

7 DAYS TO DIE®



by Faucheusestar

Welcome to the zombie apocalypse, and as the name suggests... No, you're not going to die in 7 days, or at least you won't if you prepare properly for the blood moon that appears every 7 days and sends a horde of zombies your way, knowing exactly where you are.

Take **0 Choice Points** to fund your adventures... It's a Gauntlet after all, maybe a zombie ate them.

Starting Location

Location.

1• Forest

A good place to start, the zombies are a little less strong here and you'll find it easier to find edible plants.

2• Burned forest

It's a forest that has just burnt down and you can easily find coal in, but watch out for flaming zombies.

3• Desert

a desert filled with delicious yucca and a wild west atmosphere, it is however hot here and the defaults of this climate are obvious but you will find Oil Shale deposits

4• Snow

Aww, do you like snowball fights and pretty chalets... Its bears, pumas, lumberjack zombies and all the other horrors you can think of! At least the items here are better provided you survive long enough.

5• Wasteland

What terrible bad luck, this place is horribly dangerous filled with zombies much more powerful, mine, traps and everything seems to have suffered a bombing. At least what you find here is high quality but is it really worth the risk?

Free Pick.

You are free to choose where you choose from the available options.

Age and Gender

Freely choose your own age or gender.

Origins

Drop-In

You are dropped in this new universe with no background , memories, or documentation.

Builder

It's all about being prepared to survive the wave, and building unlikely but effective fortresses! If this sounds like something you'd like to do, then it's probably for you!

Zombie

It looks like it's too late for you Jumper, you're a revenant, a zombie, a customer joined the horde in front of a jar of chocolate hazelnut spread on sale, or maybe you think zombies are as adorable as they are misunderstood?

Race

Human [Free]

You are just one survivor, maybe one of many, maybe the last.

Undead [free]

A classic zombie, but at least you're still in control of yourself.

Special Zombie [200 CP]

With this it's a bit the same as with undead except you're special and could be any zombie in the game!

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

General [Undiscounted]

Infection resistance [Free]

You are resistant to zombie infection rather than transforming from a simple bite you will need more than one and time more honey and antibiotics now work on any infection even zombie.

Faster healing [100 CP]

Perhaps you mutated after eating those strange cans of shamway, but whatever the case, your broken limbs and other lacerations heal much more quickly than normal people.

Drop in

Wanderer [100 CP | Free for Drop in]

You know the basics of survival, which plants to eat and how to move around easily in different environments.

Lootbox [100 CP | Free for Drop in]

Sometimes you'll notice that your targets drop bags full of all kinds of resources when they die... A strange but very practical thing.

7 days to re loot [200 CP | Discounted for Drop in]

One of the worst problems during a zombie apocalypse is that dwellings and points of interest become empty of materials over time, but now this is no longer a problem you can concentrate on this perk which will cause a yellow exclamation mark to appear in front of the building if it is empty of living beings or less alive then it will be replaced by the same one in one of the alternative infinite timelines allowing you to remake it with new items filling it although this power requires a 7 day wait.

Yum-yum, a book [200 CP | Discounted for Drop in]

Jumper, stop eating that book right now! Put a delicious blueprint on it first! You can 'eat' books, which gives you the knowledge contained inside. Eating books on the same theme improves your overall knowledge of that profession/activity. Eat a blueprint on any object and you now know how to build it perfectly.

The clothes make the man [400 CP | Discounted for Drop in]

Whoever said the original expression has never seen you, because with this perk, you gain bonuses depending on how you're dressed. Being dressed as a priest will allow you to channel all that energy from old exorcist films, with skull explosions to boot!

Not so dead [400 CP | Discounted for Drop in]

Once per jump, if you die, you can reappear on or near your bed as if everything were a horrible nightmare.

Game system [600 CP | Discounted for Drop in]

What!? You've just spent three days killing zombies, so why do you now know how to make vehicles? This answer is simple: everything gives you xp and you are now able to channel that energy into what you want. You can now spend your time doing your hobby and progressing into an area you find more boring. And of course you've got the perk system and all the other systems that come with 7 days to die.

Builder

Expert builder [100 CP | Free for Builder]

To survive, you need to build, and you're damn good at it! You can easily create blocks and lay them down to create a real fortress at a speed unmatched by conventional logic.

Can Jumper fix it ? [100 CP | Free for Builder]

You're a professional repairman who can fix anything from a piece of clothing to an unsalvageable weapon with just a bit of tape, and it'll look as good as new the day it was made!

Wood to steel [200 CP | Discounted for Builder]

Reinforcing walls is sometimes difficult. You have to add planks or metal and hope that it holds to the structure. Not for you, with a simple blow of hammer and materials you can transform for example a block of wood into stone then cement and finally steel!

