

Final Fantasy XIV Soul Crystal Legacy Challenge

Greetings and salutations, simmers! If you are here, you either just enjoy an interesting legacy challenge (boy I hope this one fits the bill), or you know Final Fantasy XIV, OR a mixture of both. I'm the third category meself, obviously, otherwise I never would have made this.

I made this back in November of 2020, right around the time I started actually posting on Tumblr. I was really into Not So Berry and Berry Pastel Rainbowcy, and wanted to create something similar, and I was obsessed with FFXIV: Shadowbringers at the time, so it was only a natural conclusion for me. I made this TS3 version first, because I actually knew this game better at the time, but I wanted to be able to play it in either 3 or 4, so I made the second version.

Important Notes -

- I included colors, but they don't need to be berry or banilla, you can play it vanilla if you don't like colorful hair and/or skin.
- Generations **will** be added as FFXIV releases expansions. Dawntrail, the next expansion, is coming out in Summer 2024, and with it there will be 2 new jobs, which means 2 new generations in this legacy. I already have some ideas for Viper.
- Generations can be played in any order you wish.
- You don't need to play **all** the generations - you can just stick to the ones you want to do.
- **You do NOT need to know anything about Final Fantasy XIV!!** These are **inspired** by that game, that's it! The sims aren't inspired by specific characters - just the storyline/quests of each job, the characterization of the job, and the abilities (and maybe slightly based on the personalities of some of the NPCs).
- There are generations that include occults and supernatural elements. If you don't want to play with that, you can either skip those generations or figure out something else for them.

The tags for this challenge are #ts3soulcrystalchallenge and #TS3SCCLegacy, if you play this be sure to tag your posts with one of these so I can follow along!

Rules -

1. Cheats only when necessary.
 - a. Sometimes, cheats are necessary. I know that, you know that. And I'll leave it up to you what you deem "necessary."
2. Mods and CC encouraged, but not necessary.
3. I have given you 1-2 traits for each generation, and you must randomize to fill in the remaining traits. You may randomize up to 3 times, but whatever you get on the 3rd try is what you get.
4. Roll an optional "side job" for each generation. Each of these side jobs has something different that you can do, but you don't **have** to do. If you want to, you can assign the side job to your heir's significant other, so they have something to do as well. It's just here for a bit of extra fun.
5. Roll for the amount of children each generation has, **UNLESS** the exact number is already listed in the generation.
6. You may play with any age span you want. This means you can customize it in options to your heart's content.
7. I have designed this specifically for people who have all/most packs, but if you don't have a pack, feel free to skip something or substitute it with something else.

Starting out -

1. You'll be starting out with a young adult sim of your making. They can be any gender identity or sexual orientation, and if you may start with any animals you want.
2. When marrying/having babies, no one is off limits except for the exceptions listed in each generation. But they can be anyone; original game townie (i.e. Leighton Sekemoto), randomly generated game townie, or a sim created by you or anyone else. You can even have a little bach challenge to pick them if you're so inclined!
3. Freerealestate must be OFF. Sorry. This is not a rags to riches, but whatever money your founder starts off with must be the amount you use to purchase a starting house.
4. Unless something is stated as optional, **it is mandatory**. You must finish it to move on to the next generation. However, accidental death doesn't mean you fail - only old age death. If your founder/heir dies accidentally, you may either bring them back to life, reload a save, or just move on to the next gen.

5. You may live anywhere, unless stated otherwise in the generation requirements.
6. Honestly, just have fun. If I don't specify something, you can feel free to fill in the blank spaces yourself. And you can ignore anything you don't like. I'm just setting up rules for those who like them - like me.

Side Jobs

Side jobs are based on the crafting and gathering classes of FFXIV, and similarly to those classes, these are completely optional. If you decide you want to include a side job for your current generation (or two, or three, it's really up to you), roll one of the numbers below to pick what "class" your founder/heir has picked up on the side.

Some of the side jobs are repeats of things that heirs are required to do later, and if the side job you roll is already a requirement you have, you can either re-roll or just count it towards both the side job and the requirement.

