Title

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Lifestyle Legacy

By gnatthecryptic

Must complete every aspiration

Gen 1: Criminal

- Mean, Klepto, Slob
- Public Enemy / Criminal
- Max mischief, handiness and gourmet cooking
- Start as a teen that runs away with $100
- Have a minimum of 3 enemies
- Marry someone also in the criminal career but separate path
- Have a minimum of 2 kids — *low or red bar with only one*
- Decorate your home with things you've stolen or found around the world
- Before you become an elder, hide your family away as you become Sim Most Wanted

Gen 2: Heartbreaker

- Romantic, Hot-Headed, Outgoing
- Villainous Valentine / Lifeguard then Private Attorney
- Max charisma, logic, and photography
- Win prom royalty at least once, leave your prom date for someone else
- Throw college parties weekly plus for holidays
- Take photos with every lover and place them around your home
- Have a child with a one night stand then another with your last relationship — *it's up to you if you marry them or not*
- Get Beguiling and Great Kisser trait from reward store

Gen 3: Brainiac

- Genius, Overachiever, Socially Awkward
- Renaissance Sim / Any 2 jobs then Scientist
- Max logic, handiness and fitness
- Have 3 failed relationships
- Visit Sixam often and collect "samples" — *i.e. alien crystals, geodes & plant samples*

- Complete geodes collection
- Have a science baby
- Use Age Away serum before you become an Elder

Gen 4: Writer

- Loner, Creative, Ambitious
- Successful Lineage / Writer
- Max writing, singing and cross-stitch/knitting
- Move to Henford-on-Bagley and live as a hermit
- Write sci-fi/fantasy novels and an autobiography for your parent
- Win at least one award
- Have only one child
- As an Elder, retire so you can cross-stitch/knit to your hearts content

Gen 5: Traveller

- Loves Outdoors, Insider, Good
- 2 tourist aspirations / Social Media
- Max photography, cooking and skiing
- Unlock every food stall recipe
- Complete Sulani treasure
- Vacation in every world at least once
- Fill your home with photos of your travels and people you love
- Become a 3 star celebrity

Gen 6: Romantic

- Lovebug, Bookworm, Cheerful
- Soulmate / Romance Consultant
- Max charisma, flower arranging, and romance — *Max social as a Child*
- Visit Sylvan Glade
- Go through 3 relationships before ending up with your childhood bff
- Have a minimum of 3 kids
- Have a flower garden with a death flower

Gen 7: Frat Bro / Sorority Gal

- Outgoing, Party Animal, Active

- Party Machine / Your choice
- Max mixology, singing and dancing
- Go to University for any degree
- Throw 2 house/dorm parties a week
- Use the bubble machine on multiple occasions
- Have multiple one night stands, one must result in a baby
- Slow down your partying ways when the baby is born
- Get a job in your degree field
- Have at least one more child with your spouse

Gen 8: Athlete

- Active, Bro, Adventurous
- Bodybuilder / Professional Athlete
- Max fitness, snowboarding and dance — *Max motor as a Child*
- Play basketball with your siblings growing up and continue the tradition with your kids
- Take your kids sledding, snowboarding and/or skiing every weekend
- Have your children reach level 5 in all skills before aging up to Teen then level 5 in 3 skills before aging out
- Have regular dance battles with your spouse
- Own a home gym and sauna

Gen 9: Celebrity

- Snob, Cat Person, Music Lover
- Master Actor / Actor
- Max singing, dancing, acting and 1 instrument
- Become a 5 star celebrity
- Live in San Myshuno until you marry a co-star
- Divorce them in a big public scandal and move back to the city
- Only get married again as an Elder and change your ‘Snob’ trait to ‘Wise’
- Hire a butler

Gen 10: At-Home-Parent

- Family Orientated, Good, Vegetarian
- Big Happy Family / None
- Max all cooking skills and parenting
- Be a straight A student and raise your kids as so too

- Marry your hs sweetheart and have your parents pay for your wedding
- Have a minimum of 4 kids
- Have a family pet plus a rodent or fish for one of your kids
- Have bake sales, banquets and/or charity fundraisers often

Gen 11: Gamer

- Geek, Slob, Dog Lover
- Computer Whiz / Streamer then Tech Guru
- Max programming, video gaming and media production
- Have a club for your gaming buddies that you hang with weekly
- Go to every GeekCon and meet a fellow gamer that'll be your spouse
- Woohoo in a conservatory and/or rocket ship
- Name your children after video game characters

Gen 12: Artist

- Creative, Loner, Art Lover
- Painter Extraordinaire / Art Critic
- Max painting, violin and writing
- Write and sell your music for extra money
- Decorate your home with your art
- Go to every flea market and thrift
- Marry a food critic
- At level 8 of your career, quit and open a cafe/art gallery to show off both your and your spouses talents
- If you have kids, they must max creativity

#CrypticLifestyleLegacy

Spanish Desserts

By gnatthecryptic

Must complete every aspiration

Gen 1: Conchas

- Cheerful, Generous, Music Lover
- Appliance Whiz / Baker
- Max baking, parenting and singing
- Use a mix of coquette and cottage core clothing
- Own your own bakery and get it to 5 stars
- Start on the smallest lot type (20x15) with 0$ and make your way up to at least (30x40) with $50,000
- Have your own chickens and cow
- Start with Simple Living lot trait
- Have at least 2 kids and teach them to bake

Gen 2: Alfajores

- Art Lover, Ambitious, Good
- Master Chef / Chef
- Max baking, gourmet cooking, and painting
- Make big feasts for holidays and special events
- Either live in Tartosa or Ciudad Enamorada
- Fall in love with someone that has the Glutton trait
- Once you've completed the aspiration, quit your job and begin to sell your art on the side
- Have your children max creativity

Gen 3: Sopaipillas

- Creative, Self-Assured, Foodie
- Renaissance Sim / 2 careers of your choice then Food Critic
- Max 6 skills including baking
- Fall for your siblings bff but keep your relationship a secret for while
- Complete the Critic career

- Have a minimum of 3 kids and make them work on a creative skill (i.e. art, music, or cooking)
- Make enough to live on a 40x50 lot or bigger

Gen 4: Bunuelos

- Genius, Loner, Maker
- Computer Whiz / Tech Guru
- Max baking, programming and robotics
- Live in Windenburg or Mt. Komorebi
- Marry someone from the other world option above ^
- Make every kind of robotics
- Make a servo and have them take care of your kid
- Spend your days tinkering away and managing bake sales on the weekends
- Have only 1 child — *optionally make a storyline about a past miscarriage or pregnancy complication*

Gen 5: Magdalenas

- Proper, Perfectionist, Bookworm
- Academic / Private Attorney or Politician
- Max baking, logic and writing
- Depending where you lived in Gen 2, choose the other option here
- Have a long term relationship break up that makes you take time away from dating altogether
- Stress bake in secret, no one must know this is your secret passion until you're an Adult
- Meet your future spouse in a library/cafe kind of scene, take your relationship slow
- After reaching level 8 of your career, quit and "buy" the place you and your spouse met to make the cafe/bakery of your dreams

