, Grave Warden, Hedge Wizard, Hedgecraft Apprentice, Knight, Knight of the Blazing Sun, Lamplighter, Penitent, Pilgrim, Raconteur, Scourge of God, Scribe, Student, Temple Guardian, Vampire Hunter, Verenean Investigator, Witch Hunter, Zealot
Exits: Agent of the Shroud (Morr), Barber-Surgeon, Bear Tamer, Cantor, Cult Attendant, Demagogue, Friar, Horned Hunter, Knight of the Verdant Field, Lay Priest, Monk, Penitent, Priest, Scribe, Temple Guardian, Verenean Investigator, Zealot

Innkeeper (Core 73) *Entries:* Burgher, Farmer, Freeholder, Servant
Exits: Burgher, Farmer, Fence, Herrimault, Merchant, Outlaw, Smuggler

Interrogator (Core 73) *Entries:* Barber-Surgeon, Bodyguard, Checkist, Flagellant, Jailer, Scourge of God, Thug
Exits: Physician, Racketeer, Thief

Jailer (Core 42) *Entries:* Bodyguard, Checkist, Rat Catcher
Exits: Bailiff, Bodyguard, Interrogator, Rat Catcher, Sewer Jack, Watchman

Journeyman Runesmith (RoS 216) *Entries:* Apprentice Runesmith
Exits: Master Runesmith, Scholar, Shieldbreaker

Journeyman Wizard (Core 74) *Entries:* Apprentice Wizard
Exits: Charlatan, Master Vigilant, Master Wizard, Scholar

Judicial Champion (Core 74) *Entries:* Crusader, Sergeant, Veteran
Exits: Assassin, Champion, Sergeant, Witch Hunter, Zealot

Killer of the Dead (NDM 98) *Entries:* Agent of the Shroud, Black Guard, Flagellant, Knight of the Raven, Vampire Hunter, Witch Hunter
Exits: None

Kislevite Kossar (Core 42) *Entries:* Steppes Nomad
Exits: Bounty Hunter, Checkist, Mercenary, Sergeant, Shieldbreaker, Streltsi, Veteran, Winged Lancer

Kithband Warrior (Core 43) *Entries:* Hunter, Messenger
Exits: Hunter, Outrider, Scout, Vagabond, Veteran

Knight (Core 75) *Entries:* Noble Lord, Pistolier, Sergeant, Squire, Vampire Hunter, Warrior Priest
Exits: Black Guard, Captain, Crusader, Initiate, Knight Errant, Knight of the Blazing Sun, Knight of the Inner Circle, Knight of the Raven, Knight Panther, Noble Lord, Vampire Hunter

Knight Errant (KotG 98) *Entries:* Knight, Noble, Squire
Exits: Herrimault, Knight of the Realm

Knight of the Blazing Sun (SH 124) *Entries:* Anointed Prest (Myrmidia), Knight, Noble Lord, Priest (Myrmidia), Sergeant, Squire
Exits: Champion, Explorer, Initiate (Myrmidia), Knight of the Inner Circle

Knight of the Inner Circle (Core 75) *Entries:* Black Guard, Crusader, Knight, Knight of the Blazing Sun, Knight of the Raven, Knight Panther, Witch Hunter
Exits: Captain, Champion, Grandmaster, Knight of the Raven, Noble Lord, Witch Hunter

Knight of the Raven (NDM 99) *Entries:* Black Guard, Knight, Knight of the Inner Circle
Exits: Captain, Champion, Killer of the Dead, Knight of the Inner Circle, Witch Hunter

Knight of the Realm (KotG 98) *Entries:* Knight Errant
Exits: Captain, Courtier, Explorer, Faceless, Noble Lord, Politician, Questing Knight

Knight of the Verdant Field (ToC 20) *Entries:* Hunter, Initiate (of Myrmidia), Mercenary, Militiaman, Outrider, Soldier, Woodsman
Exits: Priest (of Myrmidia), Scout, Veteran

Knight Panther (ToC 128) *Entries:* Knight, Noble Lord, Sergeant, Squire, Witch Hunter
Exits: Captain, Champion, Knight of the Inner Circle, Veteran, Witch Hunter

Lamplighter (SoA 12) *Entries:* Charcoal-Burner, Peasant, Rat Catcher, Servant
Exits: Agitator, Burgher, Entertainer, Initiate, Servant, Smuggler, Toll Keeper, Watchman

