

ELITE LEVEL - POINTS & BUFFS

Created by Origin, Correct as of 3.13.1

Points Required

Up to Level 20

<div><div><div>THE WALKING® DEAD SURVIVORS</div></div><div><div>ELITE LEVEL - POINTS REQUIRED</div><div>Up to Level 20</div></div><div>v3.13.1</div></div>			
Elite Level	Range		Points Needed
	From	To	
0	0	0	0
1	0	100	100
2	100	400	300
3	400	800	400
4	800	6,000	5,200
5	6,000	15,000	9,000
6	15,000	30,000	15,000
7	30,000	60,000	30,000
8	60,000	105,000	45,000
9	105,000	180,000	75,000
10	180,000	300,000	120,000
11	300,000	450,000	150,000
12	450,000	750,000	300,000
13	750,000	1,200,000	450,000
14	1,200,000	1,800,000	600,000
15	1,800,000	2,550,000	750,000
16	2,550,000	3,450,000	900,000
17	3,450,000	4,500,000	1,050,000
18	4,500,000	7,500,000	3,000,000
19	7,500,000	15,000,000	7,500,000
20	15,000,000	24,000,000	9,000,000

Information displayed here may be subject to change in future updates

ORIGIN

Bufs & Perks

Up to Level 17

Perk	Elite Level																	
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
Custom Avatar	-	-	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
PvP Defensive Auto-Fill	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	✓	✓	✓
Building Queue	-	-	-	-	1	1	1	2	2	2	3	3	3	4	4	4	4	4
Daily Challenges in Duels	-	-	-	-	1	1	1	2	2	2	3	3	3	4	4	4	5	5
Gathering Speed	-	-	20%	20%	20%	30%	30%	30%	40%	40%	40%	50%	50%	50%	60%	60%	60%	60%
Construction Speed	-	-	3%	3%	3%	3%	6%	6%	6%	6%	6%	10%	10%	10%	10%	15%	15%	15%
Training Speed	-	-	-	10%	10%	10%	15%	15%	15%	20%	20%	20%	20%	20%	20%	20%	30%	30%
Research Speed Bonus	-	-	-	3%	3%	3%	3%	3%	6%	6%	6%	10%	10%	10%	10%	10%	10%	15%
Stamina Recovery Speed	-	-	-	-	-	5%	5%	5%	5%	5%	5%	10%	10%	10%	10%	10%	10%	10%
March Speed	-	-	-	-	-	-	-	-	-	5%	5%	5%	5%	10%	10%	10%	10%	15%
March Capacity	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	15%	15%	15%
Hospital Capacity	-	-	-	-	-	-	5%	5%	10%	10%	15%	15%	20%	20%	25%	25%	30%	30%
Heal Speed	-	-	-	-	-	-	-	-	10%	10%	10%	15%	15%	15%	20%	20%	20%	30%
All Fighters Attack	-	-	-	-	-	-	-	-	-	-	-	-	5%	5%	5%	10%	10%	10%
All Fighters Defence	-	-	-	-	-	-	-	-	-	-	-	-	-	5%	5%	5%	10%	10%
All Fighters Health	-	-	-	-	-	-	-	-	-	-	-	-	-	-	5%	5%	5%	10%
All Fighters Damage Taken	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	5%	5%
All Fighters Damage Dealt	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	5%
Veggie Production	5%	5%	7%	9%	11%	13%	15%	17%	19%	21%	23%	25%	27%	29%	31%	34%	37%	40%
Wood Production	5%	5%	7%	9%	11%	13%	15%	17%	19%	21%	23%	25%	27%	29%	31%	34%	37%	40%
Water Production	-	5%	7%	9%	11%	13%	15%	17%	19%	21%	23%	25%	27%	29%	31%	34%	37%	40%
Meat Production	-	5%	7%	9%	11%	13%	15%	17%	19%	21%	23%	25%	27%	29%	31%	34%	37%	40%
Bullet Production	-	5%	5%	5%	5%	7%	7%	7%	7%	10%	10%	10%	10%	15%	15%	15%	15%	20%