

Magazine & Book Loot Targeting

Which perks bias **which** title into your loot in 7 Days to Die **3.2.0** (Steam build 24994542), and by how much. Every number here was extracted from Data/Config on the live server and cross-checked against the game assembly — nothing is estimated.

How the game picks a title

A loot group is a **weighted roulette wheel**. `LootContainer.SpawnLootItemsFromList` sums a weight over every entry, rolls once, and walks the list until the roll is crossed. Each entry's weight is:

$\text{weight} = \text{base_prob} \times \text{LootProb passive effect for the item's tags}$

`base_prob` defaults to **1.0**, so in a pool where every entry is listed bare, all titles start equal and **your perks are the entire selection logic**. The perk contribution is written in `progression.xml` as `<passive_effect name="LootProb" operation="perc_add" value="2,10" tags="..." />`. Those values are **fractions**, not percentage points — so rank 1 is **×3** and rank 5 is **×11** on that title's weight. An entry whose `<requirement>` you fail is weighted **0** and leaves the wheel entirely.

Crafting magazines — the 23-title pool

All 23 skill magazines sit in one flat group (`skillMagazines`) with no probabilities of their own, so untargeted each is **1 in 23 = 4.3%** of a magazine roll. The *odds* column is your share of that roll at the perk's top rank.

Magazine	Perk to invest in	Needs	r1	max	odds of this title	bonus stops at
Armored Up	Heavy Armor (r4) Light Armor (r4) Medium Armor (r4)	general perk general perk general perk	×5	×21	4.3% → 48.8%	Armor skill 100 Armor skill 100 Armor skill 100
Big Hitters	Pummel Pete (r5)	Strength 10	×3	×11	4.3% → 33.3%	Clubs skill 75
Bow Hunters	Archery (r5)	Agility 10	×3	×11	4.3% → 33.3%	Bows skill 75
Electrical Traps	Advanced Engineering (r5)	Intellect 10	×3	×11	4.3% → 33.3%	Traps skill 75
Explosive Magazine	Demolitions Expert (r5)	Perception 10	×3	×11	4.3% → 33.3%	Explosives skill 100
Forge Ahead	Advanced Engineering (r5) Lock Picking (r3)	Intellect 10 general perk	×3	×11	4.3% → 33.3%	Workstations skill 75 Workstations skill 10
Furious Fists	The Brawler (r5)	Fortitude 10	×3	×11	4.3% → 33.3%	Knuckles skill 75
Get Hammered	Skull Crusher (r5)	Strength 10	×3	×11	4.3% → 33.3%	Sledgehammers skill 75
Handgun Magazine	Gunslinger (r5)	Agility 10	×3	×11	4.3% → 33.3%	Handguns skill 100
Handy Land	Advanced Engineering (r5)	Intellect 10	×3	×11	4.3% → 33.3%	Repair Tools skill 50
Home Cooking Weekly	Master Chef (r3)	general perk	×3	×11	4.3% → 33.3%	Food skill 100
Knife Guy	Deep Cuts (r5)	Agility 10	×3	×11	4.3% → 33.3%	Blades skill 75
Medical Journal	Physician (r5)	Intellect 10	×3	×11	4.3% → 33.3%	Medical skill 75
Rifle World	Dead Eye (r5)	Perception 10	×3	×11	4.3% → 33.3%	Rifles skill 100
Scrapping 4 Fun	Salvage Operations (r5)	Perception 7	×3	×11	4.3% → 33.3%	Salvage Tools skill 75
Sharp Sticks	Spear Master (r5)	Perception 10	×3	×11	4.3% → 33.3%	Spears skill 75
Shotgun Weekly	Boomstick (r5)	Strength 10	×3	×11	4.3% → 33.3%	Shotguns skill 100
Southern Farming	Living off the Land † (r3)	general perk	×3	×7	4.3% → 24.1%	Seeds skill 20
Tactical Warfare	Machine Gunner (r5)	Fortitude 10	×3	×11	4.3% → 33.3%	Machine Guns skill 100
Tech Planet	Electrocutioner (r5) Robotics Inventor (r5)	Intellect 10 Intellect 10	×3	×11	4.3% → 33.3%	Robotics skill 100 Robotics skill 100
Tools Digest	Miner 69'er (r5)	Strength 7	×3	×11	4.3% → 33.3%	Harvesting Tools skill 100
Vehicle Adventures	Grease Monkey (r5)	Intellect 10	×3	×11	4.3% → 33.3%	Vehicles skill 100

