**Name:** Shaun Diaz

**Society:** Traditional

**Role:** Teacher

**Knowledge and Skills:**   
Mathematics-3, Physical Science-3, Language Arts-3, Education-3, History-3

**Interests:** Shaun has a strong interest in Technological Advances and is a avid reader of New Technology periodicals.

**Wealth points:** 5

**Happiness points:** 2

**Activity Points:** 10

**Special Abilities:**

Shaun spends -2 activity points on anything that has to do with New Technology

**Name:** Shaun Diaz

**Society:** Dewey

**Role:** Teacher / Student / Worker

**Knowledge and Skills:**

Machinery-3, Democracy and Government-3, Teaching and Learning-3,   
Technical Documentation-3

**Interests:** Shaun has a strong interest in Technological Advances and is a avid reader of New Technology periodicals.

**Wealth points:** 5

**Happiness points:** 4

**Activity Points:** 10

**Special Abilities:**

Shaun spends -2 activity points on anything that has to do with New Technology

**Name:** Christy Floyd

**Society:** Traditional

**Role:** Student

**Knowledge and Skills:**

Mathematics-1, Physical Science-1, Language Arts-1, History-1, Biology-2

**Interests:**

Christy loves plants and growing things.

**Wealth points:** 1

**Happiness points:** 2

**Activity Points:** 12

**Special Abilities:**

Christy’s green thumb gives her a +2 activity point bonus to any activity having to do with growing plant life.

**Name:** Christy Floyd

**Society:** Dewey

**Role:** Teacher/ Student / Worker

**Knowledge and Skills:**

Horticulture and Growing Things-2, Democracy and Government-1,   
Scientific Methods-1, Writing-1

**Interests:**

Christy loves plants and growing things.

**Wealth points:** 1

**Happiness points:** 4

**Activity Points:** 12

**Special Abilities:**

Christy’s green thumb gives her a +2 activity point bonus to any activity having to do with growing plant life

**Name:** Ismael Rowe

**Society:** Traditional

**Role:** Student

**Knowledge and Skills:**Mathematics-2, Physical Science-2, Language Arts-1, History-1

**Interests:** Ismael is interested in architecture and building sustainable structures.

**Wealth points:** 2

**Happiness points:** 2

**Activity Points:** 13

**Special Abilities:**  
Ismael is very good about optimizing between aesthetics, design, and sustainability. Any project he works on involving building structures costs ½ the wealth points, and increases his happiness by +5.

**Name:** Ismael Rowe

**Society:** Dewey

**Role:** Teacher / Student / Worker

**Knowledge and Skills:**

Architecture and Building-2, Democracy and Government-1, Sustainable Living-2

**Interests:** Ismael is interested in architecture and building sustainable structures.

**Wealth points:** 2

**Happiness points:** 4

**Activity Points:** 13

**Special Abilities:**  
Ismael is very good about optimizing between aesthetics, design, and sustainability. Any project he works on involving building structures costs ½ the wealth points, and increases his happiness by +5.

**Name:** Craig Cole

**Society:** Traditional **Role:** Student

**Knowledge and Skills:** Mathematics-1, Physical Science-1, Language Arts-2, History-2

**Interests:** Craig loves to create art and in particular loves to perform monologues that inspire others to be better people.

**Wealth points:** 1

**Happiness points:** 3

**Activity Points:** 8

**Special Abilities:** Any time Craig is on a work team and is allowed to speak to the group, he grants the team +1 Activity points per round and +1 Happiness points per round. If Craig is the manager, these bonuses increase to +2 Activity points and +2 Happiness points.

**Name:** Craig Cole

**Society:** Dewey **Role:** Teacher / Student / Worker

**Knowledge and Skills:** Art and Culture-2, Society and Humanity-2, Democracy and Government-1, Influence and Inspiration-2

**Interests:** Craig loves to create art and in particular loves to perform monologues that inspire others to be better people.

**Wealth points:** 1

**Happiness points:** 5

**Activity Points:** 8

**Special Abilities:** Any time Craig is on a work team and is allowed to speak to the group, he grants the team +1 Activity points per round and +1 Happiness points per round. If Craig is the manager, these bonuses increase to +2 Activity points and +2 Happiness points.

**Name:** Max Love

**Society:** Traditional

**Role:** Student

**Knowledge and Skills:** Mathematics-3, Physical Science-1, Language Arts-1, History-1, Business-1

**Interests:** Max enjoys business and finance, and strives to start his own business.

**Wealth points:** 10

**Happiness points:** 2

**Activity Points:** 13

**Special Abilities:**

Any work project that Max is on will earn 50% more wealth when it is completed.

