Gender Law: **Equality:** The Founder may be of either gender. Both boys and girls are eligible for the title of heir.

Bloodline Law: **Modern:** Both Naturally born and adopted children are eligible to be named heir.

Heir Law: **First Born:** The oldest, by order of joining the family, eligible living child is named heir.

Generation #:

Marital Status: **Single -** Your heir may not have a live-in partner after the first child is born. Any extra sims must be moved out of the house by 24 hours after the first child is born. A male heir may move in a female partner for the course of any pregnancies, but the 24-hour rule applies and she may not contribute financially. Partners that have moved out are not allowed to lurk around the house to help out with toddler care and must be removed if they will not leave.

Number of Children: 2

Primary Career: **Career Hopper –** Must roll for five conventional careers. You may jump between these careers as you wish, so long as you have spent a day at work in at least three by the time your sim becomes a full adult, and all five by the time your sim becomes an elder.  
**Culinary(Mixologist) -** May publish bar guides(self-publishing).  
**Gardener(Flower Designer) -** May only sell arrangements for income.  
**Business(Management) -** No additional money-making opportunities.  
**Entertainer(Musician) -** May write jingles  
**Business(Investor) -** May invest in stocks.

Generation Goals: **Fulfilled -** The heir and spouse(if applicable) must complete their first aspiration. If the spouse is accidentally too old when they move in to have time to complete an aspiration, they are not required to do so, but try to be reasonable with this provision.

Miscellaneous Fun: **Town Explorer -** Starting when the heir is a teen, they(or a spouse or helper) must visit a unique community lot every week, for at least 3 hours. The community lots may not be repeated to count for this, though you may visit them again just for fun.