1. **Botanist:** Complete the plant collection (from all packs you own); decorate your home with SO MANY plants.
2. **Miner:** Complete the crystal, metals, and/or fossil collections; have a rock garden.
3. **Fisher:** Max fishing, and/or complete the fish collection; have a pond on your lot filled with the fish you've caught.
4. **Carpenter:** Max handiness; make and keep every woodwork object.
5. **Blacksmith:** Complete the Ancient Omiscan artifacts collection; decorate your home with ancient weaponry and your collection.
6. **Armorer:** Max the elemental collection; have a lot of metallic, chrome details in your home (have fun with it - there is no limit to the amount of metal except the cc you can download and your imagination).
7. **Goldsmith:** Complete the Omiscan treasure collection; wear jewelry for every single outfit.
8. **Leatherworker:** Complete the feathers collection; decorate your home with a lot of natural elements and leather furniture.
9. **Weaver:** Max the entrepreneur skill by buying thrift outfits and selling them on Trendi; must have 5 outfits for each category.
10. **Alchemist:** Max the mixology skill and learn all of the occult drinks; have an entire room in your house dedicated to mixology.
11. **Culinarian:** Max the cooking skill; own all of the kitchen appliances (from all the packs you own), and the most expensive version of each.

Generation 1: White Mage (white)

You have always had a way with nature and people. Your caring heart knows no bounds, and you dedicate your life to caring for people as a doctor, while caring for nature in your spare time. Because you spend most of your time at work, you meet the love of your life (dark pink) at your job, late in life. They are a kindred spirit, and you have a beautiful life together.

Founder and spouse career: Medical

Lifetime Wish: The Perfect Garden

Trait(s): Good

- Must max medical career (spouse maxing is optional)
- Complete LTW
- Meet spouse at work and get married at the adult life stage
- Max gardening skill
- Find and adopt a unicorn
- Have at least 3 children after marriage
- Perform at least 2 vaccination clinics
- Grow at least 8 perfect plants

Generation 2: Red Mage (dark pink)

You've always respected your parents' profession, and planned to go into the medical industry. That is, until you meet someone (mustard yellow/gold) who inspires you to find what it is you'd rather do with your life. Instead of going to college or hopping right into a career, you decide to go travelling with your significant other. That's where you discover your true passion: adventuring.

Heir career: Nothing... adventuring technically??

Spouse career: Self-employed author

- Heir must have and complete the Seasoned Explorer LTW
- Spouse must come on every vacation
- Must own a vacation home in any of the destinations
- May sell items gained on adventures, or keep them for a home museum
- Spouse must also publish 3 non-fiction books about the heir's adventures
- Get married on a vacation
- Must have at least 1 child and adopt 3 more "from" China, Egypt, and France

Generation 3: Gunbreaker (mustard yellow/gold)

You have grown up with a globe trotting family, and you always loved it, but you're bored of the usual sort of traveling. You want something.. more. Something bigger. Your dream is to go to space, to new heights. You'll be an astronaut and see different planets. Because of your dedication to your job, you're resigned to never having a romance like your parents or grandparents. But then you meet the love of your life: an (orange) alien.

Heir career: Military

Spouse career: Alien test subject

- Must have the "Become an Astronaut" LTW
- Must max Military career
- Spouse must be an orange alien
- Must max both athletic and handiness skills
- Act as bodyguard for your alien love - beat up anyone who hurts them!
- May get married or not
- Must have at least 2 children

Generation 4: Astrologian (orange)

As a child of an astronaut and an alien, you've always been fascinated by the stars... but not the same way as your parents. Your interests are more... astrological. The zodiac fascinates you, especially how it directly relates to a person's destiny and personality, and so you get a career in fortune telling. Unfortunately, most of your coworkers, and your boss, all seem to complete fakes. It discourages you, but you're determined to make a name for yourself and provide your customers with accurate readings. One of your customers in particular (dark purple) attracts your attention when you read something frightening in their future.

Heir career: Fortune teller (mystic branch)

Spouse career: Inventor

- Must max fortune teller mystic branch
- Spouse must max inventing skill
- Spouse must blow things up with help from the inventing skill
- Spouse must die prematurely
- Using any available method (opportunity, genie, ambrosia, etc) bring your loved one back from the dead
- Marry only after the spouse is revived
- Must have at least 5 children

Generation 5: Black Mage (dark purple)

You've always been fascinated by darkness and the occult, and your parents are pretty sure it's because of their stories of your dark purple parent's untimely demise. Because of this, you spent most of your life researching the occult, and ignoring everyone who called you a freak in school (which was basically everyone). Doesn't help that you're the grandchild of an alien. You ignore one person in particular (light yellow), who has called you weird practically from the first day of kindergarten. Even if they're actually kind of sweet to anyone who isn't you, and really attractive, doesn't mean anything. You're going to prove to them you're not weird.