Lay Priest (CC 131) *Entries:* Friar, Initiate, Priest
Exits: Friar, Prelate, Priest

Litigant (TiT 16) *Entries:* Burgher, Exciseman, Scribe, Student, Watchman
Exits: Agitator, Demagogue, Guild Master, Merchant, Politician, Scholar

Man-at-Arms (KotG 99) *Entries:* Carcassonne Shepherd, Hunter, Peasant, Swamphaire, Vagabond, Woodsman
Exits: Carcassonne Shepherd, Herrimault, Mediator, Outlaw, Outrider, Veteran, Wall Warden, Yeoman

Marauder (ToC 147) *Entries:* Bondsman, Cult Acolyte, Freeholder, Norse Berserker, Reaver, Skald, Whaler
Exits: Chaos Warrior, Mercenary, Reaver, Slaver, Warleader

Marine (Core 43) *Entries:* Boatman, Fisherman, Reaver, Riverwarden, Seaman, Stevedore, Wrecker
Exits: Mate, Outlaw, Riverwarden, Sergeant, Smuggler, Thug, Wrecker

Master Runesmith (RoS 217) *Entries:* Journeyman Runesmith
Exits: Runelord, Scholar, Veteran

Master Thief (Core 76) *Entries:* Cat Burglar, Cloaked Brother, Crime Lord, Fence, Highwayman, Racketeer, Spy
Exits: Cloaked Brother, Crime Lord, Explorer, Outlaw Chief, Targeteer

Master Vigilant (NDM 99) *Entries:* Journeyman Wizard, Master Wizard
Exits: Master Wizard, Spy, Vampire Hunter, Witch Hunter, Wizard Lord

Master Wizard (Core 76) *Entries:* Journeyman Wizard, Master Vigilant
Exits: Explorer, Master Vigilant, Scholar, Wizard Lord

Mate (Core 77) *Entries:* Marine, Reaver, Seaman
Exits: Explorer, Merchant, Navigator, Sea Captain

Mediator (KotG 99) *Entries:* Hunter, Man-at-Arms, Herrimault, Peasant, Rogue
Exits: Demagogue, Herrimault, Rogue, Village Elder

Mercenary (Core 44) *Entries:* Artillerist, Bodyguard, Bondsman, Bounty Hunter, Cadet, Checkist, Chimneysweep, Deepwatcher, Demagogue, Fieldwarden, Grail Pilgrim, Kislevite Kossar, Marauder, Militiaman, Miner, Norse Berserker, Outrider, Pit Fighter, Reaver, Sewer Jack, Skald, Soldier, Streltsi, Swamp Skimmer, Temple Guardian, Thug, Watchman, Yeoman
Exits: Bodyguard, Bondsman, Bounty Hunter, Cadet, Gambler, Horse Master, Knight of the Verdant Field, Outlaw, Sergeant, Shieldbreaker, Veteran, Yeoman

Merchant (Core 77) *Entries:* Ambassador, Apothecary, Artisan, Burgher, Captain, Envoy, Exciseman, Explorer, Farmer, Fisherman, Freeholder, Horse Archer, Horse Coper, Horse Master, Innkeeper, Litigant, Mate, Muleskinner, Pamphleteer, Scholar, Stevedore, Steward, Tradesman
Exits: Guild Master, Militiaman, Politician, Racketeer, Slaver, Spy

Messenger (Core 44) *Entries:* Drover, Militiaman, Muleskinner, Newssheet Vendor, Roadwarden, Servant

Exits: Cartographer, Coachman, Cult Attendant, Drover, Exciseman, Forger, Herald, Horse Archer, Horse Coper, Kithband Warrior, Muleskinner, Newssheet Vendor, Outrider, Pamphleteer, Roadwarden, Scout, Soldier

Militiaman (Core 45) *Entries:* Artisan, Bailiff, Burgher, Chimneysweep, Exciseman, Farmer, Fisherman, Grave Warden, Horned Hunter, Merchant, Peasant, Tradesman, Woodsman

Exits: Artisan, Cadet, Fieldwarden, Knight of the Verdant Field, Mercenary, Messenger, Outlaw, Sergeant, Sewer Jack, Swampane, Temple Guardian, Thief

Miner (Core 45) *Entries:* Charcoal-Burner, Hunter

Exits: Charcoal-Burner, Chimneysweep, Engineer, Mercenary, Scout, Shieldbreaker, Smuggler

