Merchant Player Guide

> "*Anyone can shoot their way out of trouble. A Merchant buys their way out, and sends the bill to someone else.*"

The Merchant is SWG Secura's economic profession. You build a vendor network, run industrial harvesting, broker wholesale deals with crafters, hire a retinue to fight for you, and handle combat with bribes and payoffs rather than raw firepower.

> [Completed] The Merchant is now available on **Live** and **Test** (NGE roadmap). A classic Pre-CU skill box version also runs on **Experimental**. Values in this guide may be tuned over time.

What's New

- **A playable Merchant profession** on Live and Test (NGE roadmap, levels 1 to 90) and on Experimental (classic Pre-CU skill boxes).
- **Eight Merchant abilities** built around non-lethal, cunning combat.
- **Retinue companions:** three hired bodyguards that scale with you.
- **Vendor sales log:** your vendors now remember their last 10 sales and lifetime revenue.
- **Industrial harvesting:** commercial harvester lots, the Industrial Power Grid, and the Commercial Resource Silo.
- **Wholesale B2B Exchange:** post bulk purchase orders that crafters fill with factory crates.
- **Logistics bonuses** to missions, quests, bazaar fees, travel tickets and credit drops.

How to Access / Use

Becoming a Merchant

| Server | How |

|---|---|

| Live and Test (NGE) | Choose **Merchant** at character creation. After the Tansarii tutorial you are pointed to Han Solo on the station, who sends you on your way. |

| Experimental (Pre-CU) | Train **Novice Merchant** from a Merchant trainer, then work through the four branches. |

Starter kit (Live and Test): Trader-style starter clothing, a starter pistol, a mineral survey device, a crafting tool, a **Retinue Contract: Corporate Security Enforcer**, and a **Commercial Resource Silo** (the starter silo cannot be traded).

Merchant abilities

| Ability | What it does |

|---|---|

| Bribe | Pays off a normal NPC so it stops fighting for 25 seconds. Damaging it breaks the deal. |

| Credit Toss | Throws credits to distract nearby enemies, who lose track of you. |

| Market Extortion | Intimidates a target: its armor drops sharply and critical hits against it become more likely for 20 seconds. |

| Corporate Medical Dispenser | Heals you, your group and your companions, then keeps healing over 15 seconds. |

| The Payoff | Buys a normal NPC's loyalty: it fights for you for 15 seconds, then leaves. |

| Golden Parachute | A damage shield that absorbs up to 12,000 damage, plus a short 8-second sprint to get clear. |

| Czerka Security Battery | Deploys a temporary turret for 30 seconds that only engages enemies fighting you. Its strength scales with your level. |

| Orbital Freight Dispatch | [NOTE] Preview only. Full harvester collection is planned for a future update. |

[NOTE] Bribe and The Payoff only work on normal NPCs. Elite, boss, faction (GCW), quest and invulnerable NPCs, players and other players' pets cannot be bought.

Retinue companions

Use a Retinue Contract to create a control device, then call your companion like any other pet (follow, stay, guard, attack).

| Companion | Role | Earned (Live and Test) | Earned (Experimental) |

|---|---|---|---|

| Corporate Security Enforcer | Tank: draws enemies off you with a taunt | Starter kit | Influence III |

| Syndicate Gunslinger | Damage specialist | Level 60 | Influence IV |

| Automated Security Droid | Balanced defender | Level 80 | Master Merchant |

- Companions scale with your level and get stronger with Merchant retinue skills.
- Only a Merchant can call a retinue companion.
- You can hold one contract of each type.

Vendors and the sales log

- Merchants place and manage vendors and get more vendor slots and item capacity as they advance.
- Merchant skills reduce bazaar listing fees and vendor maintenance.
- With **Business Analytics**, use the **View Sales Log** radial option on your vendor to see its last 10 sales and lifetime revenue.

Industrial harvesting

- **Commercial harvester lots:** up to 10 extra lots used only for harvesters and generators.
- **Industrial Power Grid:** link up to 5 of your harvesters within 100 meters to a running fusion generator, which shares its output with them every hour.
- **Commercial Resource Silo:** stores up to 10 million resource units (more with skills). Deposit whole resource crates, and withdraw into crates up to your crating tier (100,000 units at the start, up to 1,000,000).
- Merchant harvesting skills raise harvester collection and lower maintenance and power costs.

Wholesale B2B Exchange

Find a **Wholesale B2B Exchange** terminal at the Mos Eisley, Theed and Coronet starports.

- **Merchants post orders:** pick a sample item, a quantity and a unit price. The full order value is held in escrow, and a 5% posting fee applies (reduced by Syndicate contract skills). The fee is not refunded.

- **Crafters fill orders** with factory crates of the matching item and are paid as soon as the crate is delivered.
- **Cancel any time** to get back the escrow that has not been paid out.
- **Limits:** up to 5 open orders per Merchant, up to 100,000 units per order. Open orders expire after 14 days with the remaining escrow refunded.
- Crafters who fill large orders with goods they crafted themselves earn the **Bulk Supplier** buff (faster factories and lower vendor sales tax for 24 hours).

