

First of all, This mod is only uploaded to modthesims.info and my patreon.

Any other download is not permitted and could be dangerous. If you download from any other place I can't give you support with my mod.

Be careful with sims4modding.com this site steals mods and profits from it.

Here is a video I made about that:

<https://youtu.be/Y3TbvUgseRQ>



Are you tired of having to decide every single detail of your sims' lives? Me too!

This mod was created to help your sims become individuals. Remember that this mod is on a BETA stage. That means that I am still adding and improving the features. I'm also adding DLC modules that will add features related to every sims 4 pack. This includes Location and all other preferences, Aspirations and Secondary aspirations, Life choices, whims fixes and Maybe even new systems. Some errors are expected along the way and if you want to report them you can go to mi discord server [NOWHERE](#) It will help me a lot through this journey.

HOT FIX 07/26/2022

I got rid of most references to whims to make the mod compatible with the new wants and fears.

NEW IN V0.9.1

Hello again everyone! I hope you have all been doing well this last month. If you don't know. I had to take a break from modding for a month. I had planned to keep working on it during may but couldn't make it happen in the end. I was traveling around my country and also saying goodbye and moving to a different one. as you may imagine it was chaotic. But I'm finally back and happier than ever.

If you are a Patron, please don't forget that I'm offering refunds for the month of May. Just send me a message to patreon, discord or this email midiar@ofnowhere.com please include your Patreon name so I can easily recognize you..

Now let's talk about what's new.

Right now I'm working on the Discover University module, as well as trying to fix bugs, text and fine tuning.

Discover University Module:

- Added all aspirations inspired in Lifetime aspirations by ky-e
- Added life choices related to these aspirations and jobs from this pack.
- **Work in Progress and plans**
- Fully integrate Preferences with the game and Preferences Plus mod by Heleane
- Adding back the graduate early feature and integrating it to early university enroll.
- Social Groups system (inspired in Sims 3 university, will allow you to create clubs and have especial social interactions and gain reputation) This one might take a few updates to be as complete as I want it.

Other fixes

- Fixed bug where sims were randomly gaining energy.
- Added Tartosa Location Preference,
- Fixed the bug that was causing Last exceptions with the City living module. (sorry for not answering in discord. I did read your messages but didn't have time to answer)
- Updated the Spanish and French translations.

NEW IN V0.8

Welcome to April's update! (no April's fools prank from me because we don't really celebrate that here in Ecuador)

For this update I focused on Fixing the existing DLC module for **City Living** and getting rid of some big bugs that appeared recently.

City Living Module

- Fixed both Lemon and vanilla aspirations. Lemon ones are compatible with Lifetime Aspirations.
- Fixed Aspiration related Life choices. Old aspirations were discarded to match the new fix.
- Fixed the Secondary aspirations system to match aspirations.
- Fixed Secondary aspirations interactions both the ones you unlock and the ones you just select through the menu.
- Fixed Basketball and added bubble blowing automatic preferences to go with the **preferences plus addon**. (Check the recommended mods)
- Fixed auto preferences for singing skill.

Base Game Fixes

- Fixed a mistake I made while editing the Script file. Scripting is very new to me and I'm beyond excited to finally be working manually on it. I uploaded this fix for V0.7 as well because I didn't want this error to linger there for too long.
- For the Preference Plus Addon: Added automatic preferences for all base game skills and activities. (The only thing left here are adding automatic preferences for some dlc skills and hobbies. I'll finish that in the next update.
- Tweaked and improved Automatic preferences for Color and Activities.
- Fine tuned and added a cooldown for Character Traits
- **Self Assured** and **Self Absorbed** are no longer considered Character because of their impact in sims decisions for careers and their personality.
- Further clean and fix Duplicate text and errors.
- Updated and corrected both Spanish and French translation.

V0.7 NOTES

This is another big one. After finally bringing back all features and cleaning up the mod I'm fixing now DLC related content. starting with the modules that were already integrated. This time Get to Work.

