

Enhanced Loot System

- The **Loot System** has been completely reworked! I've added in **Luck** as a factor to the loot system. There has been much discussion on how the LUCK stat plays a role throughout the game, so I've also identified and written out every single way that the luck stat makes a difference. In addition, I've included it into how the loot system works. Your luck now increases your chance for loot by up to 10% (cap), i.e., every 100 luck stat gives you 1%, up to 10% cap. In addition, if you are lucky, then you will get up to 50% increase in items/cash/etc., from loot drops. For every 100 luck stat you'll get 10% increased loot drops, up to 50% increase cap.
 - Get lucky and increase your cash looted from mobs.
 - Get lucky and increase the normal loot drop type and amount looted.
 - Get lucky and increase chances and quality of RLS drops.
 - Get lucky and increase the Creature Enzyme percentage.
 - *Reduced* the overall drop chance of creature enzymes.
 - Get lucky and receive creature resources (Meat, Hide, Bone, etc.)
 - *Added* creature resources to loot drops.

Revision #1

Created 2026-04-20 23:16:56 UTC by Brandon Calabro

Updated 2026-04-20 23:17:04 UTC by Brandon Calabro