

Nurse

Necessary Skills
Empathy: 4
Analytical: 3

Needs Fulfilled
Help the World +2
Mental Exercise +1

Pay:\$3

Fire Fighter

Necessary Skills
Physical: 4
Confidence: 2

Needs Fulfilled
Help the World +1
Exercise + 1

Pay:\$2

Wait Staff

Necessary Skills
Physical: 2
Confidence: 2

Needs Fulfilled
Social +1

Pay:\$2

Programmer

Necessary Skills
Analytical: 4
Creative: 2

Needs Fulfilled
Mental Exercise +1
Exercise -2

Pay:\$4

Doctor

Necessary Skills
Analytical: 4
Empathy: 3
Confidence: 2

Needs Fulfilled
Mental Exercise +1
Help the World +1
Relax -1

Pay:\$5

Artist

Necessary Skills
Creative: 4
Confidence: 4

Needs Fulfilled

Pay: Your pay is the result
of a dice roll.

Professor

Necessary Skills
Analytical: 4
Empathy: 2
Creative: 1

Needs Fulfilled
Help the World +1
Mental Exercise +1
Relax -1

Pay:\$4

Teacher

Necessary Skills
Empathy: 3
Analytical: 2
Creative: 2

Needs Fulfilled
Help the World +2
Relax -1

Pay:\$2

Sport Player

Necessary Skills

Physical: 5

Confidence: 3

Needs Fulfilled

Pay: Roll a die, if you roll a
6 your pay is \$8, else
its \$1