Gen 6: Tres Leche

- Outgoing, Romantic, Overachiever
- Friend of the World / Entertainer
- Max baking, charisma, and singing
- Have 5 good friends — *this can include one bff or you may have a separate person for that*

- Host weekly parties where you show off your singing through karaoke & your baking skills through catering
- Date around before realizing you're not a monogamous kind of sim and enter a polyamorous relationship
- Have children with both lovers

Gen 7: Milhojas

- Erratic, Child of the Village, Noncommittal
- 2 of your choice / Secret Agent
- Max baking, mischief and handiness
- Move to Tomarang for a sense of community
- Live with at least 2 friends
- One of your friends is trying for a baby and struggling, help them out by either surrogating or having a science baby with them
- Your other friend finds out about your job, you have to choose between killing them or moving them out — *in this scenario you'd be paying them off $5000 to disappear*
- Never marry

Gen 8: Tembleque

- Child of the Island, Party Animal, Loves Outdoors
- Party Animal / Simfluencer
- Max baking, dancing, mixology & DJ mixing
- Live in Sulani
- Throw huge parties or go clubbing every Friday & Saturday and find ways to showcase your dj mixing skills
- Have a dance group with your friends and fall for someone from a rival dance group
- Keep yourself tan
- Have at least 1 enemy

Gen 9: Churros

- Lazy, Nosy, Glutton
- Nerd Brain / Astronaut
- Max baking, rocket science and video gaming
- Build a rocket and woohoo in it
- Marry either a scientist or someone in the opposite astronaut field

- Have 2 kids with them then catch them cheating and divorce
- Remarry as an elder and change Nosy trait to Wise
- Celebrate at least one birthday with a grandchild

Gen 10: Paletas

- Cheerful, Active, Loyal
- Big Happy Family / Shop Owner
- Max baking, photography and entrepreneurship
- Own the ice cream machine and make every flavor
- Decorate your house very colorfully
- Run an ice cream shop and decorate the shop with your photos
- Teach your s/o to bake
- Have someone try to have an affair with you but kick them to the curb

#CrypticSpanishDesserts

Alphabet Legacy

By gnatthecryptic

Each heir should be named using the letter of their generation
Complete either the career or aspiration for every generation unless stated otherwise

Gen 1: A for Apple

- Loves Outdoors, Vegetarian, Cheerful
- Freelance Botanist / Gardener
- Max gardening, baking, and knitting
- Only plant fruits and evolve them all to ‘perfect’
- Become friends with at least 3 rabbits
- Marry someone with the same passion for plants
- Own a cowplant and keep it alive until your heir moves out

Gen 2: B for Beauty

- Outgoing, High-Maintenance, Perfectionist
- Romantic Explorer / Style Influencer
- Max photography, charisma, and wellness
- Be in the drama club as a child while your siblings are scouts
- Go on dates with 3 different people before settling down with one
- Become a 3 star celebrity
- Buy the Beguiling trait from the reward store

Gen 3: C for Culinary

- Foodie, Ambitious, Clumsy
- Master Chef / Chef
- Max all cooking skills and mixology
- As a Teen, host bake sales regularly
- Fall in love with a food critic
- Try every food stall item
- For holidays, make themed feasts
- *Optional: After reaching level 8 of your career you can quit and open your own restaurant**

Gen 4: D for Devil's Advocate

- Self-Assured, Bookworm, Overachiever
- Academic / Law
- Max Research & Debate, charisma, and logic
- Be on a debate team
- Enemies-to-Lovers relationship with future spouse
- Buy Connections and Entrepreneurial traits from reward store
- Write a 'Law School for Dummies' book when you get to level 8 of your career
- Have your children max their mental skill

Gen 5: E for Early Bird

- Active, Loves Outdoors, Child of the Ocean
- Bodybuilder / Diver
- Max fitness, wellness, and mixology
- Go jogging at least 3 times a week
- Wait until you're a YA to finally go out with your childhood bff
- Have a beach wedding
- Host a weekly yoga class
- Buy Morning Sim, Gym Rat, and Carefree trait in rewards store

Gen 6: F for Falsetto

- Music Lover, Cringe, Socially Awkward
- World Famous Celebrity / Barista
- Max no skills but get to level 6 of singing, 1 instrument, and media production
- Play music for tips whenever possible
- Write your own music
- Make vlogs about being an up-and-coming artist
- Marry one of your few fans

Gen 7: G for Gravity

- Bookworm, Loner, Geek
- Nerd Brain / Scientist
- Max handiness, rocket science, and logic
- Build and fully upgrade a rocket
- Have a telescope

- Complete elements collection
- Visit Sixam often and befriend at least 3 aliens
- Have a science baby with your closest friend — *This will be your only child(ren)*

Gen 8: H for High-Stakes

- Adventurous, Bro, Glutton
- Extreme Sports Enthusiast — *Live Fast as a Teen* / Professional Athlete
- Max snowboarding, skiing, and rock climbing
- Meet the love of your life on the slopes
- Have at least 2 pets
- Make your kids max their motor skill
- Buy the Storm Chaser trait from reward store

Gen 9: I for Idiosyncrasy

- Lovebug, Good, Loyal
- Soulmate / Business & Painter
- Max writing, painting, and baking
- Marry your jealous high school sweetheart
- Move away with them and cut off contact with your former life (job aside)
- You find out their cheating and go full midlife-crisis mode, changing your looks, quitting your job, etc.
- Get that divorce and move back to your hometown where you'll follow your dream of becoming a painter

Gen 10: J for Jack-of-all-trades

- Genius, Creative, Maker
- Renaissance Sim / Any 3 jobs — *Must reach at least level 5 before changing jobs*
- Max 8 skills
- Make extra money through multiple hobbies and side gigs
- Have 5 good friends
- If you decide to date around before settling you must remain friends with each ex
- Have max relationship with all your children
- Buy Savant trait from reward store

Gen 11: K for Kiss-and-Tell

- Romantic, Noncommittal, Outgoing
- Serial Romantic — *Drama Llama as a Teen* / Social Media
- Max romance, charisma, comedy and writing
- Buy Great Kisser and Shameless trait from reward store
- One of your many escapades leads to a child and you struggle between living the life you want and doing what your child needs
- When the kid ages up to a Child you start taking dating seriously and finally marry when they're a Teen

Gen 12: L for Love-at-Worst-Sight

- Unflirty, Gloomy, Clumsy
- Best-Selling Author / Journalist
- Max writing, cross-stitch and handiness
- Join scouts as a kid but be very bad at it
- Gain a negative relationship bar with a new person in every phase of your life starting as a Child
- Live in a TLC apartment as a YA
- Meet your spouse during a storm
- Write a Book of Life

Gen 13: M for Motherhood

- Family-Orientated, Practice Makes Perfect, Neat
- Big Happy Family / None
- Max all cooking skills and parenting
- Have a big family photo wall
- Help your kids with homework and give them advice
- Kids must age up with at least one positive character value and A's
- Be friends with all your children and at least one grandchild

