

Player Updates

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Inventory & Bank Capacity

Increase player inventory capacity from 80 to 100, and bank from 100 to 200

Luck Stat Revamp

- **Luck Stat** Let's take a look at how the luck stat can make you lucky, and what it can improve (definitively... no ~invisible~ luck value).
 - Improved combat dodge chance.
 - Improved combat evasion chance.
 - Improved combat critical hit chance.
 - Improved combat strikethrough chance.
 - Improved crafting assembly chance (CRITICAL SUCCESS).
 - Improved medic healing, up to 20% increase.
 - Improved faction standing award, up to 20% increase.
 - Improved reverse engineering chance.
 - *Some* combat skills, *some smuggler* combat skills...
 - Event lottery droid success chance.
 - Ranger foraging loot modifier (Including RLS drop chance)
 - **Remember:** You still need 4 ranks in the expertise skill to unlock RLS drops in foraging for the ranger.
 - Meatlump puzzle loot drop chance.
 - Steal checks (spy & ranger).
 - NPE (Tutorial) experience quest awards (this is trivial...).
 - **Overall Loot System, increased chance to loot and increased amount of loot.**

Loot System Revamp

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.](#)

I've included the Luck Stat Revamp 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.

Update: Leveling Dungeon Stim Improvements (Luck & Account Shared)

The stim reward obtained from completing all the leveling dungeons has been updated!

- **Added Luck:** The stim now grants an additional +75 Luck. This makes it an excellent asset for crafters.
- **Account Shared:** The stim is bound to your account, meaning you can complete the collection on your combat character and trade the stim to your crafter!

Rare Loot System (RLS) - Updates & Fixes

We've completely overhauled the Rare Loot System to ensure you get the drops you deserve! After investigating reports of players not receiving any Rare Loot Chests, we uncovered a few issues and squashed the bugs.

What's Changed?

- **Group Looting Fixed:** The bug preventing Rare Loot Chests from dropping while grouped has been resolved. You can now hunt with your friends and still earn RLS chests!
- **Max Level Drops Fixed:** Level 90 players who are ungrouped will now properly receive Rare Loot Chest drops again (the system was previously failing to award them to players who had maxed out their XP).
- **Corrected Drop Rates:**
 - The base drop chance for an RLS chest has been corrected and stabilized to a **5% chance** per eligible kill.
 - Chest Rarity has been properly weighted. When an RLS chest drops, it will have the following chances:
 - **92.5%** chance to be a **Tier 1 (Rare) Chest**
 - **5.0%** chance to be a **Tier 2 (Exceptional) Chest**
 - **2.5%** chance to be a **Tier 3 (Legendary) Chest**

Get back out there and start hunting! May the Force be with your loot rolls.

Foraging Loot: Treasure Map Toggle

Rangers who use the `forage` command often find their inventories quickly filling up with Treasure Maps. You can now toggle Treasure Maps from dropping during foraging!

How to Use

Type the command `/treasureMapLootToggle` in the chat window. A prompt will appear displaying the current status of your Treasure Map drops. You can choose to enable or disable them at any time.

Note: Disabling Treasure Maps will simply prevent them from dropping. It will not increase your chances of finding other rare items, so your luck with enzymes and components remains exactly the same!

Multiple Active Incubators

Great news for Bioengineers! The Bioengineering process has received a quality of life update to allow you to simultaneously work on multiple pets.

Changes

- **Max Active Incubators Limit Raised:** You can now have up to **3** active incubators going at once per character.
- **Independent Cooldowns:** Each incubator now properly tracks its own incubation session cooldown timers independently. Activating a new incubator no longer wipes out or affects the cooldowns of your other active incubators.

Multiple Active Incubators

Fix

Update: Players running multiple bioengineering incubators at once will no longer experience a shared cooldown timer. **Details:** Previously, starting an experimentation session in one incubator would lock out your other active incubators with a "needs more time to take effect" message. Cooldown timers are now properly localized to each individual incubator, allowing you to freely experiment across up to 3 incubators seamlessly.

Droid Pet Improvements

Introduction

Great news for Beast Masters and Droid enthusiasts! A fundamental update has been introduced that sets the stage for a massive upcoming Droids Update. You can now command up to **3 combat pets simultaneously**! This feature is specifically designed to empower solo players to tackle high-level group content on their own.

Key Features

- **Multiple Pet Support:** Call and command up to 3 of your favorite combat pets or healing droids at the same time to assist you in difficult content.
- **Synchronized Commands:** When you issue a command (like an attack, flame jet, regenerative plating, or electrical shock) from your toolbar, the ability will trigger simultaneously across *all* active droids that have the appropriate modules installed! Your action will successfully go on cooldown if at least one droid executes it.
- **Combat Toggle Persistence:** We have moved the "Group" and "Ungroup" menu options to the "Droid Options" radial menu, right alongside the "Enable Combat" and "Disable Combat" toggles. Even better, your combat toggle state is now permanently saved onto the pet's control device, so it remembers your preference even after storing and calling your droid!
- **UI Enhancements:** Your UI has been updated! The pet toolbar on your HUD now accommodates up to 3 pets natively (available for both 1080p and 4K resolutions), giving you full visibility of each pet's health and status.
- **Auto-Repair Fixes:** High-level droids will notice a significant improvement in auto-repair modules. Healing now scales properly as a percentage of your droid's maximum health rather than a static amount, making tanky droids much more viable!
- **Combat Logs:** All combat logs and spam from your pets will now correctly relay to your chat window, keeping you informed of everything happening in battle.
- **Passive Droid Improvements:** The "Disable Combat" toggle on your droid's radial menu has been greatly improved. When your droid is in passive mode, it will correctly prioritize passive healing and defensive abilities (like the Droideka Shield and Regenerative Plating) without aggroing targets or entering combat. Offensive abilities (like Flame Jet or Battery Dump) will be safely ignored if you accidentally try to trigger them while combat is disabled. harvesting and sampling capabilities are also perfectly supported and more reliable for passive droids!

Important: Grouping Restrictions (Solo Only)

The Droid Army mechanic is balanced explicitly for solo play. As a result, there are hard limitations when playing with others:

- You cannot summon more than **1 combat pet** if you are in a group with another player.
- If you currently have 2 or 3 combat pets active and you create or join a group with another player, **all of your active pets will automatically be stored** and you will receive a notification. You will then need to summon your primary pet back.

Enjoy the new multiple pet mechanics and stay tuned for the major Droids Update!