Get to Work Module

- Fixed Aspirations and life choices system integrated now with Lifetime Aspirations by Ky-e.
- Fixed and added secondary aspirations. Also fixed the menu options.
- Checked and fixed Aliens baking and retail likes and dislikes. **New Sales and Aliens preferences!.**

Other fixes

- New occult preferences. Ghosts and Plant Sims.
- Added back the collectionism preferences.
- Checked and fixed Menu options.
- Improved the Preferences plus Addon. (I only need to integrate the hobby preferences from that mod. for V0.8)
- Improved the Show hidden talents interaction.
- Fixed the buff that would appear saying Dropout doesn't define me and the Insecure buff.
- Kids can get location preferences but not life choices related to that. toddlers can not get location preferences.
- Extended the preferences limit from 20 to 60
- Sims will NOT prank toilets autonomously. (I hate this bug)

RECOMMENDED/REQUIRED DOWNLOADS

[Ky-e's Lifetime Aspirations](#)

This mod Makes all aspirations feel more like long term goals than tutorials. My lemon Version of BetterSims works complementary to this mod.

[Vicky Sims Metabolism traits](#)

"This is a Mod to allow you to add A total of 25 Body/ Needs changing Traits to your Sim." Description by Vivky Sims.

My Metabolism Addon **REQUIRES** this mod to work.

[Radiophobe's Zodiac Traits](#)

"This mod aims to convert zodiac signs from the Sims 2 and make it as good as I can into the Sims 4 without it taking up Trait Slots". Description By Radiophobe.

My Zodiacs Addon **REQUIRES** this mod to work.

[Triplis' Child and Teen can Quit or Rejoin School](#)

"Child and Teen Sims can choose to Quit or Join school at your whim. Comes with an optional UnlimitedPTO add-on." Description by Triplis
This mod helps fulfill certain life choices that appear in my mod. Highly Recommended but not required.

MissyHissy's Custom Whims

This mod will be REQUIRED in the future! As I work in my whims overhaul I'll include whims from this mod.

"I love playing a whim-based game and, with the popularity of The Personality Mod, I wanted to be able to work more with custom whims and try and add some new direction to them in a series of manageable mods. Additionally, I want other modders to be able to make use of these whims for their own mods. So this is the Custom Whims Mod!" Description by MissyHissy

TRANSLATIONS

Spanish Translation

Thanks to Geosims for the help with the translation so far. Spanish is now included in the mod.

Portuguese

Now included in the mod Thanks to [NathanSimss!](#)

French

Included in the mod. Thanks to Kassy for helping with the french translation. It will be included in the mod on V0.5

Polish

Thanks to Aurora Sky for the Polish translation!

Russian

Thanks to Cecil Davis for helping with the Russian translation. It will be included in the mod on a future version.

MOD'S FEATURES

Personality Overhaul

In the game we only have 3 slots for sim adults to give them a personality and we have to use them wisely. But there are some traits that seem to be not as impactful and defining as others. That's why I decided to add a new system and separate personality from Character traits.

Personality Traits are meant to be more general. I'll complement and add more "negative" traits to balance it out.

Emotional Traits

Traits that stay the same:

- Active
- Cheerful
- Creative
- Genius
- Gloomy
- Goofball
- Hot Headed
- Romantic
- Self-Assured

Re-categorized Traits:

- Erratic
- Lazy

New Traits:

- **Uncreative**
These sims rarely get inspired and struggle with all creative activities.
- **Unfunny**
These sims have a hard time getting and landing jokes. They rarely feel playful.

Hobby Traits

Traits that stay the same:

- Art Lover
- Bookworm
- Foodie
- Geek
- Music Lover
- Perfectionist

Re-categorized Traits:

- Loves Outdoors
- Neat

New Traits:

Work in progress

Lifestyle Traits

Traits that stay the same:

- Ambitious
- Childish
- Clumsy
- Glutton
- Kleptomaniac
- Materialistic
- Slob
- Snob

Re-categorized Traits:

- Noncommittal

New Traits:

- Occult Enthusiast
These sims love and believe in everything related to the Supernatural!
- Free Spirited
These sims love to go with the flow and avoid

Social Traits

Traits that stay the same

- Bro
- Evil
- Family Oriented
- Good
- Hates Children
- Jealous
- Loner
- Mean
- Outgoing
- Self-Absorbed

New Traits:

Work in progress

Character traits

These are traits that you get through gameplay. Based on personality, age, and other events. They don't take a trait slot and you can change them through
Bettorsims Menu

Re-categorized traits:

- Clumsy
- Glutton
- Insider
- Unflirty
- Vegetarian
- Cat Lover
- Dog Lover
- Recycle Disciple
- Lactose Intolerant
- Squeamish

New Traits:

- Star Material
These sims have something special that attracts everyone. They do especially well in the entertainment industry.
- Awkward
These sims have a hard time socializing and usually get embarrassed by it.
- Logical
These sims are really good at all things logical.
- Illogical
These sims have a hard time with anything Logic related.

