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,
the talented writers who worked on the Career Compendium,
and the WFRP fan community for their feedback and support

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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
Exit: High Priest, Scholar

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

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

**Agitator** (Core 31) Entries: Burgher, Captain, Exciseman, Herald, Highwaysman, Lamplighter, Litigant, Newsheet Vendor, Scribe, Seer, Servant, Skald, Student, Zealot
Exit: Charlatan, Demagogue, Ex-Convod, Hermiunult, Oulaw, Pamphleteer, Politician, Raconteur, Rouge, Zealot

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

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

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

**Anointed Priest** (Core 61) Entries: Exorcist, Priest
Exit: 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
Exit: Apprentice Wizard, Artisan, Astrologer, Barber-Surgeon, Embalmer, Grave Robber, Hedgecraft, Apprentice, Merchant, Physician, Scholar

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

**Apprentice Witch** (RotIQ 98) Entries: Any
Exit: Ice Maidan, Initiate of Ulric, Witch

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

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

**Artisan** (Core 62) Entries: Apothecary, Artillerist, Cartographer, Engineer, Forger, Freeholder, Hedge Master, Militiaman, Navigator, Tradesman
Exit: 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
Exit: Champion, Cloaked Brother, Outlaw Chief, Rogue, Sergeant, Witch Hunter

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

**Ataman** (RotIQ 99) Entries: Captain, Horse Master, Noble, Steppes
Exit: Anointed Priest, High Priest, Monk, Scholar

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

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

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

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

**Black Guard** (NDM 96) Entries: Knight, Priest of Morr, Sergeant, Squire, Vampire Hunter, Witch Hunter
Exit: 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, Riverwander, Smuggler, Stevedore, Wrecker
Exit: Fisherman, Marine, Navigator, Riverwander, Seaman, Smuggler, Stevedore, Swampire, Wrecker

**Bodyguard** (Core 33) Entries: Bondsman, Estonian Diestro, Jailer, Mercenary, Thief
Exit: Bailiff, Bounty Hunter, Interrogator, Jailer, Mercenary, Protagonist, Racketeer

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

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

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

**Bounty Hunter** (Core 34) Entries: Bodyguard, Fieldwarden, Hunter, Kislemite Kossar, Mercenary, Pit Fighter, Streltsi
Exit: Enforcer, Mercenary, Protagonist, Scout, Targeteer, Vampire Hunter, Verenean Investigator

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

**Cadet** (SoE 91) Entries: Estonian Diestro, Mercenary, Militiaman, Noble, Roadwander, Soldier, Squire, Student
Exit: 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, Vaagband

Canton (ToS 194) Entries: Anointed Priest, Entertainer, High Priest, Initiates, Minstrel, Monk, Priest
Exits: Catechist, Entertainment, Initiates, 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, Runelow, Sergeant, Slayer, Warleader, Winged Lancer, Witch Hunter
Exits: Agitator, Ambassador, Ataman, Border Courtier, Explorer, Merchant, Outlaw Chief, Politician

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

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

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

Catechist (ToS 195) Entries: Anointed Priest, Canton, Dilettante, Friar, Priest, Scholar, Scribe, Student, Zealot
Exits: Demagogue, Friar, Initiates, Scholar, Zealot

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

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, Warrleader, Witch Hunter
Exits: Assassin, Scout, Sergeant, Witch Hunter

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

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

Chekist (RotIQ 99) Entries: Kosar, Protagonist, Sредол, Thug, Watchman
Exits: Jailer, 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, Highwaysman, Outlaw, Roadwarden, Scout, Smuggler, Toll Keeper

Courtier (Core 65) Entries: Border Courtier, Grail Knight, Ivve 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

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

Cult Attendant (ToS 194) Entries: Anointed Priest, Courtier, Initiates, 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, Initiates, Navigator, Raconteur, Student, Tomb Robber, Tradesman, Veresan Investigator

Exits: Cloaked Brother, Crime Lord, Faceless, Friar, Mercenary, Outlaw Chief, Pamphleteer, Politician

