General Character:

For every max level character you have on your legacy, you should get a 25% bonus to your XP for all other characters on that same legacy. Example: If you have 6 level max characters and you create a new character, it would accumulate 150% more XP for kills / quests.

Social:

If someone is on your ignore list you should not be able to see emotes from them.

Ignore list should be legacy wide.

If a character is dead, they should not be able to use /say chat.

PvP:

GSF:

Fleet Requisition should be tied to your legacy.

Guild:

A guild calendar available in game. Players can sign up for events. If possible make the calendar exportable to a XML or HTML file.

Guild Log: List member that are added, removed (and by whom), Promoted and demoted, as well as major achievements.

Galactic Strongholds:

Create a Natural Faction Ship for those guilds that might not be aligned 100% to the Republic or Empire. An example would be a Mandalorain Clan, it wouldn’t make sense for them to have a Star Destroyer. Model the ship after the “Spirit of Vengeance” from the Bounty Hunter Quest line.

Cartel Items:

Create a Military ranks title pack for each Faction / Branch.

Republic Army: Specialist, Corporal, Sergeant, Staff Sergeant, First Sergeant, LT, Captain, Major, LT Colonel, Colonel, General

Republic Navy:

Imperial Army:

Imperial Navy:

Dyes:

Allow weapons to be dyed.

Dye Stations

Dye Stations have been placed on the fleet. Each station allows a player to create a dye module of their choice at any time for credits. Each color has a base cost, with the more popular ones (White, Black, etc.) being more expensive.