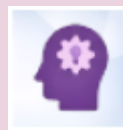
NOTE: MORE TRAITS WILL BE ADDED IN FUTURE UPDATES

Skill Learning

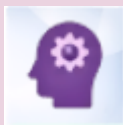
Skills in the Sims 4 are sometimes too easy to master. So I tried to balance them out to make things more interesting. In real life everyone learns skills at a different rate and this feature of the mod was created to balance skill learning in the sims 4. as soon as your game loads your sim will be given 1 of the 4 skill learning traits:



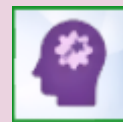
Slow learner



Fast Learner



Regular (does not show in the sim Panel)



Prodigy

These traits are here to make every sims' experience different. Some Sims will have a harder time learning stuff than others but things like having a good childhood or loving a particular activity will make it more enjoyable for your Sim. These traits are assigned following a percentage. 65% Regular, 10%Slow Learner, 10% Prodigy and 25% Fast Learner.

Preferences System

BetterSims initially had a feature that added likes and dislikes to the game. Now the og game has its own preferences system the way the og system gives likes and dislikes to your sims through gameplay only focuses on emotions so, I added my original system and adapted it to the new preferences. Now your sim will develop preferences on their own without asking and this is based on traits and other features from my mod. Skill level and CAS story feature also affect this system.

Location Preferences

These new preferences can appear when your sim visits a new place and are assigned based on personality. You can also choose them in CAS like any other preference. The automatic system can be disabled and Enabled in the menu but if you want to remove the preferences you have to do it manually. These preferences influence your sims' moods and life choices.



Fashion & Style Preferences

These new preferences are meant to guide you towards your sims' favorites. As soon as the game loads there's a chance that your sim will get a fashion preference based on their personality. Chances increase every time you load the game (also after entering CAS or going to another lot). This automatic system can be disabled in the Menu. You can also choose your sims' preferences through CAS like any other like or dislike.

Activity Preferences

With my system, after a sim tries an activity for the first time they have a chance of getting a preference depending on their traits. No questions asked. Of course preferences can now be changed in cas so if you don't like something you can remove it in CAS. After this first event sims can develop preferences through normal gameplay,(this is tied to emotions and always asks before assigning the preference)

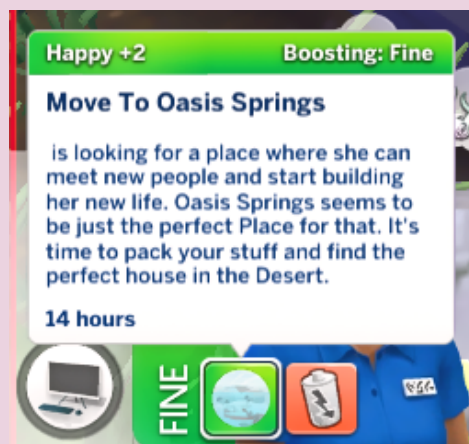
Color Preferences

Just like Fashion & style, Every time your game loads your sim has a chance to get a new preference based on their personality. This automatic system can be disabled in the Menu.

Important Note: Right now DLC preferences and other systems need more work.

Life Choices System

At any point in life your sim will get a special moodlets indicating what direction they want to take in life, Things like leaving High School, changing their look, moving to their favorite neighborhood, Becoming a Bodybuilder(choosing aspirations), leaving their spouse or other life changing actions.



High School Choices

Sims with high grades might get the want to graduate early after some time with an A grade.

Sims with an F grade and the freespirt trait might want to leave highschool. This decision will influence their work performances, but don't worry, there are other ways to earn money in the sims.

I removed the option to quit school from the BetterSims menus but you can do that using the [child and teens can quit or join school" mod by Triplis](#). or enabling the option with MCCC by Deaderpool.