**Name:** Max Love

**Society:** Dewey

**Role:** Teacher / Student / Worker

**Knowledge and Skills:** Entrepreneurship-3, Democracy and Government-1, Influence and Inspiration-2

**Interests:** Max enjoys business and finance, and strives to start his own business.

**Wealth points:** 10

**Happiness points:** 4

**Activity Points:** 13

**Special Abilities:**

Any work project that Max is on will earn 50% more wealth when it is completed.

**Name:** Miranda Rice

**Society:** Traditional

**Role:** Administrator

**Knowledge and Skills:** Mathematics-3, Philosophy-5, Education-5, Psychology-3

**Interests:** Miranda really wants the best for the students and teachers under her charge, and loves mentoring other teachers to become better educators.

**Wealth points:** 5

**Happiness points:** 5

**Activity Points:** 12

**Special Abilities:** Whenever Miranda is working as a mentor to a teacher, or helping them develop new curriculum, that teacher can spend an additional +2 activity points on completing their task per round.

**Name:** Miranda Rice

**Society:** Dewey

**Role:** Academic / Teacher / Student / Worker

**Knowledge and Skills:** Mentoring-5, Teaching and Learning-5, Democracy and Government-5

**Interests:** Miranda really wants the best for the students and teachers under her charge, and loves mentoring other teachers to become better educators.

**Wealth points:** 5

**Happiness points:** 7

**Activity Points:** 12

**Special Abilities:** Whenever Miranda is working as a mentor to a teacher, or helping them develop new curriculum, that teacher can spend an additional +2 activity points on completing their task per round.

**Name:** Opal Fields

**Society:** Traditional

**Role:** Academic

**Knowledge and Skills:** Chemistry-5, Biology-5, Mathematics-3, Medicine-5

**Interests:**Opal is interested in developing cures for diseases and helping others live healthier, happier lives.

**Wealth points:** 5

**Happiness points:** 5

**Activity Points:** 12

**Special Abilities:**

Any time Opal is developing knowledge regarding curing diseases, or is working on a project that will cure a disease, she adds a free +2 to the activity points on the task.

**Name:** Opal Fields

**Society:** Dewey

**Role:** Academic / Teacher / Student / Worker

**Knowledge and Skills:** Healing-5, Democracy and Government-2, Life and Organisms-5

**Interests:**

Opal is interested in developing cures for diseases and helping others live healthier, happier lives.

**Wealth points:** 5

**Happiness points:** 7

**Activity Points:** 12

**Special Abilities:**

Any time Opal is developing knowledge regarding curing diseases, or is working on a project that will cure a disease, she adds a free +2 to the activity points on the task.

**Name:** Mindy Cooper

**Society:** Traditional

**Role:** Student

**Knowledge and Skills:** Mathematics-1, Physical Science-1, Language Arts-1, History-1

**Interests:** Mindy loves to cook and wants to be involved with food in her career in some way.

**Wealth points:** 1

**Happiness points:** 2

**Activity Points:** 8

**Special Abilities:**Any project or task that Mindy is involved with that also involves food in some way will earn 10% more in wealth, and increases her happiness by +2 every round.

**Name:** Mindy Cooper

**Society:** Dewey

**Role:** Teacher / Student / Worker

**Knowledge and Skills:** Cooking-3, Democracy and Government-1

**Interests:** Mindy loves to cook and wants to be involved with food in her career in some way.

**Wealth points:** 1

**Happiness points:** 4

**Activity Points:** 8

**Special Abilities:**

Any project or task that Mindy is involved with that also involves food in some way will earn 10% more in wealth, and increases her happiness by +2 every round.

**Name:** Dennis Hansen

**Society:** Traditional

**Role:** Manager (Worker)

**Knowledge and Skills:** Mathematics-2, Physical Science-1, Language Arts-1, History-1, Business-2, Fine Art-2

**Interests:** Dennis loves to create fine art. He is a painter and a sculptor in his spare time, when work allows for it.

**Wealth points:** 4

**Happiness points:** 4

**Activity Points:** 14

**Special Abilities:**

Whenever Dennis is allowed to create art with his own hands, or work on a project with others creating art, his contribution in activity points is worth x2, and his happiness increases +2 every round.

**Name:** Dennis Hansen

**Society:** Dewey

**Role:** Manager / Teacher / Student / Worker

**Knowledge and Skills:** Art and Culture-4, Democracy and Government-1, Aesthetics-3

**Interests:** Dennis loves to create fine art. He is a painter and a sculptor.

**Wealth points:** 4

**Happiness points:** 6

**Activity Points:** 14

**Special Abilities:**

Whenever Dennis is allowed to create art with his own hands, or work on a project with others creating art, his contribution in activity points is worth x2, and his happiness increases +2 every round.

