No Crafting Challenge Mod -- for 7 Days to Die [Alpha 17.3]

V1.1 by OrbitalBliss

Welcome to the No Crafting Challenge Mod.
This Mod removes all crafting, and gives a slight bump to the Loot in regards to Food, Drink, and Medical Supplies.
The Trader gets a boost in those things as well, and can sell bedrolls.
Vehicles can show up at traders, but only poor quality Bicycles unless your Bartering is high enough.
Snowberries and Supercorn very rarely become options for farming.
And a number of small fixes (I borrowed from my Home Depot Mod).

This mod is intended to be played with all setting set to default, but you do you.

I hope this fills out your players gaming experiences. Have fun!!

WHAT WAS DONE!?!
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Removed ALL Recipes (and fixed resulting issues; broken scrapping and weapon/armor mod values)

Starting Mission Overhaul:
    1) Place Bedroll. (Added Bedroll to starting equipment)
    2) Wear PlantFiber Clothes. (Added PlantFiber Clothes to rewards)
    3) Find Trader

Increase Food, Drink, and Medicine in Loot.

Increase Traders Food and Medical Sales.
- Trader (almost) always sells Bandages.

Add Snowberry & Supercorn seeds to Traders (Rarely).
- Also, fix Snowberry farming issues (from Home Depot Mod).

Add Vehicles to Traders (from Home Depot Mod)
- Add Bicycle to Traders (Rarely & low level)
- Add all Vehicles to Traders secret stash locked behind high Bartering.
- Reduced the Economic Value of vehicles... so they don't cost 350,000 dukes.

Include Bedroll to traders sell list. Also, LandClaim Block (rarely).

Included other simple fixes (like previouly broken upgrades and repairing) from my Home Depot Mod.

HOW TO INSTALL

Simply download the No_Crafting_Challenge_Mod_v1.0.zip file (or whatever the current release is).
Do NOT just click "Clone or download" or you'll be downloading stuff you don't want/need.
Decompress this ZIP directly into your 7 Days to Die install directory.
If you didn't have a "Mods" folder, this will create one.
You should be ready to go.

SPECIAL THANKS

Thanks to [JaWoodle on YouTube](https://www.youtube.com/channel/UCJNeiS810mGG98ctG45M1WA). Your No-Crafting Challenge videos inspired me to make this mod in the first place.

GOALS & OBSTACLES

These are the things I'd like to work out for the mod. [What the issues are]

- Fix traderAlways item group to Always go off.... [Unsure why this is not the case]

VERSION HISTORY

Added in v1.1:
- To Traders: Torches, Barbed Wire (both), Ladders, Bicycle (rarely and low level)

- To Loot Lists: Frame Ramps, Bicycle (dumpsters rarely and lowlevel), Removed Rare Recipe Books,

- To Blocks: For woodPillar50, woodCNRRound, and woodCNRRoundTop the reinforced wooden & metalwood versions needed to be created so they could upgrade through those versions.

- Attributes/Perks: Re-tooled Intellect to give an XP bonus, Removed ALL the Craftsmenship Perks.
   Gave LivingOffTheLand a new Level 1, which gives Double Wild Crops. (fixed menues on this an Intellect)

- Cleaned up somecoding; How Recipes were removed before, and cross-mod compatibility.
   Also added the Read-Me to the Zip file.