

Elite Surgical Droids

- Introducing the new **Elite Surgical Droids**. These new droids can be crafted by **Droid Engineers**. They have increased general socket cluster capacity for the newly added droid medic modules.
- New **Droid Medic Module** for *Droid Healing* and *Droid Buffing*. You read that correctly. You can now craft droids that will be your own personal medic, within limits of course.
- New **Bacta Ampule** schematic added to **Domestic Traders** and **Medics**. These items will fuel your droid's ability to buff you. They are essentially fuel for droid buffs. A domestics trader or medic can craft these items, which will have a capped charge count of 30 units. Each unit will allow your droid to buff you one time. You can recharge your droid the same way you would with a droid battery.
- [Elite Surgical Droid: Details](#)

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<https://docs.google.com/spreadsheets/d/1kqhxlAH8D1MXJWddRgxiWDfIP55rdo6ddexjpChdCsk/edit?usp=sharing>

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- **Details**

- **Module - Medic Heal [1 - 7]**

- Cap stat of 135 (To get maximum heal value of 5,000 every 20 seconds while in combat)
 - This module will require the droid to also have a **Module - Droid Combat** installed in order to work properly
 - Droid should be given the command to **Guard** in order for this to work properly.
 - Allows you to toggle when the droid will heal you, at 25% health, 50% health, or 75% health, or you can disable this.

- **Module - Medic Buff [1 - 7]**

- Cap stat of 135 (To get maximum, or all, buffs for 60 minutes)
 - Requires a "Bacta Ampule" charge to buff.
 - Can store unlimited charges of "Bacta Ampules" in the droid.
 - Droid is now given an option to **Reload Bacta Ampules**
 - Droid is now given an option to **Request Enhancement** to receive the droid buffs.

- **Elite Surgical Droids**

- A new model of droids that can be crafted which contain **3x general socket clusters** to hold more modules to power up the droids ability to Heal, Buff, and be an all around bad ass.
 - Be warned, this is not a combat droid, in the sense that it will not get stats like a Super Battle Droid. The level will cap out at 30, for the purpose of this being a support droid.
 - Should be fitted with **Module - Droid Combat** if you want the **Auto-Healing** feature to work properly.