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

Duellist (Core 67) Entries: Courtier, Estalian Diestro, Highwaysman, Pistolier, Protagonist, Rapscallion, Sergeant, Targeteer
Exits: Assassin, Champion, Highwaysman, Rogue, Sergeant

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

Embalmers (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, Vaagband
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, Vaagband

Estalian Diestro (Core 38) Entries: None
Exits: Bodyguard, Cadet, Duellist, Highwaysman, Protagonist, Rogue
Sea Captain, Spy, Wizard Lord
Thief, Master Wizard, Mate, Navigator, Questing Knight, Scholar, Scout,
Admiral, Astrologer, Badlands Ranger,
Entries:
Explorer
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, Forget, Grave Robber, Innkeeper, Racketeer, Rapscallion, Smuggler, Steward, Thief, Tomb Robber
Exits: Charlatan, Crime Lord, Master Thief, Racketeer

Ferryman (Core 39) Entries: Coachman, Smuggler, Toll Keeper
Exits: Boatman, Highwayman, Riverwarden, Roadwarden, Seaman, Smuggler, Swampai, Wrecker

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

Fisherman (Core 39) Entries: Boatman, Peasant
Exits: Freerholder, 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

Freerholder (ToC 146) Entries: Bondman, Burgher, Fisherman, Skald, Whaler, Tradesman
Exits: Artisan, Innkeeper, Marauder, Merchant, Slayer

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, Swampai, Tradesman, Vagabond, Village Elder

Gamblor (SH 121) Entries: Entertainer, Noble, Rogue, Mercenary, Student, Thief, Vagabond
Exits: Charlatan, Demagogue, Entertainer, Highwayman, Rapscallion, 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, Swampai, 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, 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 (RotI 101) Entries: Hag Witch
Exits: None

Hag Witch (RotI 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, Tali & 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, Swampai, 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, Rapscallion, Roadwarden, Toll Keeper
Exits: Agitator, Duellist, Master Thief, Outlaw Chief, Sergeant

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

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

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

*Replace the Escape Artist talent with Contortionist in the career listing.
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| **Horse Master** (RotIQ 103) | Entries: Drover, Horse Archer, Horse Coper, Mercenary, Noble, Outlaw, Outsider, 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, Swampaire, Targeteer |
| **Ice Magic** (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, Ronconteur, Scourge of God, Scribe, Student, Temple Guardian, Vampire Hunter, Verenean Investigator, Witch Hunter, Zealot  
Exits: Agent of the Shroud (Mor), 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, Chekist, Flagellant, Jailer, Scourge of God, Thug  
Exits: Physician, Racketeer, Thief |
| **Jailer** (Core 42)        | Entries: Bodyguard, Chekist, 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 |
| **Knight 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, Chekist, Mercenary, Sergeant, Shieldbreaker, Strelets, 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: (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, Swampaire, Vagabond, Woodsman  
Exits: Carcassonne Shepherd, Herrimault, Mediator, Outlaw, Outrider, Veteran, Wall Warden, Yeoman |
| **Marauder** (ToC 147)      | Entries: Bondsmen, Cult Acolyte, Freeholder, Norse Berserker, Reaver, Skald, Whaler  
Exits: Chaos Warrior, Mercenary, Reaver, Slayer, 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, Bondsmen, Bounty Hunter, Cadet, Chekist, Chimneysweep, Deepwatcher, Demagogue, Fieldwarden, Grail Pilgrim, Kislevite Kossar, Marauder, Militiaman, Miner, Norse Berserker, Outrider, Pit Fighter, Reaver, Sewer Jack, Skald, Soldier, Strelets, Swamp Skimmer, Temple Guardian, Thug, Watchman, Yeoman  
Exits: Bodyguard, Bondsmen, 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, Palmisteer, Scholar, Stevedore, Steward, Tradesman  
Exits: Guild Master, Militiaman, Politician, Racketeer, Slave, Spy |
Messenger (Core 44) Entries: Drover, Militiaman, Muleskiner, Newsheet Vendor, Roadwarden, Servant
Exits: Cartographer, Coachman, Cult Attendant, Drover, Exciseman, Forger, Herald, Horse Archer, Horse Coper, Kithband Warrior, Muleskiner, Newsheet Vendor, Outrider, Pamphleteer, Roadwarden, Scout, Soldier

