

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.

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