Gen 14: N for Nocturnal

- Slob, Erratic, Paranoid
- Vampire Family / Secret Agent
- Max logic, mischief and vampire lore
- Try to tell people the truth about vampires but no one will believe you

- After level 7 of Vampire Lore, befriend 3 vampires and have one of them turn you
- Kill another vampire after becoming a Master Vampire to assert dominance
- Marry someone you turned and move to Forgotten Hollow to be with your kind and raise your family

Gen 15: O for Otherworldly

- Nosy, Adventurous, Ambitious
- Spellcraft & Sorcery / Paranormal Investigator
- Max herbalism, pipe organ, and medium
- Own a cauldron and brew 5 different potions
- Have a friend for every major occult type
- Live in a haunted house
- Have your lover live with you before they die a tragic death, keep their ghost around to help raise your child together

Gen 16: P for Platonic

- Self-Assured, Good, Romantically Reserved
- Friend of the World / Author
- Max writing, photography and comedy
- Have 3 friends from childhood plus 1 for every life stage after
- Have at least one friend from every world
- Have get-togethers with your friends and/or family once a week
- Have a pristine reputation
- Have only one kid after a string of failed attempts and spoil them

Gen 17: Q for Quartz

- Self-Absorbed, High-Maintenance, Outgoing
- Master Actor — *Admired Icon as a Teen* / Actor
- Max charisma, acting, and 1 instrument
- Be in Drama Club as a child and a cheerleader in high school
- Get engaged to your high school sweetheart then dump them after becoming a 2 star celebrity
- Get engaged to a 5 star celebrity then have them leave you once you discover your pregnant
- Become a 5 star celebrity yourself

Gen 18: R for Rhythm

- Music Lover, Dance Machine, Creative
- Musical Genius / Entertainer
- Max 2 instruments, dance, singing, and writing
- Start busking as a Teen and go to karaoke regularly
- Only date after becoming best friends with the person
- Start a dance team
- Teach your kids instruments and dancing

Gen 19: S for Second Chances

- Idealist, Perfectionist, Neat
- Fabulously Wealthy / Doctor
- Max logic, fitness and gourmet cooking
- Go through a breakup that causes your 'Neat' trait to change to 'Mean' and 'Idealist' to 'Hot-Headed'
- After reaching level 7 of your career, you meet someone that makes you want to be better
- Overtime, change your traits back and officially ask out your new love interest
- As an elder, retire and change the 'Perfectionist' trait to 'Wise'

Gen 20: T for Tunnel Vision

- Perfectionist, Overachiever, Snob
- Academic — *Goal Oriented as a Teen* / Politician & Charity Organizer
- Max charisma, research & debate, and logic
- After losing your childhood bff to an injustice, you decide to make your future job about fixing the system
- After high school, swear off all relationships to focus on success — *this includes friendships*
- Lose sight of what your mission is and become a 3 star political celebrity
- Get into a public dispute with a reporter/paparazzi that tanks your reputation
- Come to your senses and switch career paths to Charity work
- The love of your life must be a conservationist or civil designer

Gen 21: U for Utopia

- Cheerful, Generous, Child of the Village

- Five-Star Property Owner / Property Owner
- Max handiness, flower arranging and knitting
- Own the biggest lots in every world and turn them into rental spaces
- Have 5 stars on every property and be good friends with your first ever tenants
- Get with your childhood bff and settle down quickly
- Have a strained relationship with one of your children
- Slowly let your relationships deteriorate as you spend more time on your properties than at home

Gen 22: V for Vagabond

- Loner, Mean, Jealous
- Public Enemy / Criminal
- Max mischief, logic and handiness
- Make an enemy in every world and move after it happens
- Witness at least one of their deaths — *you can be the perpetrator*
- Own a voodoo doll and use it often
- Never marry but get with someone that understands your pain
- Have side gigs for extra money

Gen 23: W for White Winter

- Perfectionist, Neat, Party Animal
- *Any 2 touristy aspirations* / Interior Decorator
- Max baking, photography and painting
- Throw a big party every holiday but *especially* winter
- Build snowmen, make snow angels and have snowball fights
- One drunken Christmas, get with Father Winter
- Keep the child a secret for as long as you can
- Buy Coldproof and Iceproof trait from reward store

Gen 24: X for Xerophile

- Loner, Freegan, Recycle Disciple
- Master Maker / Civil Designer
- Max gardening, fabrication and handiness
- Buy Super Green Thumb and Independent trait in rewards store
- Fill your home with things you've made
- Marry someone in the same career but opposite path
- Have bees and an ant farm

Gen 25: Y for Yin-and-Yang

- Geek, Goofball, Self-Assured
- Computer Whiz / Tech Guru — *Only to level 5* and Engineer
- Max programming, video gaming, robotics and handiness
- Make a club for video gaming and robotics
- Make one of every robot type
- Upgrade every available object in your home at least once
- Marry someone from an opposite field of work — *They must be almost a complete opposite in personality i.e. Loner, Bookworm, Gloomy etc.*
- Reach soulmate status with them and partake in each others hobbies

Gen 26: Z for Zoology

- Animal Enthusiast, Idealist, Cheerful
- Friend of Animals / Vet
- Max pet training, veterinary, and cooking
- Have had max friendship with one of every type of animal — *includes cows, foxes, rodents, etc.*
- Dress up your pets and make animal treats for them
- Have your pet have kids
- Have your vet clinic reach 5 stars

#CrypticAlphabet

Cookie Legacy

By gnatthecryptic

Max all careers and aspirations unless otherwise stated

Gen 1: Oatmeal Raisin

- Cat Lover, Bookworm, Neat
- Perfectly Pristine / Self-Employed
- Max knitting & cross-stitch
- Open up a shop to sell your wares with an area for reading
- Unlock Sedentary Lifestyle
- Have at least 2 cats
- Settle down with another down-to-earth person
- Have at least 2 kids

Gen 2: Snickerdoodle

- Family Oriented, Foodie, Lovebug
- Big Happy Family / Chef
- Max gourmet cooking & romance
- Go all out for holidays and birthdays
- Go on 5 dates before settling down — *Can be with the same sim or 5 different sims*
- Have all your kids reach at least level 5 of Motor and Fitness

Gen 3: S'mores

- Adventurous, Bro, Loves Outdoors
- Outdoors Enthusiast / Athlete
- Max rock climbing & Snowboarding
- Go camping on the weekends
- Always read your kids to sleep
- Have a fully decked out tree house for your kids
- Have each of your kids involved in creative hobbies

Gen 4: Brookie

- Hot-headed, Music Lover, Lazy
- Musical Genius / Entertainer
- Max guitar & piano
- Have a childhood enemy that also becomes an entertainer
- Have a club of “best friends” that are really just groupies
- Have a string of one-night stands, one must result in a child — *if you’re the pregnant sim, you don’t know who the other parent is; if you’re the other parent, the baby is left on your doorstep with just a note*
- You can choose to finally settle down as an Elder

