Experimental Server: Pre-CU Skill System

> [NOTE] Experimental: this system is being tried on the Experimental server only. It may change or be reset at any time and is not on Secura Horizon or Secura Origins.

What it is

The Experimental server uses a **Pre-CU style skill box system** instead of the NGE expertise trees. You spend **skill points** on **skill boxes**, earn the profession experience each box asks for, and every box you learn adds to your character's health, action, attributes and profession skill mods. The professions themselves are the same ones you know, mapped onto this grid, together with an experience rebalance that makes the profession experience requirements line up with how fast you actually level.

How skill points and stats work

- You have a pool of **250 skill points**. Learning a box costs skill points and profession experience.
- Every combat, crafting and social profession is a grid of **18 boxes**: one **Novice** box, **four columns of four tiers**, and a **Master** box.
- Learning the Novice box opens all four columns. The columns can be trained in any order (they do not have to be done left to right).
- The Master box unlocks once you have finished the fourth tier of all four columns.
- Each box grants a small package of health, action, attributes and skill mods. Higher tiers grant more.

Box	Skill point cost
Novice	15
Tier 1	2
Tier 2	3
Tier 3	4

Box	Skill point cost
Tier 4	5
Master	6

A full profession (Novice, four columns of four tiers, and Master) costs **77 skill points**, so the 250 point pool lets you master three professions with a little left over, or mix partial professions.

Attribute	What it is used for
Strength	Melee damage
Precision	Ranged damage
Agility	Damage mitigation
Stamina	Action pool (and a little health)
Constitution	Health pool (and a little action)
Luck	Dodge, critical hits, crafting critical success, loot, healing bonuses

Which attribute a profession favors follows its role: melee professions lean on Strength, ranged on Precision, healers on Stamina, crafters and traders on Luck.

What is different from Live

- **Skill boxes instead of expertise trees** for the professions mapped onto the grid.
- **Skill points** limit how much you can train. You choose where to spend them, and you can surrender skills to get the points back.
- **Experience rebalance**: combat experience is based on the creature you defeat, and profession experience types have their own caps, including entertainer and crafting experience.
- **Starting stats and gear** follow the Pre-CU style: base attributes, starter armor and the early droid grants were rebalanced for the new grid.
- Several Pre-CU abilities were rebuilt for the current combat system (stealth and trap commands for the Ranger, Teras Kasi meditation and speed bonuses, and more).

How to try it

1. Open the SWG Secura launcher.
2. Choose **Experimental** in the server selection and click **Sync Client** so your game files match that server.

3. Click **Play Game** and log in with your normal account.
4. Characters on Experimental are separate from Live, Test and Development, and the launcher remembers your auto-login character per server.

Known gaps

- **Teras Kasi Artist specials** are not complete yet. Some of the Pre-CU special attacks are still being rebuilt and are being tracked internally.
- Some Pre-CU abilities still have no working equivalent. If something behaves oddly, report it.
- Skill costs, box bonuses and experience values may change as feedback comes in.
- The Experimental server can be wiped or reset without notice.

FAQ

Will this come to Live? There is no promise either way. We want to see how it plays first. Progress is tracked on the Roadmap Board, which shows stages only and never dates.

Will my Live characters move over? No. Experimental characters are separate.

Can I report problems? Yes. Open a ticket in the SWG Secura Discord or the BetaHub tracker and say you were on Experimental.

Does the Experimental server have everything Test has? It follows Test for new content, plus the Pre-CU skill system described here.

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