Minstrel (Core 78) *Entries:* Cantor, Entertainer

Exits: Cantor, Charlatan, Demagogue, Highwayman, Spy, Student

Monk (ToS 183) *Entries:* Friar, Initiate, Physician, Scholar, Scribe, Student

Exits: Abbot, Cantor, Demagogue, Friar, Physician, Priest, Scholar, Steward, Zealot

Muleskinner (RC 55) *Entries:* Animal Trainer, Burgher, Hunter, Messenger, Peasant

Exits: Burgher, Highwayman, Merchant, Messenger, Outlaw, Scout

Mystic (RC 54) *Entries:* Anchorite, Cenobite

Exits: Charlatan, Demagogue, Hedge Wizard, Rogue

Navigator (Core 78) *Entries:* Astrologer, Boatman, Cartographer, Dilettante, Fisherman, Mate, Reaver, Scribe, Seaman, Whaler

Exits: Artisan, Cartographer, Astrologer, Explorer, Scholar, Sea Captain

Newssheet Vendor (SoA 18) *Entries:* Burgher, Messenger, Peasant, Servant, Student

Exits: Agitator, Demagogue, Entertainer, Messenger, Pamphleteer, Rogue, Scribe, Zealot

Noble (Core 46) *Entries:* Squire, Steward

Exits: Astrologer, Ataman, Border Courtier, Cadet, Courtier, Dilettante, Gambler, Herrimault, Horse Master, Knight Errant, Pistolier, Politician, Rogue, Squire, Student, Winged Lancer

Noble Lord (Core 79) *Entries:* Ambassador, Ataman, Border Courtier, Crusader, Courtier, Grail Knight, Grandmaster, Knight, Knight of the Inner Circle, Knight of the Realm, Politician, Questing Knight, Sea Captain

Exits: Admiral, Ambassador, Captain, Crusader, Faceless, Knight, Knight of the Blazing Sun, Knight Panther, Scholar, Sea Captain

Norse Berserker (Core 46) *Entries:* Bondsman, Skald

Exits: Bondsman, Marauder, Mercenary, Pit Fighter, Reaver, Seaman, Sergeant, Veteran

Outlaw (Core 47) *Entries:* Agitator, Anchorite, Carcassonne Shepherd, Cenobite, Charlatan, Coachman, Drover, Ex-Convict, Exciseman, Hedge Wizard, Hedgecraft Apprentice, Horned Hunter, Innkeeper, Man-at-Arms, Marine, Mercenary, Militiaman, Muleskinner, Peasant, Pilgrim, Roadwarden, Rogue, Squire, Steppes Nomad, Swampane, Toll Keeper, Warlock, Witch, Woodsman, Wrecker, Zealot

Exits: Carcassonne Shepherd, Demagogue, Ex-Convict, Grail Pilgrim, Highwayman, Horse Master, Penitent, Thief, Vagabond, Veteran, Wrecker

Outlaw Chief (Core 79) *Entries:* Assassin, Badlands Ranger, Captain, Crime Lord, Demagogue, Faceless, Ghost Strider, Highwayman, Master Thief, Racketeer, Scout, Slaver, Veteran, Village Elder, Yeoman

Exits: Assassin, Badlands Ranger, Border Courtier, Captain, Crime Lord, Demagogue, Faceless

Outrider (Core 47) *Entries:* Drover, Kithband Warrior, Man-at-Arms, Messenger, Roadwarden, Soldier

Exits: Carcassonne Shepherd, Coachman, Drover, Highwayman, Horse Master, Knight of the Verdant Field, Mercenary, Roadwarden, Scout, Winged Lancer

Pamphleteer (SoE 51) *Entries:* Agitator, Artisan, Burgher, Demagogue, Entertainer, Engineer, Messenger, Newssheet Vendor, Scholar, Scribe, Student

Exits: Demagogue, Merchant, Politician, Scholar

Peasant (Core 48) *Entries:* Swamp Skimmer

Exits: Badlander, Bone Picker, Carcassonne Shepherd, Charcoal-Burner, Chimneysweep, Dung Collector, Farmer, Fisherman, Foreman, Frogwife, Grail Pilgrim, Grave Warden, Hedgecraft Apprentice, Herrimault, Lamplighter, Man-at-Arms, Mediator, Militiaman, Muleskinner, Newssheet Vendor, Outlaw, Politician, Servant, Sewer Jack, Stevedore, Swamp Skimmer, Swampane, Tradesman, Wall Warden, Winged Lancer, Wrecker, Zealot