Gen 5: Sugar Cookie

- Cheerful, Clumsy, Overachiever
- Friend of the World / Style Influencer
- Max charisma & photography
- Get straight A’s
- Have a study group
- Become a cheerleader
- Become Prom Royalty
- Have twins that are polar opposites but you dress alike

Gen 6: Chocolate Chip

- Dog Lover, Generous, Family-Oriented
- Friend of Animals / Vet
- Max parenting & pet training
- Have a pet dog that eventually gives you pups
- Get your vet clinic to 5 stars
- Always help with homework
- Marry someone in the Doctor career

Gen 7: Double Chocolate

- Klepto, Macabre, Active
- Bodybuilder / Secret Agent — Villain branch
- Max mischief & fitness
- Get a voodoo doll and connect it to one of your siblings

- Steal something from each of your friends
- Visit cemeteries in your free time
- Make 3 ghost friends

Gen 8: Cookies n' Cream

- Erratic, Perfectionist, Creative
- Appliance Whiz / Painter
- Max painting & baking
- Have a dalmatian dog or tuxedo cat or both
- You dress in dark tones but surround yourself with color
- Marry your direct opposite — *someone that dresses brightly and is either a chef or writer* — but share a passion for baking
- Have your children be perfect mixes of you both — *one with your hair and partners eyes, the other with your eyes and partners hair, etc.*

Gen 9: Ginger Snap

- Self-Absorbed, Snob, Materialistic
- World-Famous Celebrity / Actor
- Max acting & entrepreneurship
- Complete Drama Llama as a Teen
- Break up 2 relationships & create 2 relationships
- Have an enemies-to-lovers relationship with a coworker
- Live in either a penthouse or mini mansion

Gen 10: Macadamia Nut

- Good, Genius, Ambitious
- Academic / Education
- Max writing & research & debate
- Have a high school sweetheart that you separate from to focus on your career
- Publish at least 3 books — *"research papers"*
- At level 8 of your career, rekindle with your past love and quit
- After quitting, choose one hobby-related skill to max
- Have your kids age up with a character value trait

Gen 11: No-Bake

- Lactose Intolerant, Vegetarian, Perfectionist
- Successful Lineage / Food Critic
- Max baking & wellness
- Have a mostly white/beige home
- Keep your kids rooms bare, only the necessities!
- Keep your kids on a curfew
- Your kids must follow your lactose-free, vegetarian diet

Gen 12: Fruity

- Party Animal, Outgoing, Dance Machine
- Leader of the Pack / Business
- Max dancing & dj mixing
- Be the epitome of “Business in the front, party in the back”
- Every weekend choose between throwing a party or clubbing
- Have 5 full green bars, plus a bff — *and siblings if applicable*
- Have a casual relationship with 2 people at once
- Halfway through adulthood, all your friends start settling down and having kids; the choice of joining them is up to you

#CrypticCookieLegacy

Soda Pop Legacy

By gnatthecryptic

Gen 1: Cola

- Klepto, Bro, Slob
- Seeker of Secrets / Astronaut — Space Smuggler
- Max mischief & fitness
- Have a secret room of stolen items
- Own a home gym
- Start in a Needs TLC apartment — *only allowed to move once you're halfway through your career*
- Become close with all your neighbors to learn their secrets
- Fall for someone in either the Criminal career or Secret Agent career

Gen 2: Cherry

- Snob, Romantic, Self-Assured
- Painter Extraordinaire / Critic — Art Critic
- Max painting & photography
- Date around but for short periods of time, you get bored easily
- Have only one child
- Keep all your masterpieces — *make at least one in every category*
- Have an enemies-to-lovers relationship with a coworker but do nothing until you're an Adult
- Once you max your career, quit! Open an art gallery/museum with just your art and photographs

Gen 3: Grape

- Practice Makes Perfect, Genius, Bookworm
- Renaissance Sim / Part-Time as a Teen then any 2 careers
- Max writing & parenting
- Move at least one other time after leaving home
- Write a how-to book for living life to the fullest
- Change up your style often — *hair, clothes, get a tattoo, etc.*
- Have a pen pal as a Teen and complete the postcard collection
- Have twins

Gen 4: Lemon-Lime

- Active, Clumsy, Cheerful
- Successful Lineage / Doctor
- Max wellness & logic
- Have 10 friends and 2 enemies
- Teach yoga in your free time
- Heal 10 patients
- Have 3 kids — *preferably triplets*
- Your kids must all max one toddler skill and one child skill

Gen 5: Ginger

- Hot-headed, Active, Loves Outdoors
- The Curator / Freelance Fabricator
- Max fitness & fabrication
- Go jogging twice a week starting as a Teen
- Have a pet Cowplant that you keep alive for as long as you are
- Have a horse with full green bar
- Fabricate most of your furniture
- Complete 3 collections of any kind

Gen 6: Tamarind

- Child of the Village, Family Oriented, Ambitious
- Discerning Dweller / Gardener — Botanist
- Max cooking & flower arranging
- Live in Tomarang
- Own at least 3 perfect Fruit trees
- Give flowers as gifts for every holiday
- Marry a neighbor
- Have a rocking chair
- Eventually open your own flower shop — *past level 5 of your career or after you complete it, it's up to you*

Gen 7: Pineapple

- Creative, Erratic, Self-Absorbed
- Musical Genius / Shop Owner

- Max violin & juice fizzing
- As a Teen, do violin street performances
- Own a shop that you can both perform at and sell your wares
- Become famous — *at least 3 stars*
- Marry someone hot-headed or also erratic but do it for money
- Have a child that you ignore
- Get into a public fight that hurts your reputation

Gen 8: Cream

- Neat, Foodie, Good
- Academic / Master Chef
- Max gourmet cooking & baking
- Have an ice cream machine and make every flavor
- Bake for every occasion
- Keep the house spotless
- Have at least 3 kids
- After getting to level 8 of the career, you can either retire or open up your own place

Gen 9: Fruit Punch

- Childish, Dance Machine, Goofball
- Friend of the World / Entertainer — Comedian
- Max comedy & mischief
- Dye your hair red for one whole life stage — *if naturally red change it to a pink or blue*
- Tell a joke so funny, it kills someone
- Live in San Myshuno at first then move to a different city
- Own a voodoo doll
- Have your only child late in life

Gen 10: Orange

- Glutton, Adventurous, Dog Lover
- Extreme Sports Enthusiast / Odd Jobs only
- Max pet training & skiing
- Have at least one dog and teach it every trick
- Try every Mt. Komorebi food stall, use chopsticks & get used to spice
- Throw 5 gold parties of any kind

- Fall in love with a life long rival
- Get married at a destination wedding

#CrypticSoda

Counting Crows

By gnatthecryptic

Gen 1: for Sorrow

- Gloomy, Slob, Family Oriented
- Soulmate / Part-time of your choice then Business
- Max handiness, cooking & parenting
- Start as a Teen living with your parents until they die in an accident — *could be fire, car accident, break-in gone wrong etc.*
- Hop from world to world collecting friends that all leave or betray you in some way
- Finally find a lover but they must have the noncommittal trait
- Have their child then catch them in the act of cheating and run away with your child
- Try to be an anchor for your child and give them the life you could never have
- Do not complete your aspiration or career but get close

