Gender Law: **Matriarchy:** The Founder must be female. Only girls are eligible to be named heir unless there are no female children, at which point boys become eligible for that generation.

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

Heir Law: **Random:** The title of heir is randomly selected from the pool of all eligible children. Every time the eligible pool changes size, The heir must be re-rolled using the new pool

Generation #:

Marital Status: **Couple -** Your heir must obtain a romantic live-in partner. They do not have to be married.

Number of Children: 3

Primary Career: Conventional Career:   
**Gardener(Flower Designer) -** May only sell arrangements for income.

Secondary Career:   
1 Conventional Career:   
**Politician(Politician) -** May ask for bribes.

Generation Goals: **Midlife Crisis -** This generation, one of the heir, spouses(including second chances) or helpers will experience a randomly-generated midlife crisis event. Between when this generation is rolled and when the first of the eligible sims reach the adult life stage(not YA), determine who will go through the crisis. If you have not picked someone before the first sim reaches adulthood, or is moved in as an adult, that sim will be the one. Once the selected sim reaches adulthood(and not sooner!), roll three times to determine three aspects of the midlife crisis from the chart below, re-rolling if you receive a duplicate. Each aspect has a deadline which it must either be completed or started during. The goal is complete when all aspects have been completed.  
\* Have a child(complete within 1 week) – Your sim must either have a biological child or adopt a child. Either way, it will be raised with the rest of the generation’s children. Add one child to the number of children you will have this generation.  
\* Randomize a trait(complete within 24 hours) – Randomly determine which of your sim’s traits will change, then use a cheat to remove that trait, replacing it with another that has been randomly determined.  
\* Re-roll Miscellaneous Fun(complete within 24 hours) – Your Miscellaneous Fun roll will change. It takes effect immediately, with weekly tasks starting the following Sunday.

Miscellaneous Fun: **Fighter -** The heir, spouse or a helper(pick one and stick with it) must get in a fight at least once a week.