

*Use an online random number generator 1 - 127 to determine your sim's fate!*

This is a list of challenges made by myself and other simmers.  
Updated randomly. Feel free to add suggestions.

1. House fire! Lose your house and all your possessions.
2. Get divorced.
3. Fired! Time to get job hunting. Or not.
4. Adopt a child.
5. Throw a party! Get Gold.
6. [Dine Out] Buy a restaurant.
7. Sim has an affair...and gets caught! Save the relationship or jump ship to explore new possibilities.
8. Midlife Crisis: Drastically change hair and clothing style, get a new job and aspiration, and spend 25% of household funds on frivolous purchases.
9. Child taken away by CPS!
10. You've been exiled from the neighborhood for your terrible fruitcake. Time to move.
11. Going through a phase (remainder of current life stage): Nerd
12. [Vampires] Get bitten by a vampire and turn.
13. [Vampires] Have a baby with Vladislaus Straud.
14. Weasel your way into the Goth family and have either Bella or Mortimer leave their spouse for you. Marry them and bask in their wealth.
15. Adopt 3 infants.
16. [Discover University] Overachiever: Enroll in University. Maintain an A in school while holding a part-time job.
17. Have your spouse die.
18. Black Widow Challenge: Outlive 5 spouses.
19. Bring a Sim back from the dead using Ambrosia.
20. Add a ghost to your household.
21. [Get Together] Start a club.
22. [Cats & Dogs] Buy a vet clinic.
23. [Get To Work] Buy a store.
24. [Paranormal Stuff] Visit a haunted house.
25. Try for a baby.

26. Adopt a toddler.
27. Have a spouse impregnate/get pregnant by another Sim.
28. Fitness Challenge: Go from max weight to maximum fitness body potential.
29. Let Them Eat Cake! Go from lean to max weight.
30. [Discover University] Distinguished Degree: Enroll in University and be accepted into a Distinguished Degree program. Complete the program with an A.
31. [Cats & Dogs] Adopt a cat.
32. [Recommended but optional: Outdoor Retreat / Tents also available in Debug of Base Game] Rough it at a campground with nothing but a tent for three days.
33. [My First Pet Stuff] You adopt a cute, fuzzy little hamster...and die of Rabid Rodent Fever.
34. Go on a destination vacation for one week.
35. [Eco Living] Go off-the-grid.
36. Going through a phase (remainder of current life stage): Goth
37. Learn a new skill and level it up to 5.
38. [Island Living] Eat mermaid kelp and enter the ocean.
39. [Get Famous] Reach Global Superstar fame.
40. Sinister: Kidnap a stranger and keep them locked in your basement.
41. Sugar Daddy/Mama: Have your young adult sim marry a senior for the money or your senior marry a young adult for looks.
42. Complete an aspiration.
43. [Cats & Dogs] Adopt a dog.
44. Have eight Sims in your household.
45. [Realm of Magic] Become a Spellcaster.
46. [Strangerville] Unravel the mystery of Strangerville!
47. [Recommended but optional: High School Years] Have a child or teen flunk school.
48. Bankruptcy! Lose ALL your household funds.
49. [Recommended but optional: Discover University] Get a roommate (that you can't control).
50. [Jungle Adventure] Go on vacation to Selvadorada for 5 days. Explore the jungle.
51. Going through a phase (remainder of current life stage): Diva
52. [Recommended but optional: City Living] Become vegetarian.
53. Make your next toddler a Top Notch Toddler.

54. [Paranormal Stuff] Become a paranormal investigator.
55. [Recommended but optional: Tiny Living] Own a tiny house. If you don't have Tiny Living, just build a home with 33–64 tiles.
56. Musical Savant: Max out every musical skill.
57. Single Parent Challenge: Have your spouse leave you with 7 kids.
58. Secret Serial Killer: Kill 10 townies without anyone knowing. Keep a souvenir from each.
59. All nighters: Throw 7 parties over 7 days.
60. [Recommended but optional: Paranormal Stuff/Life & Death] Spooky neighbor: Place a gravestone/urn on your lot and have the ghost haunt you.
61. Get married to the next sim you see.
62. [For Rent] Foreclosure! Lose your home and move into a rental.
63. Make \$25,000 with only gardening, writing, or painting (pick ONE).
64. [Snowy Escape] Hike Mt. Komorebi.
65. Become Leader of the Free World.
66. [Island Living] Explore the mysteries of the Cave of Sulani.
67. [Werewolves] Catch a werewolf!
68. I'm wasting my life away at this job! Change careers.
69. [High School Years] Have a teen complete the Drama Llama aspiration.
70. Time for a change: Redecorate your entire house.
71. Have a household of all ghosts.
72. Take a one week vacation to any destination/vacation rental.
73. [Recommended but optional: Lovestruck] Have a romantic dinner at a restaurant with a date.
74. [Cottage Living] Enable the "Simple Living" lot challenge.
75. [Recommended but optional: Tiny Living] Live in a micro home. If you don't have Tiny Living, just build a home with 1–32 tiles.
76. [Bowling Night] Go bowling!
77. Have a pool party at a community lot.
78. Asteroid! Bulldoze your home and rebuild.
79. [Romantic Garden Stuff] Use the wishing well.
80. [Seasons] Woohoo with Father Winter.
81. [Life & Death] Become The Grim.