Gen 2: for Mirth

- Cheerful, Creative, Goofball
- Friend of the World / Entertainer
- Max comedy, charisma & 1 instrument
- Have a new friend for every life stage starting as Child
- Throw weekly get-togethers with your closest friends to watch movies or do karaoke
- Max the Comedian path but write songs on the side
- Get with someone that watches one of your routines
- Have at least 3 kids
- After your parent passes away, write a song & comedy routine in their honor

Gen 3: for a Wedding

- Lovebug, Outgoing, Art Lover
- Soulmate / Art critic
- Max painting, photography & romance
- “Always the bridesmaid never the bride” is basically your life, attend 3 weddings for your friends

- Have an enemies to lovers relationship with a famous painter
- Have a pet and make them have at least one baby
- Have a BIG lavish wedding, sparing no expense
- Complete both your aspiration & career
- After completing the career you may quit and either be a stay-at-home parent or make money by following your passions
- Have at least 2 kids

Gen 4: for a Birth

- Family Oriented, Good, Dog/Cat Lover
- Big happy family / Vet
- Max pet training, logic & vetting
- Live with a stray animal lot trait & breeding grounds lot trait
- Have a hs sweetheart & 3 good friends
- Struggle with getting/staying pregnant until you're a halfway through Adulthood then have twins
- Dress your twins alike & give them similar names
- Spoil your kids with their own pets
- Have your twins max different skills as children
- If you die before the twins become teens, send them to live with a family member

Gen 5: for Silver

- Insider, Jealous, Ambitious
- Renaissance Sim / Retail then Education then Writer
- Max 5 skills plus writing
- As a YA, try to change up your look so you stand out from your twin and refuse to live with them anymore
- Have your twin get married and have children before you
- Have a long toxic relationship that you finally break off when you become a writer
- You can choose to marry or be a single parent
- Have only 1 child
- Complete either your aspiration OR career
- As an Elder, write a book about your life

Gen 6: for Gold

- Self-Assured, High-Maintenance, Materialistic
- World Famous Celebrity / Actor
- Max acting, charisma & singing
- Have at least 3 other skills to 5
- Join Drama club as Child
- Have a club for admirers as a teen
- Have 2 celebrity friends & 1 non famous friend
- Reach $100,000
- Marry someone of a higher celebrity status
- Have at least one child but do not raise them yourself, leave it to your spouse or hired help

Gen 7: for a Secret Ne'er to be Told

- Practice Makes Perfect, Paranoid, Squeamish
- Super Parent / Interior Designer
- Max parenting, piano & 1 other skill
- Marry your hs sweetheart but have a secret affair that leaves you pregnant
- Never tell your spouse the truth and spoil the child, they must have the childish & self-absorbed traits
- Said child will then carry a teen pregnancy that they then leave you to take care of
- This new child believes you to be their parent and their true parent a sibling — *this is now your heir*
- Have your heir get all A's & join the scouts
- On your death bed confess all your sins

Gen 8: for a Wish

- Good, Loyal, Idealist
- Neighborhood Confidante / Romance consultant
- Max baking, pottery & flower arranging
- Have an identity crisis when your "parent" dies and you find out the truth
- Seek out your true parent for answers — *it's up to you if you keep a positive or negative relationship with them*
- Donate to charity often
- Own a wishing well and try to keep it happy

- Wish for a promotion, love & a child at different points in your life — *if you receive a child from the well it will be your only child*
- Have a small flower garden with a death flower

Gen 9: for a Kiss

- Outgoing, Romantically Reserved, Dance Machine
- Leader of the Pack / Babysitter then Social media
- Max dancing, charisma & Media production
- Have your first kiss as a Child while on a vacation and never see each other again until Adulthood
- Have 3 failed relationships before rekindling with your first kiss
- Take your relationship slow as your past makes it hard for you to open up
- Own a streaming drone & media mixing station
- After marrying choose between a 50x40 lot or Penthouse
- Have at least 2 kids & a pet

Gen 10: for a Bird You Must Not Miss

- Perfectionist, Music Lover, Ambitious
- Musical Genius / Entertainer
- Max guitar, violin & pipe organ
- Date a sim in the Criminal career and have their child before finding out then dump then and move away
- Complete the musician path of the career
- Become a 3 star celebrity
- You remarry as an Adult but you're heart will always be with your first love
- It's up to you if you get a divorce and rekindle with your lost love as Elders, have only an affair with them or just live out your life missing them

Gen 11: for Hope

- Cheerful, Foodie, Loves Outdoors
- Appliance Whiz / Gardener
- Max cooking, gourmet cooking & gardening
- Own one of every appliance
- Start your YA life in Henford on Bagley and participate in 3 in-world events
- Try every food stall in San Myshuno and Tomarang
- Find love at the Romance Festival
- Go on 3 gold star dates before moving in together

- Go on 3 more gold dates before marrying
- Once married, move to a new world if you haven't already
- Complete the aspiration

Gen 12: for Health

- Vegetarian, Neat, Overachiever
- Successful Lineage / Doctor
- Max wellness, logic & herbalism
- Have a very sick loved one that you promise to heal but they die anyway
- Put everything into your career, risking relationships to help those in need
- Take very good care of yourself out of fear of your own demise
- Earn the Healthy Food Nut & Workaholic lifestyle
- Have an at-home meditation/yoga studio
- Marry a coworker and have at least 3 kids
- Divorce later in life because of your workaholic ways
- Have a distant relationship with your children
- You can remarry when you retire as an Elder if you wish

Gen 13: Beware of the Devil Himself

- Evil, Klepto, Glutton
- Public Enemy / Criminal
- Max mischief, charisma & fitness
- Have a negative reputation
- Have 5 enemies
- Have a toxic relationship that results in a child, you can either leave the child with the other parent or take them with you when you break it off
- Marry a Secret Agent and have them switch to the Criminal career
- Complete both the aspiration and career
- Have a difficult with your children
- At the end of your Adulthood get arrested for a crime you didn't commit — *any kind of crime will do*

#CrypticCrows

Shark Legacy

By gnatthecryptic

Gen 1: Bull Shark

- Hot headed, Self-Assured, Active
- Bodybuilder / Professional Athlete
- Max fitness & rock climbing
- Have minimum of 3 enemies
- Gain a negative reputation
- Buy Storm Chaser from reward store
- Have only one kid and neglect them

Gen 2: Tiger Shark

- Nosy, Freegan, Adventurous
- Jungle Explorer or Seeker of Secrets / Odd Jobs or Freelance
- Max skiing & charisma
- Have streaked or completely ginger hair
- Have children with 2 separate sims, you can marry one or end up with someone entirely different
- Move at least 3 times starting as a YA
- Have each kid max a Child skill — *creativity, motor, social or mental*

