

V1.0.7

Just Loot 1.0.7 is live **This is a store update, so please download it again: iOS:**

<https://apps.apple.com/de/app/just-loot/id6782619467?l=en-GB> **Android:**

https://play.google.com/store/apps/details?id=com.timhilgenstoehlerexpo.justlootapp&utm_source=emea_Med It may take still a bit to be live in stores! A few people mentioned that

pushing depth needs more reasons to play instead of constant farming 1000s for the perfect arena items. So i introduced a new depth progression system which will give high depth players a advantage to farm the higher depths (more dust + higher quality floor) plus a few unlockable cosmetics along the way. ☐ What's new

- Depth milestones — Hit depth checkpoints (100 → 150k), claim dust + cosmetics (borders, name colors, card styles, titles). Claimable rewards show a badge on the depth info button.
- Extra loadout slots — Buyable + slots: each purchase adds +1 profile loadout and +1 duel arena kit.
- Gear slot overlays — Toggle overlays on character / arena gear so slots can show useful item values at a glance.
- Live combat buffs — Active buffs (AS, temp AP, Spell Surge, etc.) now show under the HP bar during fights.
- Execute HP markers — Health bars mark Execute range (damage window) and the instant-kill band when you're running Execute.
- Inventory sort — Sort groups with ↑/↓ (Quality, Age, Score, Power, Stats...). No more separate "Lowest X" clutter.
- Account deletion — Settings → Delete Account (double confirm). Guests/debug sessions stay hidden from this.

✕Combat / clarity fixes

- Spell Surge was stacking on the enemy status by mistake — it now correctly stacks on you.
- Stats panel mastery chances — Frost / Shadow (and friends) show their real Freeze / Stun chances and caps, not Burn's apply curve.
- Execute Mastery readout cleaned up: Instant Kill chance/range vs Execute damage range (Death Mark / Overkill reflected when relevant).
- Coup de Grace now announces in the combat log when it fires.
- Crit is crit — Hunt Focus and Precision now apply to Ignite Burn ticks, Hemorrhage Bleed ticks, and Shatter chance (same effective Crit Chance / Crit Damage as weapon swings).
- Shatter — Proc chance is no longer a flat 20%; it uses your Critical Chance (incl. Hunt Focus). Shatter Strike still forces Shatter on crit vs Frozen/Brittle.

- Ignite / Hemorrhage — Still required to unlock DoT tick crits; those ticks now roll and scale with full crit stats.
- Copy / glossary — Hunt Focus, Precision, Shatter, Ignite, and Hemorrhage text updated so “more crit” reads as more crit.

🔍Economy / loot

- Dust rewards pull ahead of costs at depth (salvage / mine / milestones scale a bit faster than pack & reforge costs).
- Raid dust drip bumped (~+35%).
- Item quality floor rises with peak depth: 70% → 90% by Depth 100k (never auto-100%).

🏆Progression / polish

- New Unbroken depth achievement tier at 150k.
- Depth cosmetics unlock into Settings pickers once claimed.
- Elite Rank medals sync from your live duel profile when you open medals.
- Depth loot odds modal rebuilt: odds + milestone claim UI + quality floor hint.

WHAT'S NEXT?

- After monitoring the balance now the last week after last balance patch in PVE and PVP i will buff in the next days some underperforming specs to make more specs viable
- The depth progression system was just the first step for a more heavy focus now on PVE! Next big feature which is currently in development will be the Pet system, which will also follow the same rhythm. Pushing depths should always be the biggest factor in progressing in Just Loot.

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