Aspiration Choices

At some point in their lives, sims might get a want to become *Aspiration Name* This will help you figure out what kind of sims they are. you can use this information to select a new aspiration or use the secondary aspirations in the BetterSims menu.

Home Life Choices

When your sim has a Location preference, they might decide they want to move somewhere else. They will react depending on the outcome of that.



Job Choices

Most of the careers in game require you to choose a specific track for your sim, now that is up to them. When they're getting closer to that promotion they will decide what they want to do. It depends on their personality, degrees and other factors. If your sim doesn't have a preference. It might be time to consider changing paths.

School Choices

Depending on their traits, skills and school grade, teen sims might get the opportunity to graduate early or drop out of school. they can do this with the quit school option in mccc or using the mod by triplis "[Child and Teen can Quit or Rejoin School](#)" These decisions affect future career performance and other life choices. I plan to expand this when I get to the University DLC.

Relationships

Again depending on their traits, sims might decide it's time to get serious about finding someone to love, end a relationship or even get married. If you don't follow their wishes they will get reactions. (I'm still testing this system in particular and might need some adjustments)

Appearance

Sims can get bored after some time of wearing the same thing. They will now tell you when it's time to get a new look. For now sims can't react to their makeovers. These life choices serve as a reminder to shake things up. I'm exploring more about tests and how sims can recognise what they are wearing but in the meantime I think it still adds to gameplay.

Secondary Aspirations

After Your sim gets a want to become or do something(aspiration related) the outcome is up to you, you can choose to change the aspiration and fix the aspiration bonus trait or you can use the secondary aspiration option in the BetterSims menu. Aspiration life choices unlock special traits called Secondary aspirations that will affect **whims** and **Autonomy**. You can select one Secondary Aspiration at a time and access it through your Sim menu >BetterSims>Secondary Aspirations. If you don;t want to unlock them through gameplay you can also choose the one you want.

Improved Aspirations

Lemon Version

This version is made to be compatible with Ky-e's Lifetime aspirations. All aspirations have one long-term goal instead of the several stages of regular aspirations.

Vanilla Version

Everyone plays in a different way. At the first weeks of BetterSims release I got some feedback from people who didn't like the Lemon version, at the time only version of the mod . so I decided to rethink my new aspirations in the original game style. That's what vanilla aspirations are. I will be including a vanilla version of Ky-e's new Lifetime aspirations too.

MY MAIN ASPIRATIONS

Figure it out

This aspiration is meant for all teens and older who still don't know what they want to do with their lives. Whims for this aspiration will help your Sim explore activities and socialize. But be careful, if your sim never finds their purpose they'll get the "Uncomplete" reward. making them bored and boring most of the time.

Grow up

Did you know that with BetterSims kids can choose their aspirations too? Well in the meantime their only job is to grow up. Use this aspiration as a base until your child sim decides. Or you can fulfill this aspiration too. It doesn't come with any perk or disadvantage.

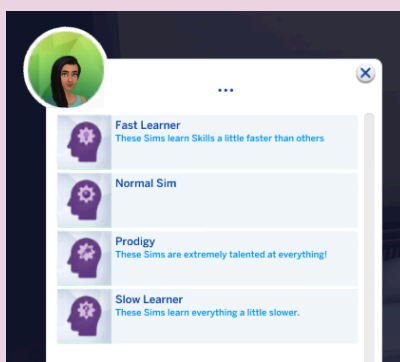
BetterSims Menu

This feature adds options in your sims menu to help you manage your sims preferences and traits. note if your sim has got only one aspiration choice you'll only see the secondary aspiration option in the main bettersims menu like in the picture. This is how menus work in the game by default.



Change Aspiration Bonus

In the vanilla game, once your sim is created they get a bonus trait based on their picked aspiration. this cannot be changed even when switching aspirations, I added a fix for that in the BetterSims Menu.