Trap master [400 CP | Discounted for Builder]

It seems that you've often been forgotten by your families, but all those years of reading Trap Magazine haven't been in vain! You're a traps master capable of turning a forest into a death trap, knowing every trap inside out and greatly increasing their lethality.

There's no time for this bullshit, so grow faster [400 CP | Discounted for Builder]

This could well be your motto because with this all your plantations will be good to harvest in three days' time after planting them.

Apocalypse builder [600 CP | Discounted for Builder]

Unlike that bunch of privileged people, you did your job at the time of the apocalypse and it shows: you can build anything with fewer resources and can easily replace important elements with recup. What's more, you're a master of recycling, being able to return everything to its basic component simply by dismantling it, including enchantments and more ethereal things.

Zombie

Night of dead [100 CP | Free for Zombie]

Night is the time of the living dead, and while the living retreat to their base, praying for daybreak, you sprint and are stronger.

Adrenalin [100 CP | Free for Zombie]

When you take a blow, you can momentarily act much more quickly, whether to move or to strike.

Rad zombie [200 CP | Discounted for Zombie]

People everywhere say that radiation is good for you! Or at least they said so in your boomer days, but nobody seems to have told you that no, it's very dangerous, and it's dangerous for your delicious prey! But for you it improves your regeneration and makes you glow a pretty green color!

Strange Movement [200 CP | Discounted for Zombie]

Maybe you dance or maybe your zombie nature makes you less predictable than you think, but sometimes when you should have been hit you make an unlikely move, shifting just enough to dodge.

Not so stealthy [400 CP | Discounted for Zombie]

Ninjas are annoying sneaking up on you, or would they be, but as soon as an assassin tries to sneak up on you, you know it and so do all your zombies! It's almost as if a developer has missed out on stealth.... I mean, you don't need eyes because you're a zombie!

Hunger are just a indication [400 CP | Discounted for Zombie]

You're hungry, but that's only an indication, because as a zombie you don't need to eat or sleep or even have stamina problems... If you're human, well, the basic zombies don't notice, for a good reason, given your similarities, although the others do, so be careful!

We are inside the walls [600 CP | Discounted for Zombie]

You can make zombies appear and obey you, whether it's in cupboards, in walls made up of empty partitions creating false walls or ceilings, or in any totally unlikely place, but like Schrödinger's cat, we haven't looked, so there could be some!

Blood Moon [600 CP | Discounted for Zombie]

Every seven days you can summon the red moon and all the undead will be strengthened. You can also summon a horde made up of the most dangerous zombies from seven days to die that you've defeated. They know where your target is and will hunt them down to the ends of the earth.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Drop in

Starting pack [100 CP | Free for Drop in]

Each time you Jump in another world, you get a few bottles of water or one of the local beverages, a few tins of food from this world and enough to light a fire easily.

A map [100 CP | Free for Drop in]

It's a map that updates itself as you explore, you can annotate it and it continually locates you and your allies.

Recipes book [200 CP | Discounted for Drop in]

This recipe book contains all your grandparents' recipes as well as recipes from the game ranging from moonshine to that biscuit recipe you could never manage to make as well as your grandmother, now you have no excuse! Here's a jar of nostalgia and childhood memories, apparently part of the recipe.

It's dangerous to go alone! Take this. [200 CP | Discounted for Drop in]

You can choose a weapon from the game just above the stone or pipe weapons can be a firearm or hand-to-hand you start with and it is level 6, comes with a single magazine

Vending machines [400 CP | Discounted for Drop in]

These vending machines have the design you want and are filled with products from 7 days whether it's sweets or other canned goods plus tokens won't be a problem as they ask for the change you want (as long as it's real money like the old notes). Every month you get a new one.

Legendary gear [400 CP | Discounted for Drop in]

Remember the weapon you mentioned earlier? Well, here you're not so limited, you can take a rank 6 weapon or outfit. Not only will it not get damaged, but you get a full magazine every day. Every next few jumps you'll get a box if you add it to a weapon they'll become much stronger and more modular.

A box [600 CP | Discounted for Drop in]

This crate is much larger on the inside and has a theme of your choice. If you leave it very far from you every seven days, it's filled with objects from your current Jump that are linked to the theme of the container... However, anyone can open it, so don't forget to look for it. You can choose a new theme each time you open it.

Builder

Materials crate [100 CP | Free for Builder]

A crate of materials containing wood, paving stone, concrete or other building materials, the rarer they are, the fewer there are, another crate appears every day.

Builder kit [100 CP | Free for Builder]

Appropriate clothing and basic tools for construction-related jobs

Beehives [200 CP | Discounted for Builder]

You have several of these little hives filled with adorable and friendly bees that will never attack you. They make honey with disinfectant properties that can cure any infection, and a new, empty hive is obtained as a gift for each new queen.

Chicken coops [200 CP | Discounted for Builder]

These chicken coops are ideal for raising your little chickens, which are much more useful than killing them, because they'll give you eggs as well as feathers!