Logistics bonuses

| Bonus | Effect |

|---|---|

| Trade route payouts | More credits from delivery missions |

| Syndicate contracts | More credits from crafting missions, and a lower wholesale posting fee |

| Quest credits | More bank credits from quest rewards |

| Tariff reduction | Lower travel ticket fees |

| Bazaar efficiency | Lower bazaar listing fees |

| Deep Pockets | Group aura: more credits dropped by defeated enemies for you and nearby group members |

Experimental (Pre-CU) skill boxes

The Merchant uses the classic 18-box layout. The skill window shows four columns:

| Branch | Focus |

|---|---|

| Brokerage | Vendors, bazaar fees, business analytics, shop signs and Merchant tents |

| Extraction | Commercial lots, harvester efficiency, Industrial Power Grid, silo capacity, bulk crating |

| Logistics | Trade routes, tariffs, Syndicate contracts, quest credits, Orbital Freight Dispatch |

| Influence | The Merchant abilities, Deep Pockets and the retinue |

Master Merchant adds the Czerka Security Battery and the Automated Security Droid contract.

FAQ & Known Details

Can I buy off a boss?

No. Bribe and The Payoff only work on normal NPCs.

I already have an Enforcer contract. Why did I get another?

You can only hold one contract of each type, so the second copy works as a replacement if you lose your companion.

What happens to my commercial lots if I stop being a Merchant?

Your existing harvesters stay, but any lots beyond what you are still granted count against your normal housing lots. If you are over the limit you will be warned and cannot add items to your structures until you free up lots.

A wholesale fill said "try again shortly". Why?

The Merchant who posted the order is busy on another part of the galaxy. Try again in a moment.

My wholesale crate was refused.

Only unopened factory crates of the ordered item are accepted, and no-trade items cannot be used.

Known details

- Merchant starter clothing reuses the Trader set; the Executive Jacket and Trousers come as a reward.
- Wookiees have no executive attire variant yet.
- Values (payouts, caps, cooldowns) may be tuned over time.

Endgame Update (October 2026)

Orbital Freight Dispatch now collects from every harvester you own, anywhere in the galaxy, once every 24 hours. You pay a fuel surcharge up front (refunded if nothing is collected); the cargo waits as pending freight and unloads into your Commercial Resource Silo the next time you open it. A manifest arrives by mail.

Commercial Resource Silo is now an outdoor installation placed from a deed, using one commercial harvester lot.

Merchant windows: the silo, power grid, business analytics, sales log, wholesale exchange, cargo manifest, consignment, market ticker and holo-barker settings each have their own window.

Commerce

- **Consignment Houses:** open a house at a Consignment Terminal; other players consign items to your vendor and you earn a commission on each sale. Unsold items always return to their owner.
- **Pawn Terminal:** sell junk for quick credits; Merchants get a daily-capped liquidation bonus.
- **Galactic Auctioneer:** run a timed, galaxy-announced auction for a single item.
- **Bazaar Beacon:** feature one vendor at the top of bazaar vendor searches.
- **Corporate Logistics Terminal** and **Mobile Vendor Terminal:** see every vendor you own in one list.

Marketing: Holo-Barker beacons greet shoppers (up to 2 per building), planetary map adverts list your shop, the Refreshment Bar treats customers, and Commercial Trade Hub cities give vendors lower maintenance.

Trade runs: buy cargo at a Trade Syndicate Depot (9 cities), drive it to its destination, and watch for ambushes. Earn Trade Syndicate Tokens to spend at the Syndicate Exchange, find contraband lockboxes, and break pursuit with Blockade Runner's Smokescreen. The market ticker warns of price surges an hour ahead.

Space freight (JTL): in a freighter-class ship, buy a freight contract at a depot, fight off pirates at the hyperspace alignment point and deliver to the destination station.

Haulers: the Czerka A-A5 Merchant Hauler and the Merchant Cargo Skiff carry more cargo and resist snares on trade runs.

Retinue commands: Suppression Fire, Fall Back, Dual Barrage (Gunslinger), Stun Grenade and Shield Bubble (Security Droid).

Progression: new roadmap rewards (vendor contract, executive attire, flightsuit, holo-barker, mobile vendor terminal, purchase order ledger, lot voucher, luxury landspeeder), the Galactic Merchant Prince badge, and the Master Caravaner and Titan of Industry collections. New NGE Merchants meet a Trade Syndicate factor on Tansarii Point Station.

Experimental (Pre-CU): all of the above unlocks through the Merchant skill boxes, and several boxes grant a one-time reward item.

Found a bug? Report it in the usual bug channel with your server, character and what you were doing.

Revision #2
Created 2026-10-30 14:08:09 UTC by Brandon Calabro
Updated 2026-11-05 22:30:20 UTC by claude-bot