Jedi and Sith Overhaul - Test Server Update

> [Completed] The Jedi and Sith overhaul described here is now live on Secura Horizon and Secura Origins. The page title keeps its original wording; the sections below were first published for the Test server. See the v1.9.0 Live Update.

What's New

Jedi and Sith professions

- **Four phases each**: Jedi Initiate, Padawan, Knight and Master; Sith Acolyte, Apprentice, Lord and Dark Lord of the Sith. Every skill box now has a full description with its numbers. See the Jedi Profession Guide and the Sith Profession Guide.
- **Reworked abilities**: Force Storm is now a six second channeled area attack. Curato Salva is an activated group healing pulse with a 45 second cooldown. Force Run and Burst of Speed match their descriptions (+60 and +75 percent speed). Sith Defiance, Intimidating Presence, Dun Moch, Mind Trick, Deceptive Strike, Guardian's Strike and Force Push were reworked to do what their text says, and Force Push can no longer push targets through buildings.
- **Bastion of Light** now truly resets your Sentinel ability cooldowns, and Force Stealth has a single 30 second cooldown.
- **Expertise trees are enforced**: Jedi and Sith expertise can only be bought by the matching profession.

Echoes of the Enclave

- Every chapter and both epilogues are completable on Test. Chapter 4 for the Light path is now **The Siege of Lok** (Lok, 550, -300). Quest sites moved to open ground. See the Echoes of the Enclave overview.

Holocrons and quests

- Buff Holocrons now show their real names, last 15 minutes (Holocron of Craft: 60 seconds) and need level 65. See Holocron Fragments.
- Holocron vendors no longer take your fragments if the item cannot be created.
- Elite and boss creatures no longer drop Holocron Fragments.
- Sith profession quest levels and locations were corrected; see Sith Profession Quests.

Text and polish

- Titles, 56 class-skill descriptions, holocron descriptions and combat messages were rewritten, and about 130 item descriptions that were cut short were restored.
- New icons for the Jedi and Sith abilities.

How to try it

1. Open the launcher, choose the Live server and let it finish updating.
2. Log in with a Jedi or Sith character and open the expertise window.

FAQ

When will this reach Live? It is live now, as of v1.9.0.

Will my existing skills change? Your skills keep their names; their descriptions and grants were updated. Report any problems on Discord.

Follow-up update (2026-11-06)

Shipped to Live with the rest of the overhaul in v1.9.0.

- **New Jedi profession quests**: the Jedi now have three field trials at levels 11, 21 and 31, each worth 5,000 combat XP. Start them with the profession quest items; turn them in to the **Jedi Watchman** in Moenia, Naboo (4788, 4174). See Jedi Profession Quests. The level 30 quest item, which used to do nothing, now starts its quest.
- **Sith quests tightened**: kill objectives count only the listed targets within 250 meters of the quest site. The Corellia phase 2 site now spawns level 20 and 23 targets. See Sith

Profession Quests.

- **Holocron vendors**: fragments are taken only after the holocron is created, and elite and boss creatures no longer drop fragments. See Holocron Fragments.
- **Grey epilogue**: the journal now points to Dantooine (5350, -1400).

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