Militiaman (Core 45) Entries: Artisan, Bailiff, Burgther, Chimneysweep, Exciseman, Farmer, Fisherman, Grave Warden, Horned Hunter, Merchant, Peasant, Tradesman, Woodsmans
Exits: Artisan, Cadet, Fieldwarden, Knight of the Verdant Field, Mercenary, Messenger, Outlaw, Sergeant, Sewer Jack, Swampaire, 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, Highwaysman, Spy, Student

Monk (ToS 183) Entries: Friar, Initiate, Physician, Scholar, Scribe, Student
Exits: Abbot, Cantor, Demagogue, Friar, Physician, Priest, Scholar, Steward, Zealot

Muleskiner (RC 55) Entries: Animal Trainer, Burgther, Hunter, Messenger, Peasant
Exits: Burgther, Highwaysman, Merchant, Messenger, Outlaw, Scout

Mystic (RC 54) Entries: Anchorite, Cenobite
Exits: Charlatan, Demagogue, Hedge Wizard, Rogue

Navigator (Core 78) Entries: Astrologer, Boatman, Cartographer, Dillettante, Fisherman, Mate, Reaver, Scribe, Seaman, Whaler
Exits: Artisan, Cartographer, Astrologer, Explorer, Scholar, Sea Captain

Newsheet Vendor (SoA 18) Entries: Burgther, 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, Dillettante, Gambler, Hermit, Horse Master, Knight Errant, Pistoleer, 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 Ranger, Scholar, Sea Captain

Norse Berserker (Core 46) Entries: Bondskald, Skald
Exits: Bondsman, Marauder, Mercenary, Pit Fighter, Reaver, Seaman, Sergeant, Veteran

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

Outlaw Chief (Core 79) Entries: Assassin, Badlands Ranger, Captain, Crime Lord, Demagogue, Faceless, Ghost Strider, Highwaysman, 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, Highwaysman, Horse Master, Knight of the Verdant Field, Mercenary, Roadwarden, Scout, Winged Lancer

Pamphleteer (SoE 51) Entries: Agitator, Artisan, Burgther, Demagogue, Entertainer, Engineer, Messenger, Newsheet Vendor, Scholar, Scribe, Student
Exits: Demagogue, Merchant, Politician, Scholar

Peasant (Core 48) Entries: Swamp Skimmer

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, Duelist, 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, Duelist, 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, Rappscallion, Rogue

Rapscallion (CC 173) Entries: Dillettante, Gambler, Raclethur, Vagabond
Exits: Charlatan, Duellist, Fence, Highwaysman, Spy

Rat Catcher (Core 49) Entries: Chimneysweep, Dung Collector, Grave Robber, Jailer, Rubebeart, Tomb Robber
Exits: Animal Trainer, Bone Picker, Cat Burglar, Deepwatcher, Dung Collector, Grave Robber, Grave Warden, Jailer, Lamplighter, Sewer Jack, Shieldbreaker, Thief
**Judicial Champion**, Knight, Knight of the Blazing Sun, Knight Panther

Exits: Artillerist, Black Guard, Border Courtier, Captain, Crusader, Duellist, Squire, Streltsi, Targeteer, Veteran, Watchman, Yeoman, Berserker, Pistolier, Riverwarden, Roadwarden, Scout, Shieldbreaker, Soldier, judicial Champion, Knight, Knight of the Blazing Sun, Knight Panther

Exits: Artillerist, Black Guard, Border Courtier, Captain, Crusader, Duellist, Squire, Streltsi, Targeteer, Veteran, Watchman, Yeoman, Berserker, Pistolier, Riverwarden, Roadwarden, Scout, Shieldbreaker, Soldier, judicial Champion, Knight, Knight of the Blazing Sun, Knight Panther

Exits:

- Artillerist, Black Guard, Border Courtier, Captain, Crusader, Duellist, Squire, Streltsi, Targeteer, Veteran, Watchman, Yeoman, Berserker, Pistolier, Riverwarden, Roadwarden, Scout, Shieldbreaker, Soldier, judicial Champion, Knight, Knight of the Blazing Sun, Knight Panther