Gen 3: Hammerhead

- Outgoing, Perfectionist, Genius
- Computer Whiz / Engineer
- Max handiness & robotics
- Build every robotics invention
- Always have A's
- Have a club where you play chess, build rockets and do other nerdy activities
- Move to Sulani as an Adult

Gen 4: Mako Shark

- Active, Adventurous, Bro

- Beach Life & City native / Doctor
- Max fitness & snowboarding
- Use a jet ski
- Woohoo in a rocket ship
- Visit every vacation world
- Have 3 relationships that start and build quick but ultimately burnout

Gen 5: Zebra Shark

- Loner, Lactose Intolerant, Unflirty
- Best Selling Author / Education
- Max writing & cooking
- Have a black and white theme for your life — *you can take this as far as you want*
- Have a science baby as a single parent
- Never marry
- At level 5 of education, quit and become an Author
- Write a Book of Life

Gen 6: Lemon Shark

- Outgoing, Insider, Music Lover
- Super Parent / Entertainer
- Max parenting & singing
- Have a yellow aesthetic
- Have a passion for music from a young age but no one believes you can make it
- Move to a Needs TLC apartment as soon as you can and only move out when you get to the branch selection
- Have a maxed relationship with all your kids
- Have one kid age up with High Confidence and the other with Low

Gen 7: Wobbegong Shark

- Socially Awkward, Maker, Practice Makes Perfect
- The Curator / Conservationist
- Max knitting & juice fizzing
- Fabricate as much of your own furniture as you can
- Have a garden of fruits
- Live in an isolated area

- Have a feature that stands out — *strange hair, big birthmark, pointy ears, etc*
- Adopt a kid — *doesn't have to be heir*

Gen 8: Great White

- Mean, Ambitious, Glutton
- Unlock the Grilled Cheese aspiration / Secret Agent — Villain branch
- Max mischief & gourmet cooking
- Go jogging every other day
- Witness the death of at least 3 sims
- Be emotionally distant from your kids
- Die with at least 100k simoleons saved

Gen 9: Basking Shark

- Vegetarian, Loner, Clumsy
- Inner Peace / Master Chef
- Max gourmet cooking & wellness
- Maintain 3 friendships with people that take advantage of you
- Get married, have a kid, then divorce because they cheated
- You move to start new
- Make 3 new friends
- Have a Close dynamic with your kid

Gen 10: Whale Shark

- Foodie, Loves Outdoors, Good
- Big Happy family / Salaryperson
- Max baking & charisma
- Have 3 kids, one of which is a rebel and tries to constantly break the rules
- Run a Gold star charity event
- Go all out for holidays and birthdays
- Live long enough to see a grandchild be born

#CrypticSharkLegacy

What's the Vibes

By gnatthecryptic

Must complete every goal before moving on
Your allowed to restart the heirs age when you switch but only to beginning of Teen
Collect the graves and/or pictures of every generation

Gen 1: Founder

Vibe: *Survival & Humble Beginnings*

- Maker, Creative, randomize
- Freelance Botanist or Angling Ace
- Max fishing & gardening
- Start on the biggest lot in any world, bulldoze it so there's nothing
- Slowly build up a Tiny home to live in
- You may work as a Manual Laborer or do Odd Jobs at first
- Once you get to 20k simoleons you can join a real career — *either Gardener or Fisherman* — and marry
- Start building up your home to have at least 2 bedrooms, 2 bathrooms & a greenhouse

Gen 2: Builder

Vibe: *Stability & Responsibility*

- Ambitious, High Maintenance, randomize
- Fabulously Wealthy / Business or Salaryperson
- Marry your hs sweetheart for love but later divorce as you realize your priorities are just too different
- At level 5 of your career marry someone in the same career but max level for all their money
- Have at least 3 kids
- Max your career
- Expand the house to have one room per kid and a home office

Gen 3: Rebel

Vibe: *Chaos & Freedom*

- Hot-Headed, Noncommittal, randomize
- Renaissance Sim — *don't complete*
- As soon as your able to, leave home with at least 5k
- Your relationship with both parents must be in the red
- Join the Criminal career until your level 5
- Have a child out of wedlock and move again
- Become a Freelancer of any kind
- Change your aspiration to City Native and complete it

Gen 4: Romance

Vibe: *Soft & Idealistic*

- Lovebug, Outgoing, randomize
- Soulmate / Social Media
- Max painting & writing
- Go through at least 3 relationships thinking they were all The One before finally finding them
- Get in contact with your grandparents and inherit the home once your relationship with both of them is fully green
- Redecorate it to match your aesthetics and expand it to include an art studio and pool *(if there isn't one already)*

Gen 5: Perfectionist

Vibe: *Golden Child Burnout*

- Perfectionist, Neat, randomize
- Academic / Doctor or Lawyer
- Max logic, research & debate, & a creative skill
- Always have straight A's
- Marry the friend your parents like most
- Have a midlife crisis that results in quitting your job, having an affair and completely changing your look
- Choose whether you divorce or stay together
- As an Adult — *close to Elder age* — get into wellness
- Expand the home to have a sauna and gym

Gen 6: Runaway

Vibe: *Escapism & Reinvention*

- Loves Outdoors, Slob, randomize

- Beach Life or Inner Peace
- Move to a different world, cutting off all contact with your family for one whole lifestage
- Have 0 simoleons
- Only Part-Time jobs or Odd Jobs while you're away
- Make 3 new friends & find love
- Once you complete the aspiration, you can move back home and restore your relationships
- After moving back in, become a Conservationist or Charity Organizer — *Conservationist if you chose Beach Life, Charity Organizer if you chose Inner Peace*

Gen 7: Influencer

Vibe: *Fame & Ego*

- Self-Assured, Self-Absorbed, randomize
- World-Famous Celebrity
- Post all the time as a Teen and eventually become an Actor
- Gain the Phone Addict celebrity quirk
- After getting to 3 stars, have a big celebrity scandal that puts you back to 1 star
- Marry a fellow celebrity and have at least 1 child but your relationship cannot go above 25%
- Have at least 100k simoleons and have a fully gold-accented bathroom
- Change either the art studio or home office into your private space to take pictures and get away from your family

Gen 8: Traditionalist

Vibe: *Old-fashioned & Cookie-cutter*

- Family-Oriented, Good, randomize
- Big Happy Family / Education
- Max parenting & gourmet cooking
- Have a higher relationship with your grandparents then parents
- Marry your hs sweetheart as soon as you age up to YA
- Become an Educator but don't go past level 3
- Once you have 3 kids, you can quit and become a stay at home parent
- Undo all that the previous generation did to the house — *like the gold bathroom and private space* — and make it more suburban
- Own a treehouse
- Have at least 1 pet at all times

Gen 9: Outsider

Vibe: *Identity & Self-Discovery*

- Loner, Macabre, randomize
- Any occult aspiration / Paranormal Investigator or any unconventional career
- Be born an occult that matches your aspiration
- You must keep your true identity a secret from all partners and friends
- Have a low relationship with your siblings and parents
- As an Adult, visit the world corresponding with your occult type
- Make 2 friends of the same occult
- When a baby is on the way or immediately after its born, confess the truth to your partner
- Decide if this leads to a divorce or not
- Make a room in the house where you can be your true self *(vampire lair, spellcaster potion room, alien science-type room, etc.)*