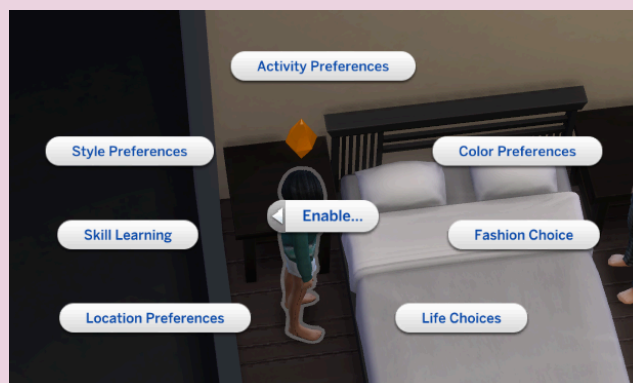


Choose Skill Learning Trait

This option lets you select the speed at which your sim learns all skills. If you open it and click X without selecting anything the skill learning trait will be removed and re assigned next time you load the game.

Settings

This option lets you enable , disable and reset all systems separately for a single sim or all sims.



NOTE: IF ONE OF THE SYSTEMS ARE NOT WORKING WELL AFTER UPDATING. MAKE SURE YOU ENABLE THE SYSTEM IN GAME.

The reset option will remove assigned traits, and hidden traits. Your sim will forget all previous life choices, what activities they've tried (doesn't affect skill level) and places they've visited.

You can select a specific system or all of them and it can't be undone.

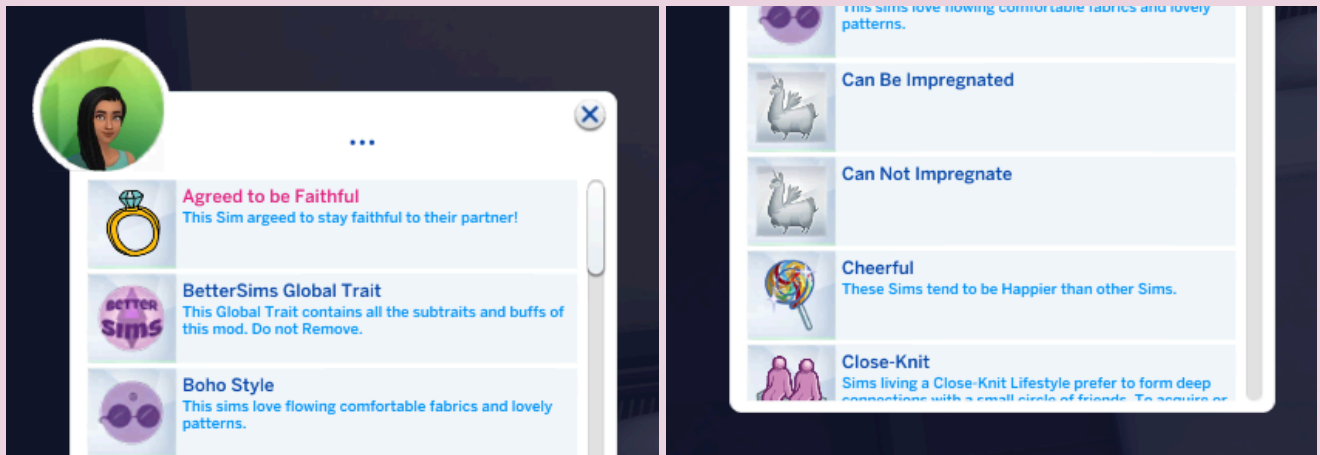
Select Secondary Aspiration

I originally intended secondary aspirations to be unlocked only through gameplay. But everyone plays in a different way so I added this cheat for anyone who wants to choose their own stories.



Remove Trait

This option lets you remove any trait from your sim. Sometimes your sim might get a preference, child phase or hidden trait that you don't want. You can remove it with this option. I also use it to see all the traits my sim has.



Notifications

I want to add notifications for storytelling purposes and right now these pop ups will tell you every time your sim gets a new preference or lifechoice. You won't miss them Anymore.



Whims Overhaul(Work in progress)

It's quite simple. I want to make whim-based gameplay possible in this game. I've been thinking about all the things I need to make that work and all I need is time, patience and a lot of testing. The first whim update improves Teen,child skill whims and Base game aspiration whims that influence secondary aspirations as well. Whims I'll target next:

- Career
- Skill
- Situational whimsets
- Add more Whimsets for aspirations(this is a list of whims that needs to be added to an element for whims to show up)
- Add Whimsets to traits and preferences
- Add completely new Whims, to expand your sim's preferences

Addons

These packages add features related to other mods please make sure to remove them if you are not using the mod it's related to.