Heir career: Alchemist

Spouse career: Education

- Must max alchemy skill and corresponding self-employed career
- Heir must have Supernatural Fan trait and spouse must have Supernatural Skeptic trait
- At least once a week heir must explore either the mausoleum catacombs or do research in the vault of antiquity
- Must learn all alchemy potion recipes
- Must use a potion to become an occult (may remove occult status when the next gen takes over)
- May get married or not
- Must have at least 1 child

Generation 6: Monk (light yellow)

Your parents were deeply in love, and you know they were. But they didn't always get along, and no matter how much you told yourself it wasn't your fault, it somehow always felt like it was. To distract yourself and calm your stress, you try all sorts of things before discovering the martial arts dummy. Martial arts were exactly what you needed, and you can lose all your worries in the middle of a good meditation. When you travel to China to enter into the martial arts tournament, you meet your soulmate (electric blue) in a spar, and bond over your mutual love of sim fu.

Heir and spouse career: Professional Sports

- Must have and complete the LTW Martial Arts Master
- Heir and spouse must both master martial arts
- Heir and spouse do not have to top sports career
- Must own every type of workout equipment along with the sim fu dummy and board breaker
- Must get married in China
- Must have at least 2 children

Generation 7: Blue Mage (electric blue)

You've never been that interested in humans. They're okay, sure, but you prefer to spend time alone, or better yet: with animals. Sometimes you crave some human interaction, but mostly? You're fine with just your animals. In fact, you never saw the big deal of getting married and all that jazz because it's just too much to deal with. But you still want to have children, because you love taking care of things, and you have to continue your family's name. So you do what you can to continue your family name (with a dark blue sim).

Heir career: Horseman

- Must have and complete the LTW The Jockey
- Heir must not marry or have a significant other
- Must have the Animal Lover trait
- Must own at least 1 of every type of animal (this includes small animals like snakes, etc)
- Must max the riding skill
- Must have a horse max the racing and jumping skills
- Must have a cat and a dog max the hunting skill
- Must have only 1 pregnancy, either through woohoo with a romantic interest or the use of an artificial insemination mod

Generation 8: Dragoon (dark blue)

All you ever knew in your life growing up was a parent that cared more about their animals than you. As such, you had a tendency to act up. Not like you wanted to make your parent's life harder, but you just wanted some attention! You were a little rebel, and liked to do dangerous things. In fact, that's probably why you decided to become a firefighter. That way, you could keep doing the dangerous things you loved, and maybe it'd worry your parent. While fighting fires one day, you rescue someone (cyan/turquoise) who calms your own inner fire.

Heir career: Firefighter

Spouse career: Painter

- Must max firefighter profession
- Must have Daredevil and Rebellious traits
- Spouse must max painting skill
- Spouse must have Family-Oriented trait
- Must complete the Firefighter Super Hero LTW
- Must max athletic and handiness skills
- Marry a cyan/turquoise sim after you meet them in a fire/disaster
- Have at least 6 kids... your spouse loves kids and you like woohoo, what can you say?

Generation 9: Machinist (cyan/turquoise)

One of many, you had to find your own way to stand out. So you decided to follow in the footsteps of your ancestor, but even better: your ancestry made their own inventions, but you wish to create life! Not in a creepy Frankenstein way though. You want to build robots. Your childhood best friend (red) thinks you're crazy for wanting to build robots - especially when you say you want to build one with sentience. Despite that, they encourage you, and photography all your efforts.

Heir career: Bot Builder

Spouse career: Photography

- Must have and complete the More than a Machine LTW
- Must have the Bot Fan trait
- Must max the bot building skill
- Spouse must max the photography skill
- Must always have at least 2 bots in the household, and sell others you make
- Marry your red childhood friend
- Must have at least 3 children

Generation 10: Warrior (red)

Growing up with a family that was half human half robot, and witnessing the injustices that said robots faced, you were filled with indignation. You need to fix what's wrong with the world, and there is plenty wrong with the world. Your robotic siblings deserve as many rights as any other sentient being. So you get into politics. Your conviction makes you a force to be reckoned with, but anyone that knows you can see you need to relax. On your days off, you go out to bars to unwind with a drink or two. A couple of times you relaxed just a bit too much, and ended up in way over your head, and you have to work harder to scrub your reputation clean.