82. Payday! Move your sim into another household, steal their money, and move back out.
83. Have 3 children, one immediately after the other.
84. Make up with an ex and get back together.
85. Deadbeat: Leave your spouse and children and start a new life without them.
86. Don't Hate The Player: Have an active romantic relationship with five different sims at the same time.
87. [Eco Lifestyle] Save the Planet: Enable the Reduce And Recycle lot challenge.
88. Have a male sim get abducted by aliens (via telescope, satellite dish, or rocket) and come back pregnant.
89. Amnesia: Your sim forgets who they are! Buy the Retraining Potion from the aspiration rewards and randomize new traits.
90. Move in with 7 strangers.
91. [Recommended but optional: Lovestruck] Repair a bad/strained relationship.
92. [Island Living] Quit your career and make all your money off of Odd Jobs.
93. Get the "Enemies with Benefits" relationship type with another sim.
94. Visit every secret lot in the game.
95. Build on a secret lot (bb.enablefreebuild).
96. Assign numbers to lot types (Residential = 1, Bar = 2, Restaurant = 3, etc) and use a random number generator to choose a lot type. Build whatever it lands on.
97. Enable EVERY lot challenge.
98. Upgrade every eligible household object on your lot with the handiness skill.
99. Someone in your household sold off your most expensive object for magic beans! Delete the object and plant a bean seed on your lot.
100. Super Sim: Max every skill, complete every aspiration.
101. Where have all the beds gone?! Every bed in your household magically disappears! Sleep on couches, benches, bushes, dumpsters, or even the floor for one week.
102. Fistfight with the first three townies you meet. Maybe even become nemeses!
103. Ain't that a hoot! A sim in your household dies of laughter!
104. [Recommended but optional: Growing Together] Sleepover! Stay three days at a friend or family member's house, or invite them to stay with you.
105. Have a cowplant on your lot.
106. [City Living] Risk it all for the love of food! Take your chances and try Pufferfish Nigiri.
107. Go to every festival/event the game prompts you for one full week.
108. [High School Years] Have a teen break curfew and sneak out to a party.

109. [Growing Together] Get the “strict” family dynamic.
110. [Growing Together] Get the “supportive” family dynamic.
111. Going through a phase (remainder of current life stage): Moody
112. How embarrassing! Embarrass a sim in your household until they die.
113. [For Rent] Become a landlord and get your unit rating to 5 stars.
114. [Get To Work] Join your sim in an active career.
115. Play a scenario of your choice.
116. Have a shotgun wedding with the sim with the highest romance bar in your relationship panel (if no romantic relationships, choose the highest friendship bar from an unrelated sim).
117. Uh oh! Too much gardening and pesticides. You become a plant sim.
118. Time for a change of scenery. Move to a new world.
119. [Island Living] Overworked! Quit your job and spend a week exploring Sulani and hanging out at the beach.
120. [Paranormal Stuff] Summon Bonehilda.
121. [City Living] Get the Spice Hound trait from maxing out your sim’s spice tolerance.
121. [Tiny Living] Get attacked by a Murphy Bed. Using a random number generator, get a one and you survive. Get a two and you die.
122. [Lovestruck] Go on a blind date through Cupid’s Corner.
123. The next time you get a prompt to visit a lot (community or residential), accept and rebuild or remodel whichever lot you end up on.
124. Complete the Grilled Cheese aspiration.
125. Summon the Tragic Clown.
126. Space Vision: Your sim had a dream about space and it’s all they can think about since! Build a rocket and send them off to Sixam.
127. Couch Surfer: Mooch off anyone who will have you. Crash on their couch, raid their fridge, use their shower. If/when you get kicked out, on to the next house! Live off of other households for one week.