Metabolism Addon

This adds an automatic system that assigns metabolism traits to your sims. traits are randomized and can be removed through the remove traits option on the BetterSims menu.

[Metabolism reward traits by Vickysims/chingyu1023](#)

Zodiacs Addon

This adds an automatic system that assigns Zodiac sign traits to your sims depending on their traits. Like any other trait, Zodiac signs can be removed through the remove traits option on the BetterSims menu.

[Zodiac Signs mod by Radiophobe](#)

Preferences Plus Addon

This addon Integrates preferences plus to the existing automatic preferences system. Interests, Personal and Outfit preferences are assigned on load. Venue preferences can be acquired on visit and Hobbies are integrated with activity preferences.

[Preferences Plus mod by Heleane](#)

KNOWN ISSUES AND CONFLICTS

- This mod might conflict with any mod that alters the original game traits or aspirations. If you want to use Lifetime Aspirations by ky-e please use the Lemon version.
- This mod might conflict with any mod that alters whims. If you want to use Bienchen's Mod overhaul with my mod, make sure to remove the Whims.package module. As it's the only one that conflicts with it right now. I'll be building my own whims overhaul little by little. It's a feature that will take some time but really makes a difference.
- As of Now BetterSims has its own preference Limit up to 100 preferences, and conflicts with unlimited preferences by Zerbu, as a solution if you want To use Zerbu's version you can add a 0 at the beginning to the name file of Zerbu's mod. It makes the game load it first and override mine.

This mod has been tested and has not conflicts with these mods:

- [MC Command Center](#) by Deaderpool
- [Slice of Life](#) and [Education Bundle](#) by KawaiiStacie
- [Wonderful Whims](#) by TURBODRIVER
- [First Impressions](#) by Lumpinou
- [Meaningful Stories](#) by roBurky
- [Have some Personality Please](#) by PolarBear Sims
- [Complete Cooking overhaul](#) by Srsly Sims
- All mods from [Vickysims/Chingyu1023](#)

Because of how the mod is built there are tons of mods that are compatible with BetterSims, I'm only listing the ones I've played a lot with.

INSTALLATION

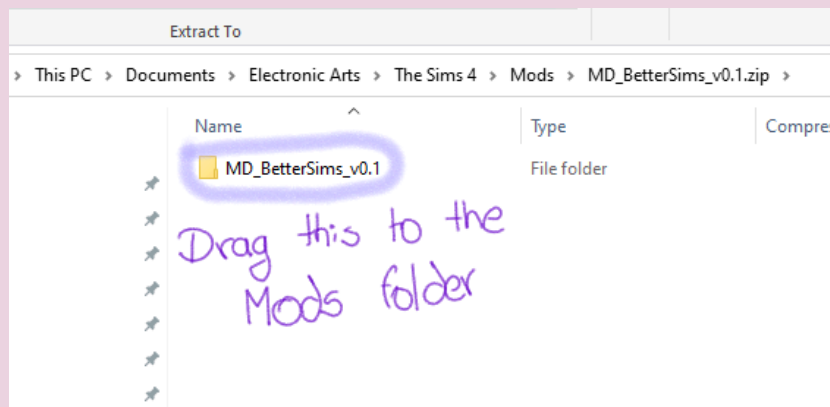
Before you install, make sure to remove previous versions of the mod completely.

Most features from the mod can be safely removed and I'll keep improving how that works.

As the mod becomes more customizable the installation instructions become a bit more complicated so I'll explain everything in detail.

First step download and extract

- After downloading. Open the MD_BetterSims_v0.0.zip and drag the folder directly to your Sims 4 Mods folder
You can also right click MD_BetterSims_v0.zip and select extract here