Heir career: Political

- Must have the Leader of the Free World LTW
- Must max the political career
- Must have the Ambitious and Charismatic traits
- Must max the charisma skill
- Before marrying or maxing the career, must have a baby with a charcoal sim and a baby with a burnt orange sim as a result of drunken indiscretions
- Neglect your children in favor of your career, but don't let them get taken by social services
- May get married or not
- Must have at least the 2 children

Generation 11: Dark Knight (charcoal and burnt orange)

You and your sibling have always been extremely close. Partners in crime, one might say. Little terrors, others might say. One of you is the evil mastermind, and the other is the thief. From a young age you knew the world was out to get you both and the only ones you have is each other. So you join an organization that promises to grant your wishes - they might be the criminal underworld, but hey, they pay well. One of you wishes to rise to the top, and the other wishes to be their right hand person. Somehow, you both meet someone (light blue) who makes you feel that the world might not be as terrible as you thought.

Heirs' careers: Criminal - both branches

Spouse career(s): ???

- One heir must have and complete the Emperor of Evil LTW
- One heir must have and complete the Become a Master Thief LTW
- Both heirs must max the charisma skill
- Heirs must have max relationship with each other
- Heirs must move out of their childhood home the moment they hit YA
- One heir must have the Evil trait and one heir must have the Kleptomaniac trait
- Spouse(s) options are up to you
- At least one heir must marry a light blue sim
- Heirs must have at least 1 child each with a light blue sim (may be the same light blue sim if you wish for added drama)

Generation 12: Paladin (light blue)

Your parent wanted you to follow in their footsteps, but you always had your grandparent's sense of justice and law. You hated how your parent was such a prominent name in the criminal underworld, and even though you love them, you refuse to go down that same dark path. In fact, the first chance you get, you go to the police academy. You're going to put away people like your parent and uncle/aunt. Of course, that means they disown you, but you're not going to let that get you down. Especially when you're so good at what you do. Well, mostly - when you first meet your partner (yellow green), you have some trouble concentrating on your actual job.

Heir and spouse career: Law Enforcement - both branches

- Must have and complete the International Super Spy LTW
- Spouse must have and complete the Forensic Specialist: Dynamic DNA Profiler LTW
- Both heir and spouse must have Good trait
- Both heir and spouse must max logic and athletic skills

- Must never do anything morally questionable
- Marry spouse only after you both start into your separate branches at work
- Only woohoo after marriage
- Have at least 1 boy and 1 girl, and however many it takes to get there (adoption allowed if it takes too many babies to get a different gender)

Generation 13: Bard (yellow green)

You had a wonderful, loving family, and wanted for nothing. Your parents never even discouraged you when you started talking about your imaginary friend (periwinkle/light purple) from a very young age. You would sing to your imaginary friend as a toddler, and as you got older, your friend encouraged you to keep practicing, you were an amazing singer. You decided you wanted to be a singer, and your friend decided they wanted to be a musician to back you up. Even as you become a rising star, your friend stays with you. Eventually, you get the opportunity to turn them real, and you jump at the chance. Needless to say, everyone's shocked they actually exist, but you always knew.

Heir career: Singer

Spouse career: Musician - either branch

- Must have and complete the Vocal Legend LTW
- Spouse must start as an Imaginary Friend
- Spouse must top the Musician career, the branch is up to you
- Spouse must master all musical skills
- Must master at least one musical skill along with spouse, and jam with them
- Own a karaoke machine
- Must somehow turn Imaginary Friend real, how is up to you
- May marry or not
- Must have at least 2 children

Generation 14: Scholar (periwinkle/light purple)

Working doesn't sound like fun to you, honestly, and never did. Your parents never took life very seriously, and always were obsessed with music. Your interests were more... scholarly. In fact, the moment you were old enough, you had your nose buried in a book. History, logic, Simlish, science, it didn't matter to you, you wanted to study it! Since your parents were famous musicians, you have a rather hefty inheritance, so you decide you'd rather just be a career student. Get as many degrees as possible. Maybe that's why you end up falling for someone you never should have - a professor (black). They're older, wiser, absolutely brilliant. Everything you admire.