Penitent (ToS 114) *Entries:* Flagellant, Initiate, Outlaw, Student, Zealot

Exits: Charlatan, Flagellant, Initiate, Vagabond

Physician (Core 80) *Entries:* Apothecary, Barber-Surgeon, Embalmer, Hedgewise, Interrogator, Monk, Scholar, Student

Exits: Astrologer, Friar, Guild Master, Monk, Scholar, Spy

Pilgrim (ToS 174) *Entries:* Any

Exits: Demagogue, Friar, Initiate, Outlaw, Vagabond, Zealot

Pistolier (Core 80) *Entries:* Cadet, Engineer, Noble

Exits: Courtier, Duellist, Horse Master, Knight, Sergeant, Veteran

Pit Fighter (Core 48) *Entries:* Bear Tamer, Norse Berserker, Protagonist, Shieldbreaker, Thug

Exits: Bondsman, Bounty Hunter, Mercenary, Protagonist, Troll Slayer, Veteran

Politician (Core 81) *Entries:* Agitator, Ambassador, Ataman, Bailiff, Captain, Charlatan, Cloaked Brother, Courtier, Crime Lord, Cult Attendant, Demagogue, Farmer, Foreman, Grail Knight, Guild Master, Hag Witch, Herald, High Priest, Knight of the Realm, Litigant, Merchant, Noble, Pamphleteer, Peasant, Prelate, Questing Knight, Racketeer, Toll Keeper, Village Elder, Wise Woman

Exits: Border Courtier, Cloaked Brother, Courtier, Crime Lord, Demagogue, Faceless, Noble Lord, Racketeer, Steward

Prelate (CC 167) *Entries:* Friar, Lay Priest, Priest

Exits: Demagogue, Friar, Politician, Priest

*Prelate should be listed as an Advanced career, not a Basic career

Priest (Core 81) *Entries:* Agent of the Shroud (Morr), Ataman, Black Guard (Morr), Cantor, Cult Attendant, Flagellant, Friar, Initiate, Knight of the Verdant Field, Lay Priest, Prelate, Monk

Exits: Anointed Priest, Bear Tamer, Black Guard (Morr), Cantor, Catechist, Cult Attendant, Exorcist, Flagellant, Knight of the Blazing Sun, Lay Priest, Prelate, Scholar, Steward, Verenean Investigator, Warrior Priest

Protagonist (Core 49) *Entries:* Bailiff, Bodyguard, Bounty Hunter, Chimneysweep, Estalian Diestro, Ex-Convict, Pit Fighter

Exits: Chekist, Duellist, Ex-Convict, Pit Fighter, Racketeer, Thief, Thug

Questing Knight (KotG 100) *Entries:* Knight of the Realm

Exits: Captain, Courtier, Explorer, Grail Knight, Faceless, Noble Lord, Politician

Racketeer (Core 82) *Entries:* Bailiff, Bodyguard, Cat Burglar, Chekist, Ex-Convict, Fence, Foreman, Guild Master, Interrogator, Merchant, Politician, Protagonist, Spy, Thug, Watchman

Exits: Fence, Master Thief, Outlaw Chief, Politician

Raconteur (SH 121) *Entries:* Agitator, Camp Follower, Entertainer, Rogue, Seaman, Soldier, Student, Vagabond

Exits: Charlatan, Courtier, Demagogue, Entertainer, Herald, Initiate, Rapscallion, Rogue

Rapscallion (CC 173) *Entries:* Dilettante, Gambler, Raconteur, Vagabond

Exits: Charlatan, Duellist, Fence, Highwayman, Spy

Rat Catcher (Core 49) *Entries:* Chimneysweep, Dung Collector, Grave Robber, Jailer, Runebearer, Tomb Robber

Exits: Animal Trainer, Bone Picker, Cat Burglar, Deepwatcher, Dung Collector, Grave Robber, Grave Warden, Jailer, Lamplighter, Sewer Jack, Shieldbreaker, Thief

Reaver (ToC 147) *Entries:* Berserker, Bondsman, Marauder, Seaman, Skald, Warleader, Whaler
Exits: Marine, Marauder, Mate, Mercenary, Navigator, Slaver, Veteran, Warleader, Whaler

Riverwarden (WC 24) *Entries:* Boatman, Ferryman, Marine, Roadwarden
Exits: Boatman, Marine, Roadwarden, Seaman, Sergeant, Smuggler, Toll Keeper, Verenean Investigator, Wrecker

