

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.