

Jobs in Tarot

Pips

Wands - Roles that involve fire/light/electricity (with mostly wands): fire management, lighting design, electrician. Roles that involve growth (with coins and cups): Farming, gardening, forestry (coins); nursery—plants and children, so childcare (cups). Roles that involve forging (with swords): welding, metalwork.

Cups – Roles that involve fluidity/agility (with mostly cups): music; jobs that travel or touring; jobs that require switching modes frequently and prioritizing (project management). Roles that involve society (with coins): social work, sociology, community organizing, community building. Roles that involve counseling emotions (with swords): clinical social work, therapy; alternative therapies—reiki, massage therapy. Roles that involve motors (with wands, because fire+water=steam): motor work, driving, trains, planes, autos, etc.

Swords – Roles that involve communication and intellect (with mostly swords): journalism, communications, education. Roles that involve enforcement (with wands): law enforcement, military. Roles that involve mental health (with cups): clinical psychology, wellness, weight loss. Roles that involve planning (with coins): financial planning/wealth management, math.

Coins – Roles that involve life or general wellness (with mostly cups): wellness coaching, life coaching, a coach of any kind (sports, etc.), job counseling, unemployment office. Roles that involve making things (with wands): crafts, the arts, handmade work, baking/cooking (earth+fire); Roles that involve practicality (with swords): parenting, learning design, life skills coaching, job prep, SAT prep, training in general, empowerment programs, entitlement programs (social programs).

Sample Combos

Note: The attributes of the pip cards are based on numerology, not on RWS-based images.

Ace of Wands + 2 of Cups: A new daycare leader. (Ace of Wands=both new, and childhood; 2 of Cups = care.)

7 of Coins + 5 of Swords: A councilor of people going through mental trauma. (7 of Coins = “Internal work,” i.e., council; 5 of Swords=mental disruption, i.e., trauma.)

9 of Swords + 8 of Wands + 2 of Wands: A long-serving cop who has worked hard in one role, but now has a new beat. (9 of Swords = long-serving; 8 of Wands = hard-working; 2 of Wands = new beat. The combo of Swords + Wands suggests “enforcement,” as above, because Swords come first.)

9 of Wands + 8 of Swords + 2 of Swords: An exhausted machinist pushes through to complete a challenging new job. (9 of Wands = exhausted; 8 of Swords = pushes through; 2 of Swords = a new job. The combo of Wands + Swords suggests forging, as above, because Wands come first.)

5 of Coins + 3 of Coins + 7 of Cups: A financial coach who teaches people in financial distress to grow their finances and avoid “retail therapy.” (Coins + Cups = wellness/coaching roles; 5 of Coins = financial distress; 3 of Coins = financial growth; 7 of Cups = internal emotional work, in this case, avoiding spending unwisely.)

Majors

0. The Fool – A free spirit; someone unemployed; a vagabond
1. The Magician – A performer; a conman
2. The High Priestess – An alternative healer or leader of an alternative faith
3. The Empress – A docent or benefactor
4. The Emperor – A politician or director
5. The Pope – A traditional healer (doctor) or mainstream religious leader
6. The Lover – A salesperson, or lawyer—someone who convinces others
7. The Chariot – A driver or soldier
8. Justice – Any legal expert
9. The Hermit – A scholar or academe
10. The Wheel – A gambler or risk-taker (alt sports, racer, etc.)
11. Strength – A physical trainer or nutritionist
12. The Hanged Man – An investigator (someone who looks at things from every angle—journalist, spy, cop); a criminal
13. Death – A divorce lawyer; coroner, undertaker; a bone specialist; someone in mergers and acquisitions
14. Temperance – An addiction specialist; a mediator of any kind; a bar tender
15. The Devil – A dealer (cards, drugs); a rock star; a sex worker
16. The Tower – A contractor or builder; an electrician; a hotelier
17. The Star – A scientist; a water specialist; a naturalist (nudist or an earth scientist)
18. The Moon – An astronomer or astronaut; a space shot
19. The Sun – Anyone who works outdoors; a solar energy specialist; childcare
20. Judgment – A boss, a manager, anyone with direct reports
21. The World – A traveler; anyone in international business; anyone in travel; anyone trying to “have it all”

Sample Combos (Majors):

Death + The Fool: Someone who lost their job through a merger or downsizing

The Sun + The Tower: A “green” builder

The High Priestess + The Moon: A psychic healer

The Lover + Judgement: Someone who makes decisions on behalf of or generally represents a group of others

The Devil + The Hermit: A famous (i.e. “rock star”) expert in a special field

The Hanged Man + Judgment: A detective in a legal case

The World + The Magician: A world-renowned actor

Judgment + The Sun + The Chariot: The leader of a company that makes eco-friendly cars

The Wheel + The Pope + Temperance: A religious leader who helps at-risk people find balance

Sample Combos (Majors+Pips):

Death + The 5 of Cups: A lawyer or councilor who specializes in helping people end or get out of abusive relationships. (A lawyer or councilor who helps people end things represented by Death; an abusive relationship represented by the 5 of Cups as disruption/conflict [5] + relationships and emotions [cups/water].)

The Hanged Man + Plus the 2 of Wands + The 7 of Coins: Someone who investigates hidden financial fraud at a new start-up. (Investigator [Hanged Man], hidden financial fraud [7 representing “inner” in my numerological system + coins equaling finances], a start-up [2 of Wands as 2 [growth] and wands [vocational project].)

The Lover + The 10 of Swords + The Page of Coins: A sales rep for a line of text books aimed at accounting students. (Sales rep = The Lover; text book company = 10 of Swords, as in 10 [completion] of air [wisdom] = completing wisdom—i.e., advanced learning; accounting students = Page [student] of Coins [money].)

Queen of Swords + The Empress + The 6 of Cups + 3 of Wands: A director who brings artists into with companies who may produce their work. (Director = Queen of Swords; someone who works with young artists = The Empress, as benefactor; artists = beauty, six of cups; companies that may produce their work = 3 of Wands, as in two things coming together to create a new project.)