Heir career: Nothing, career student

Spouse career: Education

- Must have and complete the Major Master LTW
- Must max at least 5 different skills
- Dedicate your life to education, participate in any learning opportunities you get
- Meet and marry one of your professors
- Must have the Bookworm trait
- May only get a career after they complete their LTW
- Must have at least 1 child

Generation 15: Ninja (black)

An accident in your youth took your voice. Your parents were horrified, but did everything they could to take care of you. They didn't have the money to get you any special surgeries, but they did everything they could to make your life easier. Despite that, your lack of voice always made you feel invisible - especially at school. You do what you can to be noticed, including joining a gymnastics club. That's how you find your true voice: acrobatics. It makes you feel free, and like you could say whatever you wanted to. One day, during one of your performances, your eyes meet someone in the crowd (green). It turns out they're a critic of local talent, but they're interested in more than just your acrobatic abilities.

Heir career: Acrobat

Spouse career: Journalism

- Must have and complete the Master Acrobat LTW
- Must max athletic skill and martial arts skill
- Must have either the shy or loner trait
- Must max acrobat career
- Spouse may or may not max journalism career
- Meet green spouse at a performance
- Must perform each trick at 3 times through career before retiring
- Must have at least 3 kids

Generation 16: Summoner (green)

Throughout your childhood, your parents constantly took you and your siblings to performances, at least if they were child friendly. You loved watching your parent do their acrobatic performances, but even more than that, you *loved* watching the magicians. It absolutely fascinated you, especially when they did dangerous tricks. You decided from a very young age you were going to be a world famous magician, and it got to the point your friends got annoyed with your magic tricks. But the important friends stuck around, and after your first performance

they even give you all sorts of gifts... including a mysterious lamp. Out of joking curiosity, you decide to rub it, because it's not like you're Aladdin, but when a genie (light grey) pops out, you're shocked - it really worked! Most of your life is working out great, so you don't really know what to wish for. After using up your first two wishes, you can't think of what else to do... so you wish to free your new friend.

Heir career: Magician

Spouse career: ???

- Must have and complete the Master Magician LTW
- Must max Magician career
- Must do each magic trick at least 3 times successfully on stage
- If your heir dies from the box of danger, go ahead and exit without saving, or try to bring them back some other way
- Have at least 3 best friends, who gift your heir a genie lamp
- Must fall in love with your light grey genie and set them free from the lamp
- Only have children with the genie after they are freed
- Genie spouse may get any career that interests them
- Must have at least 4 kids

Generation 17: Samurai (light grey)

You're a tough cookie. Everyone knows it. Honestly, from a young age everyone expected you to be like your criminal ancestors - but you knew better. Your sense of justice is far too big to allow injustice in the world, to the point where you had no qualms about physically beating anyone who hurt someone important to you. That's why you decided to become a private investigator, instead of becoming a police officer - that way, you could do things your way. Sometimes, justice had too many rules for your taste. Then one day, you get hired by a sweet, kind hearted politician (light pink) - you didn't even know those existed. Your personalities clash - but somehow, they work.

Heir career: Private Investigator

Spouse career: Political

- Must have and complete the Pervasive Private Eye LTW
- Must max Investigator career, unless it glitches
- Must solve at least 10 cases
- Meet your future spouse through a case, they hire you for something they need
- Heir and spouse must have at least one conflicting trait, such as grumpy and excitable, or mean spirited and friendly
- Heir and spouse must fight occasionally, but always make up

- Spouse must max political career
- Must have at least 1 child

Generation 18: Dancer (light pink)

Your family has been one interesting bunch, and you love hearing about the things they did and accomplished. You want to accomplish something yourself - you want to be a famous movie star. It's all you've ever wanted. Maybe you could even portray some of your famous ancestors on the silver screen.

Heir career: Film

Spouse career: ???

- Must have and complete the Superstar Actor LTW
- May or may not get married to someone of any color
- Other than the career, honestly this generation is mostly up to you
- Can have children or not

Generation 19: Sage (White and Sky Blue)

Stuff stuff

Generation 20: Reaper (Jet and Lemon)