Gen 10: Finale

Vibe: *Reflection & Choice*

- Outgoing, Creative, randomize
- Successful Lineage
- Max cooking & baking
- Have pictures with your siblings and parents around your room
- Discover stories and memorabilia of your ancestors
- Visit every world your ancestors visited
- Make 1 new friend in each world you visit
- Make a memorial room with all the graves and/or photographs of past generations
- Adopt at least 1 kid *(It may be your only kid)*
- Host a massive family reunion with distinct cousins, uncles, aunts and even a few ghosts of family members that passed
- Make a big batch of Amortentia and have at least 1 ghost relative eat from it

Final Goal: *Decide what "Legacy" means to you. What do you leave behind when it's all said and done? Love? Wealth? Freedom of choice?*

#CrypticVibes

Up All Night

One Direction Legacy

By gnatthecryptic

Max of two pregnancies per generation
Max career/aspiration stated

Gen 1: What Makes You Beautiful

- Socially Awkward, Bookworm, Lovebug
- Max singing & writing
- Have a crush on the popular kid in your high school but never confess
- Have a secret admirer that leaves you notes/gifts — *work this however you want*
- Have a penpal & complete the postcard collection
- Have the Unique Appearance reward trait
- Have a “one fell first/the other fell harder” kind of romance

Gen 2: Gotta Be You

- Good, Ambitious, Outgoing
- Musical Genius aspiration
- Max piano
- Fall in love with your best friend and watch as they go from relationship to relationship
- Try dating in your Young Adult years but nothing sticks
- Finally marry your bff as an Adult
- Write love songs about them before and after you start dating

Gen 3: One Thing

- Noncommittal, Adventurous, Romantic
- Serial Romantic aspiration
- Max romance & charisma
- Get Professional Slacker reward trait
- Get Great Kisser reward trait

- Go on weekly trips to other worlds for festivals or vacation
- Finally find someone that lights up your heart and do all you can to make them yours
- Change your Noncommittal trait to Loyal once you secure the relationship

Gen 4: More Than This

- Gloomy, Loner, Jealous
- Bakery owner
- Max baking & photography
- Make at least one enemy in hs
- Take lots of photos with your friends at every hang out
- Fall in love with a friend then have them reject you and date your enemy instead
- Get super into baking as a way to cope and eventually open up your own place
- Continuously reach out to your old crush hoping they've changed their mind
- You may rekindle your friendship as an Elder and make it something more if you please

Gen 5: Up All Night

- Party Animal, Dance Machine, Outgoing
- Party Animal aspiration
- Max dancing & dj mixing
- Have 5 close friends and at least one enemy
- Make your house the designated party house
- Host weekly parties and have dance battles often
- Have a one night stand that results in a child(ren)
- Do you give up your partying ways or teach the child your way of life?

Gen 6: I Wish

- Neat, Gloomy, Perfectionist
- Secret Agent career — Diamond Agent
- Max logic & fitness
- Just like those before you, you fell in love with your best friend but they love someone else

- While having a “woe is me” moment, have another friend confess their feelings for you — *you can accept and use them as a rebound in which you’ll have your first pregnancy or deny and struggle maintaining your friendship*
- As you get older (late YA) fall head over heels for a coworker and go steady
- Have your first crush then confess their feelings to you and deny them outright

Gen 7: Tell Me a Lie

- Nosy, Family-Oriented, Slob
- Detective career
- Max gourmet cooking & parenting
- Have a childhood bff and make a club together
- Often use the pirate ship and/or science table as a Child
- Marry your hs sweetheart and have your children
- Always help your kids with homework and projects
- Find out your lover has been cheating on you with your bff and choose whether you drop them both or try to repair your relationships

Gen 8: Taken

- Jealous, Snob, Self-Absorbed
- Actor career
- Max acting
- Have a sibling rivalry where you want everything they have including their partner/ex
- Have a toxic on/off relationship with said partner/ex from Teen to Adult
- Only try to get back together when they enter a new relationship or are seen making romantic gestures to someone else
- Break up after a week or so because you got bored then repeat
- As an Adult decide if you stay together or break it off for good — *if you break it off then you can reconcile with your sibling, if you stay together then you must have your second pregnancy with them (or first if there were no pregnancies)*
- Buy the Beguiling reward trait

Gen 9: I Want

- Materialistic, Mean, Art Lover

- Mansion Baron aspiration
- Max painting
- Take as much money as you can when you move out then spend it all on decor
- Start small in a Needs TLC apartment and work your way up
- Marry for money not love
- Own the most expensive thing in game — *Out of This World Desktop from Get to Work*
- Have hired help
- Buy the Fertile reward trait
- Don't have a hand in raising your kids

Gen 10: Everything About You

- Loyal, Goofball, Active
- Part-Time Manual Labor
- Max comedy & mischief
- Have a hs sweetheart that you're obsessed with
- Your parents gave you only enough simoleons to get a place so you join the working class
- As a YA have your s/o move far away (say for college or work) and try to make long distance work
- Visit each other at least once a week & always give gifts
- Fight anyone that dislikes/is mean to them
- Immediately marry as an Adult & start building your shared dream home — *house should be built out slowly for realism*

Gen 11: Same Mistakes

- Ambitious, Overachiever, Romantically Reserved
- Max wellness
- You have no luck with love, get into at least 3 messy relationships
- Take a break from dating and focus on you
- Have a pet and let that pet have at least one litter
- During a night out fall into bed with someone that results in a child
- Try to co-parent and eventually fall in love with them
- Have the big wedding you deserve
- Have your child(ren) max their social skill

Gen 12: Save You Tonight

- Generous, Good, Loyal
- Friend of the World asp. / Athlete career
- Max fitness & charisma
- Gain at least one friend for every life stage starting at Toddler
- Fall for someone you meet in college/college setting
- This person is a relationship already but it's toxic so they seek solace in you
- Become best friends and have regular sleep overs
- One night you get a call that they need help, they need to leave NOW
- Have them move in with you to escape their ex
- Have a very slow burn romance

Gen 13: Stole My Heart

- Unflirty, Maker, Loves Outdoors
- Soulmate aspiration
- Max handiness
- Enter a marriage of convenience not love
- Enter the Forgotten Grotto and meet a vampire or werewolf sim, they've been hurt and have no way back home
- Take them in but hide them from your spouse
- As they get better, realize that you're falling for them and change your Unflirty trait to Lovebug
- Find them a way home but choose if you go with them or stay with your current spouse

Bonus

Gen 14: Stand Up

- Overachiever, Klepto, Romantic
- Criminal career — Boss Branch
- Max mischief & romance
- Fall for a detective that's in a relationship but don't let that stop you
- Give gifts & invite them to every event/holiday
- Claim to be Criminal Mastermind because you know they won't arrest you
- Eventually get them to dump their lover and be with you

- Move to a secluded area so you can have them to yourself
- Have the Frugal reward trait