Magazine	Perk to invest in	Needs	r1	max	odds of this title	bonus stops at
Wiring 101	Advanced Engineering (r5)	Intellect 10	×3	×11	4.3% → 33.3%	Electrician skill 100

† **Southern Farming** is the one short ladder: its effect is written for 5 ranks but perkLivingOffTheLand caps at max_level="3", so it can only ever reach ×7.

Book series — 7 volumes each

Books work one level up from magazines: the perk tag sits on the loot entry that *references* the series' group, so the bonus decides whether a container rolls that series at all. **Which volume you then get is flat random** — the seven volumes are listed bare with no gating, and nothing anywhere filters out volumes you have already read.

Book series	Perk to invest in	Needs	max	vols	bonus stops at
Art of Mining	Miner 69'er (r5)	Strength 7	×11	7	series completed
Automatic Weapons Handbook	Machine Gunner (r5)	Fortitude 10	×11	7	series completed
Bar Brawling	The Brawler (r5)	Fortitude 10	×11	7	series completed
Batter Up	Pummel Pete (r5)	Strength 10	×11	7	series completed
Lucky Looter	Lucky Looter (r5)	general perk	×11	7	series completed
Magnum Enforcer	Gunslinger (r5)	Agility 10	×11	7	series completed
Night Stalker	From The Shadows (r5)	Agility 10	×11	7	series completed
Pistol Pete	Gunslinger (r5)	Agility 10	×11	7	series completed
Ranger's Guide to Archery	Archery (r5)	Agility 10	×11	7	series completed
Shotgun Messiah	Boomstick (r5)	Strength 10	×11	7	series completed
Sledge Saga	Skull Crusher (r5)	Strength 10	×11	7	series completed
Sniper	Dead Eye (r5)	Perception 10	×11	7	series completed
Spear Hunter	Spear Master (r5)	Perception 10	×11	7	series completed
Tech Junkie	Electrocutioner (r5) Robotics Inventor (r5)	Intellect 10 Intellect 10	×11	7	series completed series completed
The Great Heist	Lock Picking (r3)	general perk	×11	7	series completed
The Hunter's Journal	Animal Tracker (r5)	Perception 7	×11	7	series completed
Urban Combat	Hidden Strike (r5)	Agility 10	×11	7	series completed
Wasteland Treasures	Salvage Operations (r5)	Perception 7	×11	7	series completed

Ranked: smallest improvement → largest

Ranked by the best multiplier actually reachable. Vanilla gives almost every title the identical ×11 ladder, so the interesting entries are the four ends of this list — everything in the middle is a genuine tie, ordered alphabetically.

#	Title	type	one perk	all perks	perks that stack
1	Southern Farming	magazine	×7	×7	Living off the Land
2	Art of Mining	book ×7	×11	×11	Miner 69'er
3	Automatic Weapons Handbook	book ×7	×11	×11	Machine Gunner
4	Bar Brawling	book ×7	×11	×11	The Brawler
5	Batter Up	book ×7	×11	×11	Pummel Pete
6	Big Hitters	magazine	×11	×11	Pummel Pete
7	Bow Hunters	magazine	×11	×11	Archery
8	Electrical Traps	magazine	×11	×11	Advanced Engineering
9	Explosive Magazine	magazine	×11	×11	Demolitions Expert
10	Furious Fists	magazine	×11	×11	The Brawler
11	Get Hammered	magazine	×11	×11	Skull Crusher
12	Handgun Magazine	magazine	×11	×11	Gunslinger
13	Handy Land	magazine	×11	×11	Advanced Engineering
14	Home Cooking Weekly	magazine	×11	×11	Master Chef
15	Knife Guy	magazine	×11	×11	Deep Cuts