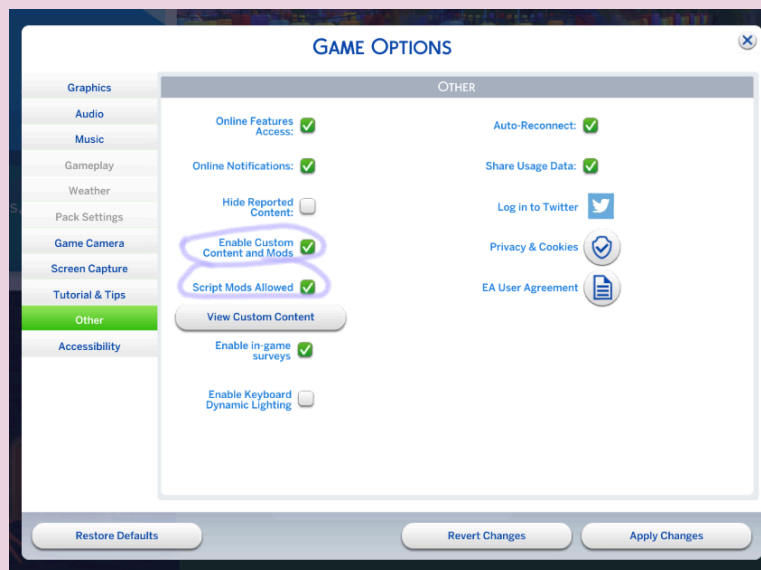


- Your directory should look something like this:
C:\Documents\Electronic Arts\The Sims 4\Mods\MD_BetterSims_v0.0

Notes:







Never put ts4script files more than one folder deep in your mods folder.

This mod uses ts4script files, that means that you need to enable script mods in your game options.



Step 2: Customize



Make sure to remove all the packages you don't need or want. Here's a description of what You'll find:

ments > Electronic Arts > The Sims 4 > Mods > MD_BetterSims_v0.1			
Name	Date modified	Type	Size
 Addons	6/2/2021 11:48 PM	File folder	
 Aspirations	6/18/2021 10:21 AM	File folder	
 DLC Modules	6/18/2021 12:04 AM	File folder	
 Main Module	6/17/2021 10:11 PM	File folder	
 MD_BetterSims_Main.package	6/17/2021 11:29 PM	PACKAGE File	381 KB
 MD_BetterSims_Main.ts4script	5/31/2021 1:26 PM	TS4SCRIPT File	4 KB

DO NOT REMOVE THE MD_BetterSims_Main files!



Addons:

This folder contains all the additional features that tie into other mods. You can remove any of them. Make sure to remove them if you don't have the mods they relate to.




ments > Electronic Arts > The Sims 4 > Mods > MD_BetterSims_v0.1 > Addons			
Name	Date modified	Type	Size
 MD_BetterSimsAddon_Metabolism.pack...	6/3/2021 7:48 PM	PACKAGE File	2 KB
 MD_BetterSimsAddon_Zodiac.package	6/4/2021 2:47 PM	PACKAGE File	4 KB

Aspirations:

Here you'll find the Aspirations separated by version and DLC. First remove the version you don't want.

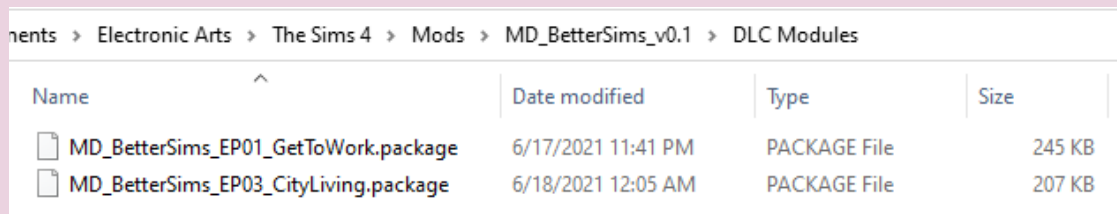
ments > Electronic Arts > The Sims 4 > Mods > MD_BetterSims_v0.1 > Aspirations >			
Name	Date modified	Type	
 Lemon	6/18/2021 10:21 AM	File folder	
 Vanilla	6/18/2021 10:21 AM	File folder	



Now make sure to remove all the packages from the DLC's you don't have or want in your game.

ments > Electronic Arts > The Sims 4 > Mods > MD_BetterSims_v0.1 > Aspirations > Lemon			
Name	Date modified	Type	Size
 MD_BetterSims_Asp_Base Game_Lemon.package	6/17/2021 11:20 PM	PACKAGE File	400 KB
 MD_BetterSims_Asp_EP01_Lemon.package	6/17/2021 11:57 PM	PACKAGE File	26 KB
 MD_BetterSims_Asp_EP03_Lemon.package	6/18/2021 12:07 AM	PACKAGE File	26 KB