Roadwarden (Core 50) *Entries:* Coachman, Drover, Exciseman, Ferryman, Messenger, Outrider, Riverwarden, Watchman
Exits: Cadet, Enforcer, Highwayman, Horse Master, Messenger, Outlaw, Outrider, Riverwarden, Scout, Sergeant, Toll Keeper, Verenean Investigator

Rogue (Core 50) *Entries:* Agitator, Assassin, Duellist, Entertainer, Envoy, Estalian Diestro, Gambler, Horse Archer, Horse Coper, Mediator, Mystic, Newssheet Vendor, Noble, Raconteur, Seaman, Skald, Strigany Mystic, Thief, Valet
Exits: Charlatan, Chimneysweep, Demagogue, Entertainer, Ex-Convict, Gambler, Herrimault, Mediator, Outlaw, Raconteur, Servant, Thief

Runebearer (Core 51) *Entries:* Apprentice Runesmith, Shieldbreaker
Exits: Apprentice Runesmith, Rat Catcher, Scout, Shieldbreaker, Tomb Robber, Veteran

Runelord (RoS 217) *Entries:* Master Runesmith
Exits: Captain, Guild Master

Scholar (Core 82) *Entries:* Abbot, Agent of the Shroud, Anointed Priest, Apothecary, Apprentice, Runesmith, Apprentice Wizard, Astrologer, Cartographer, Catechist, Embalmer, Exorcist, Forger, Friar, Hedge Master, High Priest, Journeyman Runesmith, Journeyman Wizard, Master Runesmith, Master Wizard, Monk, Navigator, Noble Lord, Pamphleteer, Physician, Priest, Scribe, Sea Captain, Student, Verenean Investigator
Exits: Abbot, Agent of the Shroud, Apprentice Wizard, Astrologer, Badlands Ranger, Catechist, Explorer, Friar, Litigant, Merchant, Monk, Pamphleteer, Physician, Steward, Verenean Investigator

Scourge of God (ToS 114) *Entries:* Flagellant
Exits: Champion, Initiate, Interrogator, Witch Hunter

Scout (Core 83) *Entries:* Bounty Hunter, Carcassonne Shepherd, Champion, Charcoal-Burner, Cloaked Brother, Coachman, Drover, Fieldwarden, Hedge-wise, Herrimault, Horned Hunter, Hunter, Ice Maiden, Knight of the Verdant Field, Kithband Warrior, Messenger, Miner, Muleskinner, Outrider, Roadwarden, Runebearer, Steppes Nomad, Vagabond, Winged Lancer, Woodsman, Yeoman
Exits: Badlands Ranger, Cartographer, Cloaked Brother, Explorer, Ghost Strider, Horse Master, Outlaw Chief, Sergeant, Vampire Hunter

Scribe (Core 51) *Entries:* Apprentice Runesmith, Apprentice Wizard, Cartographer, Forger, Hedgecraft Apprentice, Initiate, Newssheet Vendor, Warlock
Exits: Agitator, Apprentice Runesmith, Apprentice Wizard, Cartographer, Catechist, Exciseman, Foreman, Horned Hunter, Initiate, Litigant, Monk, Navigator, Pamphleteer, Scholar

Sea Captain (Core 83) *Entries:* Explorer, Mate, Navigator, Noble Lord
Exits: Admiral, Explorer, Noble Lord, Scholar, Spy

Seaman (Core 52) *Entries:* Boatman, Envoy, Ferryman, Fisherman, Riverwarden, Norse Berserker, Slaver, Smuggler
Exits: Scholar, Marine, Mate, Navigator, Raconteur, Reaver, Rogue, Smuggler, Whaler, Wrecker

Seer (ToC 148) *Entries:* Hedge Wizard, Skald, Strigany Mystic
Exits: Agitator, Charlatan, Maledictor, Vagabond, Witch

Sergeant (Core 84) *Entries:* Assassin, Battle Pilgrim, Cadet, Champion, Chekist, Deepwatcher, Duellist, Highwayman, Horse Master, Ice Maiden, Judicial Champion, Kislevite Kossar, Marine, Mercenary, Militiaman, Norse Berserker, Pistolier, Riverwarden, Roadwarden, Scout, Shieldbreaker, Soldier, Squire, Streltsi, Targeteer, Veteran, Watchman, Yeoman,
Exits: Artillerist, Black Guard, Border Courtier, Captain, Crusader, Duellist, Judicial Champion, Knight, Knight of the Blazing Sun, Knight Panther

