City jobs

The six starter jobs run by Torn City, how to get hired, what they pay and the specials you keep forever.

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Introduction

City jobs, also called starter jobs, are run by the game rather than by players. They are the first income and the first source of work stats for most new players, and several of them give passive rewards that stay with you after you leave.

How it works

The six jobs. Army, Grocer, Casino, Medical, Education and Law. Army, Grocer and Casino can be joined on your first day; Medical, Education and Law need some work stats first.

The interview. To be hired you answer three questions about the job's sector. A wrong answer fails the interview, and failing too often stops you reapplying for a few days.

Daily rewards. Pay, work stat gains and job points arrive daily and rise with your rank in the job. Your first time in a starter job starts you with 5 job points for it. Each job's points carry its name, for example Army points or Law points, and are spent on that job's specials.

Passive specials stay active even after you leave the job. Two examples from the official wiki:

- Reaching Principal in the Education job cuts all future course lengths by 10%.
- Reaching Federal Judge in the Law job adds 5% to crime experience and skill gains.
- Reaching Brain Surgeon in the Medical job lets you revive other players for 75 energy.

You are fired automatically after 400 days of inactivity.

Ranks, requirements and rewards. Required stats are Manual / Intelligence / Endurance. Pay and job points are per day. Promotion to the next rank needs that rank's work stats and a set number of job points (5 for the second rank, rising by 5 each rank).

Army

Rank	Required (MAN / INT / END)	Pay	Points a day	Special
Private	2 / 2 / 2	$125	1	Strength boost for army points
Corporal	50 / 15 / 20	$150	2	
Sergeant	120 / 35 / 50	$180	3	Steal a weapon for 10 points
Master Sergeant	325 / 60 / 115	$220	4	
Warrant Officer	700 / 160 / 300	$225	5	

Rank	Required (MAN / INT / END)	Pay	Points a day	Special
Lieutenant	1,300 / 360 / 595	$325	6	Defence boost for army points
Major	2,550 / 490 / 900	$550	7	
Colonel	4,150 / 600 / 1,100	$755	8	
Brigadier	7,500 / 1,350 / 2,530	$1,000	9	
General	10,000 / 2,000 / 4,000	$2,500	10	See a player's battle stats for 10 points and $5,000

Grocer

Rank	Required (MAN / INT / END)	Pay	Points a day	Special
Bag Boy	2 / 2 / 2	$150	1	Steal cash for 1 point
Price Labeller	30 / 15 / 50	$175	2	Steal a bag of candy for 2 points
Cashier	50 / 35 / 120	$210	3	Steal a bottle of alcohol for 5 points
Food Delivery	120 / 60 / 225	$250	4	
Manager	250 / 200 / 500	$300	5	Steal an energy drink for 25 points

Casino

Rank	Required (MAN / INT / END)	Pay	Points a day	Special
Dealer	2 / 2 / 2	$250	1	Collect tips (money) for 1 point
Gaming Consultant	35 / 50 / 120	$350	2	+25 casino tokens for 1 point
Marketing Manager	60 / 115 / 325	$500	3	
Revenue Manager	360 / 595 / 1,300	$1,000	4	Steal cash for 1 point
Casino Manager	490 / 900 / 2,550	$1,750	5	
Casino President	755 / 1,100 / 4,150	$3,500	6	Count cards for 10 points and $100,000

Medical

Rank	Required (MAN / INT / END)	Pay	Points a day	Special
Medical Student	0 / 300 / 0	$400	1	
Houseman	100 / 600 / 150	$600	2	Steal a small first aid kit for 2 points
Senior Houseman	175 / 1,000 / 275	$950	3	Steal a first aid kit for 4 points
GP	300 / 1,500 / 500	$1,500	4	Steal morphine for 7 points
Consultant	600 / 2,500 / 1,000	$3,000	5	
Surgeon	1,300 / 5,000 / 2,000	$5,000	6	

Rank	Required (MAN / INT / END)	Pay	Points a day	Special
Brain Surgeon	2,600 / 10,000 / 4,000	$7,000	7	Revive someone for 75 energy (passive)

Education

Rank	Required (MAN / INT / END)	Pay	Points a day	Special
Recess Supervisor	0 / 500 / 0	$300	1	+100 Manual per 10 points
Substitute Teacher	300 / 750 / 500	$400	2	
Elementary Teacher	600 / 1,000 / 700	$600	3	+100 Endurance per 10 points
Secondary Teacher	1,000 / 1,300 / 1,000	$850	4	
Professor	1,500 / 2,000 / 1,500	$1,000	5	+100 Intelligence per 10 points
Vice Principal	1,500 / 3,000 / 1,500	$1,750	6	
Principal	1,500 / 5,000 / 1,500	$3,250	7	10% shorter education courses forever (passive)

Law

Rank	Required (MAN / INT / END)	Pay	Points a day	Special
Law Student	0 / 0 / 1,500	$150	1	+3 nerve for 5 points
Paralegal	1,750 / 2,500 / 5,000	$600	2	Money for 100 points
Probate Lawyer	2,500 / 5,000 / 7,500	$750	3	
Trial Lawyer	3,500 / 6,500 / 7,750	$1,500	4	Get someone out of jail for 15 points
Circuit Court Judge	4,000 / 7,250 / 10,000	$2,500	5	
Federal Judge	6,000 / 9,000 / 15,000	$5,000	6	+5% crime experience and skill gain (passive)

Step by step

1. On day one, apply to Army, Grocer or Casino.
2. Spend job points on the specials that help you most.
3. As your work stats grow, consider moving to Education or Law for their passive rewards.
4. From level 3 you can work in a player company instead; compare pay and specials before moving (see Working for a company).

Examples

- A player works the Education job long enough to reach Principal, then moves to a company. Every course they take afterwards is still 10% shorter.

- Casino points (1 a day at Dealer, up to 6 as Casino President) are not the same as casino tokens, which every player gets each day for casino games.

Advanced tips

- Passive rewards make starter jobs worth returning to briefly even for experienced players who skipped them.
- The work stats you earn here decide which company positions you qualify for later.

Common mistakes

- **Answering interview questions carelessly** and being locked out for days.
- **Leaving before collecting a passive reward** you were close to.
- **Confusing job points between jobs.** Each job's points are only spent on that job.

Sources

Torn wiki: Job: https://wiki.torn.com/wiki/Job, retrieved 2026-11-23

Torn wiki: Working Stats: https://wiki.torn.com/wiki/Working_Stats, retrieved 2026-11-23

Torn wiki: Education: https://wiki.torn.com/wiki/Education, retrieved 2026-11-23

Torn wiki: Crimes 2.0: https://wiki.torn.com/wiki/Crimes_2.0, retrieved 2026-11-23

Related guides: Working for a company, Work stats, Early money, Education, The casino, Your first week