DLC Modules:

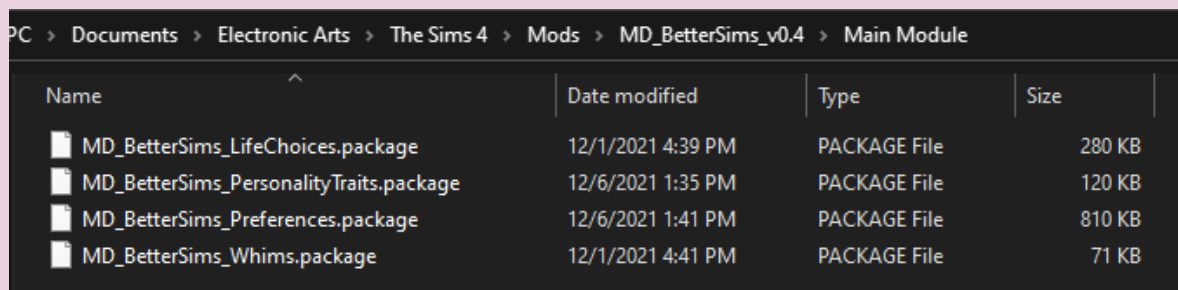
Here you have the features for the different DLC's. remove the ones you don't have.







Name	Date modified	Type	Size
 MD_BetterSims_EP01_GetToWork.package	6/17/2021 11:41 PM	PACKAGE File	245 KB
 MD_BetterSims_EP03_CityLiving.package	6/18/2021 12:05 AM	PACKAGE File	207 KB

Main Module:

Here you'll find all the different features organized in the packages. If you want to remove a specific feature you can, depending on what it is.



Name	Date modified	Type	Size
 MD_BetterSims_LifeChoices.package	12/1/2021 4:39 PM	PACKAGE File	280 KB
 MD_BetterSims_PersonalityTraits.package	12/6/2021 1:35 PM	PACKAGE File	120 KB
 MD_BetterSims_Preferences.package	12/6/2021 1:41 PM	PACKAGE File	810 KB
 MD_BetterSims_Whims.package	12/1/2021 4:41 PM	PACKAGE File	71 KB

Life Choices

This file contains the system that helps your sim decide what they want. this is tied to the Secondary aspirations so if you removed you won't be able to unlock them through gameplay. It is safe to remove though. **Can Be Removed!**

Personality Traits

Here you have all traits that show up on CAS.(Complementary traits) **Safe to remove.**

Preferences

This file controls all the automatic systems that make your sim get new preferences. **Can Be Removed!**

Whims

In this file you have the whims overhaul, both replacements for previous whims, a couple new whims and whimsets for all features in the mod. **Will cause Last exceptions if removed.**

LINKS

If you need support or want to help me improve this mod. Join my discord to connect with me: <https://discord.gg/CWagtGR7vs>

You can also follow me on twitch to participate in the process.
<https://www.twitch.tv/midiarsims>

First Overview of the mod (Outdated): <https://youtu.be/qJE5iiF8M2s>
Installation, reporting Bugs and my experience with this mod:
<https://youtu.be/eO9k1VhXokk>

If you need more info on LE you can check my BetterSims Beta Video.

https://www.youtube.com/watch?v=eO9k1VhXokk&ab_channel=MDSims

Special Thanks to:

All of My Patreons for making this dream Possible.

Zerbu for [Mod Constructor V4](#)

The community of creators in Zerbu's discord server for all the support and help.

The community of creators in Deaderpool's discord server for all the support and help.

[Twisted Mexi](#) for the Better Exception tool, as well as his amazing mods and help.

The team of [Sims4Studio](#) for the amazing tool.

Thanks to All translators:

[GeoSims](#) for the Spanish translation!

Kassy for the French translation!

CecilDavis for the Russian translation!

[Isy's Translations](#) for helping me with the Italian translation (TO BE RELEASED)

ttchubb for helping me with the Chinese translation (TO BE RELEASED)

[NathanSimss](#) For the Portuguese translation!