Servant (Core 52) *Entries:* Camp Follower, Cenobite, Frogwife, Lamplighter, Peasant, Rogue
Exits: Agitator, Burgher, Camp Follower, Innkeeper, Lamplighter, Messenger, Newssheet Vendor, Spy, Thief, Valet

Sewer Jack (AoM 29) *Entries:* Dung Collector, Jailer, Militiaman, Peasant, Rat Catcher, Watchman
Exits: Mercenary, Veteran, Watchman

Shieldbreaker (Core 53) *Entries:* Apprentice Runesmith, Journeyman Runesmith, Kislevite Kossar, Mercenary, Miner, Rat Catcher, Runebearer, Smuggler, Tomb Robber
Exits: Deepwatcher, Pit Fighter, Runebearer, Sergeant, Smuggler, Tomb Robber, Veteran

Skald (ToC 149) *Entries:* Bondsman, Entertainer
Exits: Agitator, Burgher, Freeholder, Marauder, Mercenary, Norse Berserker, Reaver, Rogue, Seer

Slave (CC 193) *Entries:* All
Exits: Clanrat, Clawleader, or Any

Slaver (ToC 149) *Entries:* Freeholder, Marauder, Merchant, Reaver
Exits: Captain, Chaos Warrior, Outlaw Chief, Seaman

Smuggler (Core 53) *Entries:* Bailiff, Boatman, Bone Picker, Camp Follower, Coachman, Deepwatcher, Engineer, Ferryman, Innkeeper, Lamplighter, Marine, Miner, Riverwarden, Seaman, Shieldbreaker, Stevedore
Exits: Boatman, Charlatan, Ex-Convict, Fence, Ferryman, Forger, Seaman, Shieldbreaker, Thief, Wrecker

Soldier (Core 54) *Entries:* Bear Tamer, Chekist, Flagellant, Hunter, Messenger, Temple Guardian, Toll Keeper, Watchman
Exits: Cadet, Deepwatcher, Horse Master, Knight of the Verdant Field, Mercenary, Outrider, Raconteur, Sergeant, Vagabond, Veteran, Watchman

Spy (Core 84) *Entries:* Agent of the Shroud, Border Courtier, Camp Follower, Charlatan, Chekist, Cloaked Brother, Courtier, Enforcer, Explorer, Hedge Master, Master Vigilant, Merchant, Minstrel, Physician, Sea Captain, Servant, Verenean Investigator, Wall Warden
Exits: Assassin, Cloaked Brother, Explorer, Master Thief, Racketeer, Verenean Investigator

Squire (Core 54) *Entries:* Cadet, Cult Attendant, Herald, Noble, Temple Guardian, Valet
Exits: Black Guard, Cadet, Horse Master, Knight, Knight Errant, Knight of the Blazing Sun, Knight Panther, Noble, Outlaw, Sergeant, Veteran

Steppes Nomad (RotQ 105) *Entries:* Any
Exits: Ataman, Drover, Horse Archer, Horse Coper, Horse Master, Kislevite Kossar, Outlaw, Scout, Vagabond

Stevedore (Companion 23) *Entries:* Boatman, Peasant
Exits: Boatman, Foreman, Marine, Merchant, Smuggler, Thief, Thug, Tradesman

Steward (Core 85) *Entries:* Courtier, Cult Attendant, Farmer, Monk, Politician, Priest, Scholar, Valet, Village Elder, Wall Warden
Exits: Crime Lord, Faceless, Fence, Merchant, Noble

Streltsi (RotQ 105) *Entries:* Kislevite Kossar, Watchman
Exits: Bounty Hunter, Chekist, Mercenary, Sergeant, Veteran, Watchman, Winged Lancer

Strigany Mystic (NDM 100) *Entries:* None
Exits: Astrologer, Bone Picker, Charlatan, Entertainer, Hedge Wizard, Rogue, Seer, Thief

Student (Core 55) *Entries:* Dilettante, Cadet, Envoy, Forger, Grave Robber, Minstrel, Noble, Valet
Exits: Agent of the Shroud, Agitator, Apothecary, Apprentice Runesmith, Apprentice Wizard, Astrologer, Barber-Surgeon, Cadet, Cartographer, Catechist, Embalmer, Engineer, Envoy, Forger, Gambler, Initiate, Litigant, Monk, Newssheet Vendor, Pamphleteer, Penitent, Physician, Raconteur, Scholar

