

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.**

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