Gen 15: Moments

- Family-Oriented, Generous, Creative
- Tourist aspiration of your choosing
- Max guitar & cooking
- Use your parents money to travel
- Find love on a vacation/trip and propose to them on a whim — *they must say no, play this however you can*
- Try to spend as much time with them as you can and write a song about having to leave them behind
- No matter who you end up with after, keep writing music about your true love
- As an Elder divorce your s/o and go on one last trip to try and find your first love

Gen 16: Another World

- Genius, Dance Machine, Active
- Astronaut career
- Max dancing & rocket science
- Fully upgrade a rocketship
- Collect all space prints
- Fall for a coworker or scientist
- Take your s/o to space
- Get abducted by aliens and have an alien baby — *does not have to be heir*

Gen 17: Na Na Na

- Adventurous, Goofball, Noncommittal
- Live Fast aspiration as a Teen
- Max mischief & snowboarding
- Have a childhood bff that you start dating as a Teen and go through an on/off relationship until your an Adult
- You both love to party, prank & do extreme sports but you can't seem to actually settle
- Eventually it all catches up to you two and a kid is born
- Do you finally figure things out and settle for the kid or go your separate ways to look for true love?

Gen 18: I Should Have Kissed You

- Ambitious, Socially Awkward, Good
- Romance Consultant — Matchmaker branch
- Max charisma
- As a Child make friends with your neighbor that's homeschooled and quickly become bff
- As you enter Teen years you two grow closer and have a moment but you find out they have to move away
- You're heartbroken but promise to write — *use the penpal function*
- Collect all postcards
- Try to reconnect as a YA or Adult and confess the feelings you couldn't tell them before
- As a YA, switch Socially Awkward with Romantic

#CrypticUAN

Take Me Home

One Direction Legacy

By Gnatthecryptic

Max two pregnancies per generation

Gen 1: Live While We're Young

- Outgoing, Goofball, Party Animal
- Party Animal
- Max dancing & photography
- Sneak out twice a week as a Teen
- Take photos with each friend you make and your family
- As a YA go clubbing or throw a party weekly
- For your s/o, you have to choose between the goody-two-shoes nerd next door or the upcoming bad boy rockstar extraordinaire
- Go through multiple part time jobs until you finally have a kid — *if you chose the nerd, follow your passions and get a career you're proud of; if you chose the rockstar, you do photography on the side but remain a stay-at-home parent*

Gen 2: Kiss You

- Socially Awkward, Lovebug, Music Lover
- Entertainer
- Max violin & piano
- Despite who your parents are, you don't have a lot of friends — *aside from your childhood bff who's your parents bff's child*
- You begin a slow-building secret relationship with the popular kid in school
- You start to change up your looks and get invited to your first party
- Things escalate quickly between you and the Mr. Popular and someone catches you, quickly spreading the news throughout the party, now everyone knows!
- It's up to you if the couple stays together or if things fall apart

Gen 3: Little Things

- Overachiever, Perfectionist, Gloomy
- Art Critic
- Max painting & baking
- You get bullied all throughout school, so when college comes around, you keep to yourself
- You join a study group and gain a crush on one of the members
- You take things slow and they do everything to prove their feelings for you
- Have all A's through elementary to college
- Your s/o must max cooking & guitar and become a Food Critic

Gen 4: C'mon C'mon

- Romantic, Self-Assured, Dance Machine
- Soulmate / Social Media
- Max dancing & mixology
- Have an on/off relationship starting in high school
- While clubbing as a YA, you meet someone and feel instant sparks
- Hook up with said sim and have this lead to a pregnancy — *if you're the pregnant sim, don't reach out until the kid is a Toddler; if the other sim ends up pregnant, they contact you after the birth to take part in their life*
- You call it quits once and for all with your past relationship and put your all into raising your kid
- Live in 3 different worlds

Gen 5: Last First Kiss

- Romantic, Outgoing, Vegetarian
- Serial Romantic
- Max charisma & romance
- Buy Great Kisser reward trait
- Only marry and have kids after completing the aspiration
- Have at least one set of twins
- Woohoo in 5 different locations
- Form a group of your ex-lovers and kill them off once you marry

Gen 6: Heart Attack

- Unflirty, Erratic, Materialistic
- Education / Style Influencer
- Max writing & singing
- Have a high school sweetheart that dumps you when they go away to college
- Move to a different world as a YA
- You attempt a rebound, then another and another but they don't make you feel better
- Next thing you know, you're pregnant with no idea who the father is
- Finally, after years of being a single parent, you move back home and meet someone willing to fill your needs, you even get engaged but *wait*... is that your ex calling?
- Whoever you decide to end up with must join the Detective career and reach level 5

Gen 7: Rock Me

- Active, Self-Assured, Adventurous
- Extreme Sports Enthusiast
- Max rock climbing & fitness
- Have someone you used to mess around with in school but never went official
- Visit a new world once a week
- Become famous — *at least 3 stars*
- Try every City Living food stall
- Only after completing the aspiration can you rekindle what you had and settle down
- Gain Thrillseeker lifestyle

Gen 8: Change My Mind

- Lovebug, Good, Practice Makes Perfect
- Discerning Dweller
- Max handiness & comedy
- Have a childhood bff that you have a little photo collage with
- Go to prom with someone that has at least 50 romance with you but they must either stand you up or leave you for someone else at prom
- As your bff comforts you, you share a moment but get scared so you push them away

- As you age up to YA, you begin dating a coworker but things go left quickly and you're forced to go back to your bff for help
- This time, do you stay or do you let the fear get the best of you again?
- Marry them just before you become an Elder

Gen 9: I Would

- Ambitious, Jealous, Hot-Headed
- Serial Romantic / Business
- Fall for someone already in a relationship
- Break up 3 couples
- Have a rival you fight constantly
- Leave someone at the altar or be left
- Have a hand in making 3 couples
- Eventually settle for your first love or someone completely unexpected

Gen 10: Over Again

- k

Gen 11: Back For You

- R
- Exes-to-lovers

Gen 12: They Don't Know About Us

- Loyal, Generous, Romantic
- Secret Agent
- Have a secret forbidden love
- Break curfew to meet them in secret locations
- Only reveal your relationship after marriage
- Move far away from home
- Have 5 gold dates
- Have twins

Gen 13: Summer Love

- D
- Childhood friends to lovers

Bonus

Gen 14: She's Not Afraid

- Noncommittal, Adventurous, Goofball

Gen 15: Loved You First

- Jealous, ??
- Crash a wedding?

Gen 16: Nobody Compares

- S
- Romantic Explorer

Gen 17: Still The One

- H
- Beach Life
- Have your hs sweetheart propose right after graduation but say no and run away to Sulani

Gen 18: Truly, Madly, Deeply

- F
- Neighborhood Confidante

Gen 19: Magic

- I

- Successful Lineage
- Use spellcasters

Gen 20: Irrestistable

- I
- Paragon Partner
- At least one child with each partner — *pregnancy, science or adoption*

#CrypticTMH