Swamp Skimmer (RC 52) *Entries:* Anchorite, Peasant, Vagabond
Exits: Mercenary, Peasant, Vagabond

Swampaire (BotD 28) *Entries:* Boatman, Bone Picker, Ferryman, Frogwife, Hunter, Militiaman, Peasant
Exits: Grail Pilgrim, Herrimault, Man-at-Arms, Outlaw, Thug, Vagabond, Village Elder, Yeoman

Targeteer (Core 85) *Entries:* Bounty Hunter, Hunter, Ghost Strider, Master Thief, Vampire Hunter, Veteran
Exits: Assassin, Champion, Duellist, Sergeant

Temple Guardian (ToS 193) *Entries:* Initiate, Militiaman, Watchman, Zealot
Exits: Initiate, Mercenary, Soldier, Squire, Watchman

Thief (Core 55) *Entries:* Entertainer, Ex-Convict, Exciseman, Grave Robber, Herrimault, Interrogator, Militiaman, Outlaw, Protagonist, Rat Catcher, Rogue, Servant, Smuggler, Stevedore, Strigany Mystic, Toll Keeper, Tomb Robber, Vagabond, Wrecker
Exits: Cat Burglar, Charlatan, Chimneysweep, Entertainer, Fence, Gambler, Rogue, Tomb Robber, Verenean Investigator

Thug (Core 56) *Entries:* Dung Collector, Ex-Convict, Marine, Protagonist, Stevedore, Swampaire
Exits: Bodyguard, Chekist, Ex-Convict, Interrogator, Mercenary, Pit Fighter, Racketeer

Toll Keeper (Core 56) *Entries:* Bailiff, Coachman, Lamplighter, Riverwarden, Roadwarden
Exits: Ferryman, Fieldwarden, Highwayman, Outlaw, Soldier, Politician, Thief

Tomb Robber (Core 57) *Entries:* Dilettante, Runebearer, Shieldbreaker, Thief
Exits: Agent of the Shroud, Deepwatcher, Ex-Convict, Fence, Rat Catcher, Shieldbreaker, Thief, Vampire Hunter

Tradesman (Core 57) *Entries:* Barber-Surgeon, Burgher, Camp Follower, Dilettante, Forger, Frogwife, Peasant, Stevedore, Watchman
Exits: Artisan, Cartographer, Embalmer, Engineer, Envoy, Farmer, Foreman, Forger, Freeholder, Grail Pilgrim, Merchant, Militiaman, Wall Warden, Zealot

Troll Slayer (Core 58) *Entries:* Pit Fighter
Exits: Giant Slayer

Vagabond (Core 58) *Entries:* Anchorite, Badlander, Barber-Surgeon, Battle Pilgrim, Carcassonne Shepherd, Camp Follower, Cartographer, Cat Burglar, Cenobite, Charcoal-Burner, Entertainer, Envoy, Ex-Convict, Fieldwarden, Frogwife, Grail Pilgrim, Hedge Wizard, Herrimault, Horned Hunter, Kithband Warrior, Penitent, Pilgrim, Seer, Swamp Skimmer, Outlaw, Soldier, Steppes Nomad, Swampaire, Warlock, Witch, Woodsman
Exits: Badlander, Bone Picker, Carcassonne Shepherd, Dung Collector, Entertainer, Friar, Gambler, Grail Pilgrim, Man-at-Arms, Swamp Skimmer, Raconteur, Rapscallion, Scout, Thief, Woodsman

Valet (Core 59) *Entries:* Burgher, Servant
Exits: Cult Attendant, Herald, Rogue, Squire, Steward, Student

Vampire Hunter (Core 86) *Entries:* Agent of the Shroud, Black Guard, Bounty Hunter, Fieldwarden, Ghost Strider, Grave Warden, Knight, Scout, Tomb Robber
Exits: Agent of the Shroud, Black Guard, Demagogue, Initiate, Killer of the Dead, Knight, Targeteer, Witch Hunter

Verenean Investigator (SH 124) *Entries:* Bounty Hunter, Cat Burglar, Dilettante, Initiate (Verena), Priest (Verena), Riverwarden, Roadwarden, Scholar, Spy, Thief, Watchman, Witch Hunter
Exits: Initiate (Verena), Scholar, Spy, Witch Hunter

