

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

V1.2 by OrbitalBliss

Welcome to the No Crafting Challenge Mod.
This Mod removes all crafting... ALL crafting.
It also gives a slight bump to the Loot in regards to Food, Drink, and Medical Supplies, plus a few additions.
The Trader gets a boost in those things as well, and can sell a few things he previously did not.
Some of these additions are far less common than others, or require higher Barter (like Vehicles).
And a number of small fixes (I borrowed from my Home Depot Mod).

This mod is designed to be installed on a fresh game, but should work when added to an ongoing game.
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, etc)

Disabled ALL Craftsmanship Perks, and gave Living Off The Land a new 1st Rank ability.
Re-tooled Intellect to give an XP bonus (instead of Crafting bonus, of course)

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

Loot Modifications:
- Increase Food, Drink, and Medicine in Loot.
- Added Frame Ramps (both), and Added Bicycle (in dumpsters rarely and lowlevel).
- Removed Rare Recipe Books & Removed Crafting Magazines.

Trader Modifications:
- Increase number of Trader items and amount of items swapped at restock.
- Increase Traders Food and Medical Sales. Trader (almost) always sells Bandages.
- Added Torches, Barbed Wire (both), Ladders, Wood Bars, and Bedrolls.
- Added (rarely) Snowberry & Supercorn seeds, Land Claim Blocks
- Added Vehicle
 - Added Bicycle to Traders (Rarely & low level, also as possible quest reward)
 - Added all Vehicles to Traders secret stash locked behind high Bartering.
 - Reduced the Economic Value of vehicles... so they don't cost 350,000 dukes.
- Removed Rare Recipe Books (quest reward) & Removed Crafting Magazines.

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.

PLEASE ... Always backup your save folder if you are adding mods to pre-existing games.

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
- To Loot Lists: Frame Ramps, Bicycle (dumpsters rarely and lowlevel), Removed Rare Recipe Books,
- Attributes/Perks: Re-tooled Intellect to give an XP bonus, Removed ALL the Craftsmanship Perks.
Gave LivingOffTheLand a new Level 1, which gives Double Wild Crops. (fixed menus 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.

Added in v1.1.1:

- BUG FIX: Healing could get dissabled... now that's fixed (you character may have to die once, sorry)
- TRADER QUESTS: Removed Rare Recipe Books from Trader Quests. Added rare low level bicycle to rewards.

Added in v1.2:

- To Traders: Wood Bars (uncommonly), Removed Crafting Magazines, Increase trader items and swapped items, Increased cost of Land Claim Block
- To Loot Lists: Removed Crafting Magazines
- BUG FIX: Disabled Crafting Perks (instead of Removing them), which should increase compatibility with pre-existing games.