Land Claim Block [400 CP | Free for Builder]

Anything within the range of these blocks will break much more slowly and if they are about to break instead this resistant device will take the damage. You can easily repair it with your construction tools and a bit of stone, plus nothing can be summoned that is hostile to you in the area.

Zombie wheel [400 CP | Discounted for Builder]

Is that a hamster wheel? This wheel is filled with tireless zombies that keep on going, producing electricity. Who knew the apocalypse would solve energy problems!

Your home [600 CP | Discounted for Builder]

They laughed at you that a zombie apocalypse would never happen, but where are they now? They're wandering around your ill-prepared neighbors' garden, but not you! You've got one of the buildings of your choice, it's been secured by you before the apocalypse. You've got a roof garden, you've got a few traps installed and you've got all the comforts of yesteryear almost there, the electricity works through old solar panels. You've got some emergency provisions and a bit of medical equipment and the water may need to rain but at least you're well set up.

Zombie

C4 [100 CP | Free for Zombie]

It's an explosive charge, you could attach this charge to yourself but it wouldn't be a very safe idea. In any case you get a new one every day if you've already used the one you've got.

Radio [100 CP | Free for Zombie]

This radio broadcasts heavy metal for zombies sung by a Screamer. Not only does it appeal to the undead, but it'll also lure them to the position of the radio. Ideal as a diversion or for creating your own dance band!

Rise [200 CP | Discounted for Zombie]

This is a small object that can be anything, as long as it looks a bit scary with this you can make an undead that you have defeated appear it will be at your command and if it is destroyed you can call it back the next night.

Vultures [400 CP | Discounted for Zombie]

Your very own team of vultures... And I'm talking about the zombie version of the animal, of course! These seven vultures are at your command and can report their findings to you. If they're dead, you get new ones at the start of each blood moon or every seven days.

Graveyard [600 CP | Discounted for Zombie]

This old church, with its pretty cemetery and crypt, is the perfect place for the living dead. Every day, a handful of zombies will rise from the ground and do your bidding.

Companions

Companions can purchase more companions.

Companion Import [50-200]

Do you want to bring your friends to this adventure? Or can create new friends, this is for you

50 CP/companion, 200 CP/8 companions, each gets 600 CP.

Zombie friend [100 CP | Free for Builder]

But respect my design! The zombies of this world are boring, they always manage to get through the most unlikely of places, it's almost like they're glitching! But thanks to your new friend you can test your anti-horde base with an authentic zombie, who can't die that way and loves doing it. He's a former winner of Takeshi's Castle and Total Wipeout and despite being a zombie, he/she doesn't rot either, isn't a vector of infection and can talk. What's more, he/she comes with 300 CP that can only be spent on his/her Origin, in this case Builder by default.

Scenarios

Scenario One 7 days to die

Required Drop in or builder origin

The classic 7 days version: every seven days an increasingly powerful horde will hunt you down during the blood moon. You can leave right at the end of any blood moon and pocket your winnings.

Reward

Each time you survive a blood moon, which takes place every 7 days, you get 200 CP to spend on this jump.

What's more, you keep your base and can install it in your warehouse.

Scenario Two [7 days to kill]

Required Zombie origin

Want to live the zombie experience, fighting the last survivors holed up in increasingly impressive fortresses then this is perfect for you. You can leave right at the end of any blood moon or if there is no living survivor and pocket your winnings.

Reward

Each time you kill one of these survivors you get 200 CP to spend on this jump.

What's more, you keep your base and can install it in your warehouse.

Drawbacks

Mods [+0 CP]

you can add and use mods if you like

Classic Jump [+1000 CP]

It's now a classic jump rather than a gauntlet and you'll have to stay here for the next ten years.

Hospital [+200 CP]

You wake up on a bed in a hospital that at first sight seems abandoned, or at least you'd prefer it that way, because there are lots of zombies roaming the corridors and other rooms.

Investigators [+200 CP]

You must carry out an investigation to find out what caused this epidemic. Clues and other evidence will be scattered around several buildings and it's up to you to find them to solve the case.

Last survivor [+400 CP]

You're the last of your kind, it's you against the world from now on! There'll be no dealers, no one to refill the vending machines and you can't take Zombie Friend.

Jumpers ? [+400 CP]

No, you're not up against renegades who've come to steal your chain, but whether it's the survivors or a particular zombie, each blood moon now earns them CPs too, except that they earn 100 more than you and start with 600 CPs.

Man is a wolf to man [+600 CP]

It's not just the zombies you've got to deal with - you're at the start of the epidemic and there are lots of panicked humans out there who'll want to take your resources like a horde in front of a jar chocolate spread on promotional, or wipe you out after all the laws no longer apply.

Decisions

You have three choices ...

Go to next Jump

Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay

Stay and enjoy your current life.

Go back

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.