Veteran (Core 86) *Entries:* Artillerist, Battle Pilgrim, Bondsman, Carcassonne Shepherd, Chekist, Cloaked Brother, Crusader, Deepwatcher, Flagellant, Herrimault, Ice Maiden, Kislevite Kossar, Kithband Warrior, Knight of the Verdant Field, Knight Panther, Man-at-Arms, Master Runesmith, Mercenary, Norse Berserker, Outlaw, Pistolier, Pit Fighter, Reaver, Runebearer, Sewer Jack, Shieldbreaker, Soldier, Squire, Streltsi, Warleader, Whaler, Winged Lancer, Wrecker
Exits: Ataman, Champion, Cloaked Brother, Crusader, Faceless, Farmer, Judicial Champion, Outlaw Chief, Sergeant, Targeteer

Village Elder (KotG 100) *Entries:* Faceless, Frogwife, Mediator, Swampaire, Yeoman
Exits: Demagogue, Faceless, Outlaw Chief, Politician, Steward

Wall Warden (KotG 101) *Entries:* Man-at-Arms, Peasant, Tradesman
Exits: Spy, Steward, Yeoman

Warleader (ToC 150) *Entries:* Bondsman, Marauder, Reaver
Exits: Captain, Champion, Reaver, Veteran

Warlock (RoS 131) *Entries:* Hedgewise, Witch
Exits: Apprentice Wizard, Charlatan, Outlaw, Scribe, Vagabond

Warrior Priest (ToS 209) *Entries:* Anointed Priest, Prelate, Priest
Exits: High Priest, Knight, Prelate, Witch Hunter

Watchman (Core 59) *Entries:* Chekist, Grave Warden, Jailer, Lamplighter, Sewer Jack, Soldier, Streltsi, Temple Guardian
Exits: Chekist, Deepwatcher, Enforcer, Litigant, Mercenary, Racketeer, Roadwarden, Sergeant, Sewer Jack, Soldier, Streltsi, Temple Guardian, Tradesman, Verenean Investigator

Whaler (ToC 150) *Entries:* Fisherman, Reaver, Seaman
Exits: Freeholder, Marauder, Navigation, Reaver, Veteran

Winged Lancer (RotIQ 106) *Entries:* Horse Master, Kislevite Kossar, Noble, Outrider, Peasant, Streltsi
Exits: Captain, Horse Master, Scout, Veteran

Wise Woman (RotIQ 107) *Entries:* Any
Exits: Demagogue, Hag Witch, Hedge Wizard, Politician, Steppes Nomad

Witch (RoS 131) *Entries:* Apprentice Witch, Hag Witch, Hedge Master, Hedge Wizard, Ice Maiden, Seer
Exits: Apprentice Wizard, Charlatan, Outlaw, Vagabond, Warlock

Witch Hunter (Core 87) *Entries:* Agent of the Shroud, Anointed Priest, Assassin, Champion, Cloaked Brother, Enforcer, Exorcist, Grandmaster, High Priest, Judicial Champion, Knight of the Inner Circle, Knight of the Raven, Knight Panther, Master Vigilant, Scourge of God, Vampire Hunter, Verenean Investigator, Warrior Priest
Exits: Black Guard, Captain, Champion, Cloaked Brother, Demagogue, Initiate, Killer of the Dead, Knight of the Inner Circle, Knight Panther, Verenean Investigator

Wizard Lord (Core 87) *Entries:* Master Vigilant, Master Wizard
Exits: Ambassador, Explorer, Guild Master

Woodsman (Core 60) *Entries:* Charcoal-Burner, Vagabond
Exits: Carcassonne Shepherd, Herrimault, Hunter, Knight of the Verdant Field, Man-at-Arms, Militiaman, Outlaw, Scout, Vagabond

Wrecker (WC 24) *Entries:* Boatman, Ferryman, Marine, Outlaw, Peasant, Riverwarden, Seaman, Smuggler
Exits: Boatman, Marine, Outlaw, Thief, Veteran

Yeoman (KotG 101) *Entries:* Carcassonne Shepherd, Man-at-Arms, Mercenary, Swampaire, Wall Warden
Exits: Faceless, Mercenary, Outlaw Chief, Scout, Sergeant, Village Elder

Zealot (Core 60) *Entries:* Agitator, Cantor, Catechist, Hedgecraft Apprentice, Initiate, Judicial Champion, Monk, Newsheet Vendor, Peasant, Pilgrim, Tradesman
Exits: Agitator, Catechist, Initiate, Flagellant, Friar, Outlaw, Penitent, Temple Guardian