#	Title	type	one perk	all perks	perks that stack
16	Lucky Looter	book ×7	×11	×11	Lucky Looter
17	Magnum Enforcer	book ×7	×11	×11	Gunslinger
18	Medical Journal	magazine	×11	×11	Physician
19	Night Stalker	book ×7	×11	×11	From The Shadows
20	Pistol Pete	book ×7	×11	×11	Gunslinger
21	Ranger's Guide to Archery	book ×7	×11	×11	Archery
22	Rifle World	magazine	×11	×11	Dead Eye
23	Scrapping 4 Fun	magazine	×11	×11	Salvage Operations
24	Sharp Sticks	magazine	×11	×11	Spear Master
25	Shotgun Messiah	book ×7	×11	×11	Boomstick
26	Shotgun Weekly	magazine	×11	×11	Boomstick
27	Sledge Saga	book ×7	×11	×11	Skull Crusher
28	Sniper	book ×7	×11	×11	Dead Eye
29	Spear Hunter	book ×7	×11	×11	Spear Master
30	Tactical Warfare	magazine	×11	×11	Machine Gunner
31	The Great Heist	book ×7	×11	×11	Lock Picking
32	The Hunter's Journal	book ×7	×11	×11	Animal Tracker
33	Tools Digest	magazine	×11	×11	Miner 69'er
34	Urban Combat	book ×7	×11	×11	Hidden Strike
35	Vehicle Adventures	magazine	×11	×11	Grease Monkey
36	Wasteland Treasures	book ×7	×11	×11	Salvage Operations
37	Wiring 101	magazine	×11	×11	Advanced Engineering
38	Forge Ahead	magazine	×11	×21	Advanced Engineering, Lock Picking
39	Tech Junkie	book ×7	×11	×21	Electrocutioner, Robotics Inventor
40	Tech Planet	magazine	×11	×21	Electrocutioner, Robotics Inventor
41	Armored Up	magazine	×21	×61	Heavy Armor, Light Armor, Medium Armor

Things worth knowing before you spend points

Where you loot beats what you perk.

The 23-title pool is the generic case. Themed containers roll far smaller pools — a Working Stiff crate draws from a 5-entry magazine group, making Forge Ahead **20% with no perks at all**, and about **73%** with Advanced Engineering 5. Picking the right POI is a bigger lever than any perk.

Stacking is real but rarely worth chasing.

Where two or more perks target the same tag their bonuses accumulate into one multiplier — that is the *all perks* column. Armored Up is the extreme: Light, Medium and Heavy Armor each contribute up to ×21, for ×61 combined, but no sane build maxes all three.

The bonus turns itself off, and for books it misfires.

Once the matching crafting skill is capped, a `base_set` returns the magazine's weight to neutral — correct, and it means no wasted investment. The **book** series use `perc_add value="1, 1"` for the same job, which by the same arithmetic is **×2, not neutral**. If that reads as a TFP bug it is one: finishing a series appears to make its now-useless volumes twice as likely. 19 of the 41 entries are affected.

Some rolls ignore perks completely.

When `ignoreLootProb` is set, `getProbability` returns the raw probability and never consults your perks — quest rewards and similar. Separately, a `loot_prob_template` can hard-gate a title by loot stage: below its band the weight is **0** and no amount of perk investment will produce it.

Duplicates are not prevented.

There is no read-tracking anywhere in the loot path — the only mentions of reading in the assembly are two UI strings. A finished series keeps dropping, and a volume you have read can drop again.

Sources: `progression.xml` (125 `LootProb` effects across 28 perks), `items.xml` (tags, resolved through `Extends` inheritance), `loot.xml` (group membership and sizes), `Localization.csv` (titles). Mechanism confirmed in `Assembly-CSharp.dll`: `LootContainer.getProbability`, `PassiveEffects.LootProb (0x4f)`, `EventManager.GetValue`. Generated 2026-09-12 against the live 3.2.0 install, Steam app 294420 build 24994542.