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

Exits: Dung Collector, Jailer, Militiaman, Peasant, Rat Catcher, Watchman

**Shiel dre breaker** (Core 53) Exits: Apprentice Runesmith, Journeymen Runesmith, Kislevite Kossar, Mercenary, Miner, Rat Catcher, Runebearer, Smuggler, Tomb Robber

Exits: Apprentice Runesmith, Journeymen Runesmith, Kislevite Kossar, Mercenary, Miner, Rat Catcher, Runebearer, Smuggler, Tomb Robber

**Skald** (ToC 149) Exits: Bondsmen, Entertainer

Exits: Bondsmen, Entertainer

**Slave** (CC 193) Exits: All

Exits: All

**Slaver** (ToC 149) Exits: Freeholder, Marauder, Merchant, Reaver

Exits: Freeholder, Marauder, Merchant, Reaver

**Smuggler** (Core 53) Exits: Bailiff, Boatman, Bone Picker, Camp Follower, Coachman, Deepwatcher, Engineer, Ferryman, Innkeeper, Lamplighter, Marine, Miner, Riverwarden, Seaman, Shieldbreaker, Stevedore

Exits: Bailiff, Boatman, Bone Picker, Camp Follower, Coachman, Deepwatcher, Engineer, Ferryman, Innkeeper, Lamplighter, Marine, Miner, Riverwarden, Seaman, Shieldbreaker, Stevedore

**Soldier** (Core 54) Exits: Bear Tamer, Chekist, Flagellant, Hunter, Messenger, Temple Guardian, Toll Keeper, Watchman

Exits: Bear Tamer, Chekist, Flagellant, Hunter, Messenger, Temple Guardian, Toll Keeper, Watchman

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

Exits: Agent of the Shroud, Border Courtier, Camp Follower, Charlatan, Chekist, Cloaked Brother, Courier, Enforcer, Explorer, Hedge Master, Merchant, Minstrel, Physician, Sea Captain, Servant, Verenean Investigator, Wall Warden

**Squire** (Core 54) Exits: Cadet, Cult Attendant, Herald, Noble, Temple Guardian, Valet

Exits: Cadet, Cult Attendant, Herald, Noble, Temple Guardian, Valet

**Stevedore** (Companion 23) Exits: Boatman, Peasant

Exits: Boatman, Peasant

**Steward** (Core 85) Exits: Courtier, Cult Attendant, Farmer, Monk, Politician, Priest, Scholar, Valet, Village Elder, Wall Warden

Exits: Courtier, Cult Attendant, Farmer, Monk, Politician, Priest, Scholar, Valet, Village Elder, Wall Warden

**Streltsi** (RotIQ 105) Exits: Kislevite Kossar, Watchman

Exits: Kislevite Kossar, Watchman

**Strigany Mystic** (NDM 100) Exits: None

Exits: None

**Student** (Core 55) Exits: Dilettante, Cadet, Envoy, Forger, Grave Robber, Minstrel, Noble, Valet

Exits: Dilettante, Cadet, Envoy, Forger, Grave Robber, Minstrel, Noble, Valet
Riverwarden, Roadwarden, Toll Keeper

Entries:

Exits:

Thief, Vampire Hunter, Veteran

(ToC 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, Vagaband

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


Exits: Badlander, Bone Picker, Carcassonne Shepherd, Dung Collector, Entertainer, Friar, Gambler, Grail Pilgrim, Man-at-Arms, Swamp Skimmer, Raconteur, Rapscaillon, 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, Demagouge, 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

Villager (Core 86) Entries: Artillerist, Battle Pilgrim, Bondsman, Carcassonne Shepherd, Chekist, Cloaked Brother, Crusader, Deepwatcher, Flagellant, Herrimault, Ice Maiden, Kislevite Kossar, Kithbard Warrior, Knight of the Verdant Field, Knight Panther, Man-at-Arms, Master Runemith, 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, Swampraine, 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 (RQ 131) Entries: Hemdige, 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 (RQ 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

Woodman (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, Swampraine, 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