**Name:** Amanda Marsh

**Society:** Traditional

**Role:** Manager (Worker)

**Knowledge and Skills:** Mathematics-2, Physical Science-1, Language Arts-1, History-1, Business-2

**Interests:** Amanda really enjoys sailing and all things about boats.

**Wealth points:** 10

**Happiness points:** 4

**Activity Points:** 11

**Special Abilities:**

If Amanda is doing any task related to boats, she gets a free +2 activity points to the task and her happiness is +2 per round.

**Name:** Amanda Marsh

**Society:** Dewey

**Role:** Manager / Teacher / Student / Worker

**Knowledge and Skills:** Boats-5, Democracy and Government-1

**Interests:** Amanda really enjoys sailing and all things about boats.

**Wealth points:** 10

**Happiness points:** 8

**Activity Points:** 11

**Special Abilities:**

If Amanda is doing any task related to boats, she gets a free +2 activity points to the task and her happiness is +2 per round.

**Name:** Roland Hall

**Society:** Traditional

**Role:** Worker

**Knowledge and Skills:** Mathematics-3, Physical Science-2, Language Arts-1, History-1, Chemistry-1

**Interests:** Roland likes to work on projects that better humanity.

**Wealth points:** 3

**Happiness points:** 4

**Activity Points:** 13

**Special Abilities:**

Roland loves to work on any project with a cause, and will add +2 activity points to any project that helps people live better lives or recover from disaster. Roland will gain +2 happiness points every round when working on such a project.

**Name:** Roland Hall

**Society:** Dewey

**Role:** Teacher / Student / Worker

**Knowledge and Skills:** Society and Humanity-3, Scientific Methods-3, Architecture and Building-2, Industry-3

**Interests:** Roland likes to work on projects that better humanity.

**Wealth points:** 3

**Happiness points:** 6

**Activity Points:** 13

**Special Abilities:**

Roland loves to work on any project with a cause, and will add +2 activity points to any project that helps people live better lives or recover from disaster. Roland will gain +2 happiness points every round when working on such a project.

**Name:** Marcus Price

**Society:** Traditional

**Role:** Worker

**Knowledge and Skills:** Mathematics-3, Physical Science-1, Language Arts-1, History-1, Business-3

**Interests:** Marcus is interested in generating wealth for himself and for those with which he works.

**Wealth points:** 10

**Happiness points:** 5

**Activity Points:** 13

**Special Abilities:**

Any project that Marcus works on will earn 50% more wealth. If Marcus is the manager, the project will earn 100% more wealth.

**Name:** Marcus Price

**Society:** Dewey

**Role:** Teacher / Student / Worker

**Knowledge and Skills:** Industry-4, Entrepreneurship-4, Democracy and Government-1

**Interests:** Marcus is interested in generating wealth for himself and for those with which he works.

**Wealth points:** 10

**Happiness points:** 5

**Activity Points:** 13

**Special Abilities:**

Any project that Marcus works on will earn 50% more wealth. If Marcus is the manager, the project will earn 100% more wealth.

**Name:** Lana Sparks

**Society:** Traditional

**Role:** Worker

**Knowledge and Skills:** Mathematics-1, Physical Science-1, Language Arts-1, History-1, Fashion Design-1

**Interests:** Lana loves clothing.

**Wealth points:** 2

**Happiness points:** 2

**Activity Points:** 14

**Special Abilities:** Any project Lana works on that involves clothing gains an additional +2 action points towards completion per round, and gives Lana +2 happiness points per round.

**Name:** Lana Sparks

**Society:** Dewey

**Role:** Teacher / Student / Worker

**Knowledge and Skills:** Clothing-4, Democracy and Government-1

**Interests:** Lana loves clothing.

**Wealth points:** 2

**Happiness points:** 5

**Activity Points:** 14

**Special Abilities:** Any project Lana works on that involves clothing gains an additional +2 action points towards completion per round, and gives Lana +2 happiness points per round

**Name:** Lynette Cole

**Society:** Traditional

**Role:** Worker

**Knowledge and Skills:** Mathematics-1, Physical Science-1, Language Arts-1, History-1, Performing Arts–Dance-1

**Interests:** Lynette loves everything about dance.

**Wealth points:** 2

**Happiness points:** 2

**Activity Points:** 12

**Special Abilities:**

Any project that Lynette is involved with and includes a component of dance will receive +2 free activity points towards completion per round, and increases Lynette’s happiness by +2 points per round.

**Name:** Lynette Cole

**Society:** Dewey

**Role:** Teacher / Student / Worker

**Knowledge and Skills:** Dance and Movement-4, Democracy and Government-1

**Interests:** Lynette loves everything about dance.

**Wealth points:** 2

**Happiness points:** 6

**Activity Points:** 12

**Special Abilities:**

Any project that Lynette is involved with and includes a component of dance will receive +2 free activity points towards completion per round, and increases Lynette’s happiness by +2 points per round.