Movement Speed Revamp

> [In Testing] This change is on the Test server only. It is not on Live yet and arrives with a later release. Details can still change while it is tested.

What's New

Moving fast now works the same way for everyone, and the numbers are fixed and predictable.

- Jedi Force Run and Sith Burst of Speed are now single abilities with no ranks, and are learned much later in the profession.
- Sprints can be broken by being caught: a snare, root or stun ends your sprint. You can also use a sprint to break free.
- Movement speed bonuses from different sources now add together.
- Terrain Negotiation gives a small run speed bonus above 50.
- Several unused or non-working run commands were removed.

The four sprints

Ability	Profession	Speed bonus	Duration	Cooldown	Cost	Where you learn it
Force Run	Jedi	+115%	45 seconds	60 seconds	250 Action	Jedi Paragon I: Form IV: Ataru Acrobatics
Burst of Speed	Sith	+115%	40 seconds	45 seconds	250 Action and 3% of maximum health	Sith Lordship I: Tempest of Pure Wrath
Burst Run	Ranger	+105%	30 seconds	120 seconds	150 Action	Ranger skill box 3 of the first branch
Power Assisted Sprint	Bounty Hunter	+105%	30 seconds	120 seconds	none	Bounty Hunter master box

- Force Run and Burst of Speed no longer come from the first lightsaber or first Sith skill box, and the old ranks (Heightened Speed, Surge of Energy and similar) no longer change them.
- Sprints ignore steep terrain while they are active.

Getting caught and breaking free

- You can no longer ignore snares and roots by sprinting. A sprint does not make you immune.
- **Break free**: if you are snared, rooted or stunned and use a sprint, you shake it off: "You break free and sprint away."
- **Caught**: if a snare, root or stun lands on you while you are sprinting, the sprint ends at once and the effect still applies: "You are caught and your sprint is broken."
- Your own stealth or conceal slowdown does not cancel a sprint, and using a sprint does not remove it.

Stacking

All movement speed bonuses now add together. This includes:

- Teras Kasi Artist Meditate (up to +25%)
- the entertainer speed buff (up to +25%)
- food and event items
- a sprint

The four sprints do not add to each other. If more than one is active, only the strongest counts.

Terrain Negotiation

- A Terrain Negotiation value of 50 still removes the hill slowdown completely.
- Every point above 50 now adds 0.15% to your base run speed on foot, up to +15% at 150. For example, a master Ranger with 125 gets +11.25%.
- It does not apply while mounted or in a vehicle.

What was removed

- The general `/burstRun` command, which did nothing.

- The old Force Run, an unused sprint command, and Jedi moving meditation.
- The old ranked Force Run and Burst of Speed entries.
- Burst-run food no longer triggers anything and shows its usual "not ready" message.

Other speed abilities keep their values and now simply add under the new rule: Teras Kasi Meditate (+5% per rank), Officer Charge and Scatter (+30% for the group), Merchant Golden Parachute (+50% for 8 seconds), Commando Double Time (+25%), Smuggler Narrow Escape and Spy Burst of Shadows.

FAQ

Do I lose Force Run or Burst of Speed? Characters who reach the skill box that grants it get it. Until then it is not available, because it moved to a later skill box.

Do the old ranks still help? No. The ability is a single fixed ability.

Can I sprint away when I am snared? Yes. Using a sprint while snared, rooted or stunned breaks you free. But a new snare, root or stun that lands during the sprint ends it.

Do two sprints stack? No. Only the strongest active sprint counts, but your other speed bonuses add on top of it.

When does this reach Live? It is in testing on the Test server. It will arrive with a later release; feedback from the Test server is welcome.

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