The Pre-CU Skill System - Player Guide

> [Completed] The pre-CU skill system is live on both Secura Horizon and Secura Origins since game version v2.0.0. Existing characters were converted automatically at their first login after the update. This page explains how the system works and exactly what happened to existing characters.

What changed and why

SWG Secura moved away from the NGE model of one class, a level track from 1 to 90 and expertise trees. In its place is the classic pre-CU skill system: you build your own character out of skill boxes, you can mix professions freely, and there is no level you have to climb before the game opens up. It is a sandbox approach. A character is whatever combination of skills you decide to buy and train.

The goals are simple:

- Let players build the character they imagine instead of picking one of a fixed set of classes.
- Make crafters, entertainers, pilots and other non-combat professions full parts of the game rather than side activities.
- Give every profession a clear place on one grid, so you always know what a skill box gives you and what it costs.

Professions were re-tuned for the new system. See the Balance section below.

Getting started

1. Open the SWG Secura launcher and let it update. The update downloads the new game client.
2. Click **Play Game** and log in with your normal account, on Secura Horizon or Secura Origins.
3. Open the **Skills** window to see your professions, train the next box and read what each box gives you.

If you had a character before the update, it was converted when you first logged in. Read the section "What happened to my existing character" below to see what you now have.

How skills work

A profession is a **skill tree** made of boxes:

Part of the tree	What it is
Novice	The entry box. It opens the rest of the profession.
Four branches	Each branch is a row of four boxes, trained in order within the branch.
Master	The final box. You earn it after completing all four branches.

Key rules:

- **Novice boxes need no experience.** You can pick the Novice box of any profession you have points for. Some professions (listed below) cost no skill points at all.
- **Every other box costs two things**: skill points, and a quantity of experience of that profession's type. You train a box once you have both.
- **Open the Skills window** to see every profession, to train the next box, and to read what each box grants.
- **You can surrender boxes.** Surrendering a skill gives its skill points back, so you can retrain somewhere else. There is no separate respec item or expertise reset; the Skills window is how you reshape a character.
- Abilities, commands, certifications and stat bonuses all come from the boxes you hold. If you drop a box, the things it granted go with it.

Skill points

Every character has **150 skill points** in total, on every server.

- Mastering a main profession costs **63 skill points**.
- Two fully mastered professions therefore cost 126 points and leave **24 spare points** for a third profession's early boxes or a few boxes of another line.
- **Politician, Chronicler and the pilot professions cost no skill points.** They are earned with experience only.

The Skills window shows how many points you have used and how many remain.

The professions

The Skills window groups professions into six categories. This page uses the same grouping.

Combat

Profession	Summary
Bounty Hunter	Tracker and hired gun with ranged and carbine specialties and mission-hunting tools.
Commando	Heavy weapons, explosives and tough front-line durability.
Officer	Squad leader who strengthens allies and calls in support.
Smuggler	Fast-talking pistol fighter with tricks, evasion and a talent for profit.
Spy	Stealth, precision and debilitating attacks.
Teras Kasi Artist	Unarmed martial artist built around special strikes.
Ranger	Wilderness fighter with rifles, camouflage, traps and survival skills.
Droid Commander	Fights alongside a squad of combat droids.
Medic	Healing, curing and support, with a damage kit of its own.
Creature Handler	Tames wild creatures and fights alongside trained beasts. It is a Combat profession.

Force

Profession	Summary
Jedi	The path of the lightsaber and the light side.
Sith	The path of the lightsaber and the dark side.

Jedi and Sith are open to everyone. There is no unlock step; train the Novice box like any other profession.

Support

Profession	Summary

Dancer	Performs for audiences and buffs the crowd. Includes image design.
Musician	Plays instruments and buffs the crowd. Includes image design.

[NOTE] There is no separate Entertainer profession and no separate Image Designer profession any more. Entertaining is covered by Dancer and Musician, and image design is built into both of them.

Crafting

Profession	Summary
Architect	Builds structures and the items that furnish them.
Armorsmith	Makes armor.
Weaponsmith	Makes weapons.
Chef	Makes food and drink.
Tailor	Makes clothing.
Droid Engineer	Designs and builds droids.
Merchant	Vendors, trade and shop management.
Shipwright	Builds starship components and ships.
Bio-Engineer	Creates and sells beasts and works with creature genetics.

Space

Profession	Summary
Rebel pilot	Starfighter pilot for the Rebel side.
Imperial pilot	Starfighter pilot for the Imperial side.
Neutral pilot	Freelance pilot with no faction.

You may hold **one faction pilot profession plus the neutral pilot**, at most. You cannot hold both the Rebel and the Imperial pilot lines.

Social

Profession	Summary
Chronicler	Collects and tells stories.

Profession	Summary
Politician	City leadership and politics.

Experience

Each profession earns experience of a particular type, and that is what you spend to train its boxes.

- **Combat professions, Jedi and Sith** all earn the same **general combat experience** from fighting. A fighter who adds a second combat profession keeps drawing from the same pool.
- **Crafting, entertaining and the other professions** earn **their own experience types** , from the activities that fit them: crafting items, performing, running a shop, flying, taming creatures and so on.

Because experience types differ, a crafter does not need to fight to train a crafting profession, and a fighter does not need to craft to train a combat profession.

Combat level

There is no levelling track. Your **combat level is worked out from your combat skills**, and it follows your **strongest combat profession**:

- **One mastered combat profession reads as level 90.**
- A partly trained profession reads lower, in proportion to how much of it you have trained.
- Combat skills in your other combat professions add a little on top, up to about **level 95**.
- A profession's **free Novice box on its own counts for nothing**. You need to train real boxes to raise your level.
- A pure crafter or entertainer, with no combat skills, reads as **level 1**.

Only combat lines count: the combat professions, Jedi, Sith and Creature Handler. Crafting, entertaining and social skills do not raise it.

This level is what the game uses for **creature difficulty colours** (how dangerous a creature looks to you), for **Restuss** and for **group levels**.

[IMPORTANT] Some level-gated content, such as certain quests and items that ask for a minimum level, treats a character with no combat skills as level 1. If you want to take part in that content, train a combat profession. We are reviewing level-gated content so that it behaves sensibly for every kind of character.

The Skills screen and skill mods

The Skills screen lists the bonuses ("skill mods") your boxes give you.

- Values are shown as **percentages or whole numbers**, depending on how each bonus actually works.
- Hover over a value or a bonus name to see a **tooltip** explaining what it does.
- **Dodge Rating, Block Rating and Critical Hit Rating** are ratings, not percentages. The chance they give you is shown on the **Combat Defense** and **Combat Offense** rows.
- **Cybernetic Installation Points** shows how many cybernetic installations your skills allow.

No more expertise

Expertise points and expertise trees are gone. Abilities now come from skill boxes, and the Skills window replaces the old expertise window. There is nothing to reset.

Gear and attachments you already own are kept, including any bonuses they carry.

Items that no longer work

Some old items were built around levels or expertise and do not work with the skill system:

- **Veteran auto-level holocrons**, the **class respec voucher**, the **Life Day level-up orb** and the **instant-experience card item** do nothing now. If you use one, it is **not consumed**, so you keep it.
- The level holocrons were removed from the veteran vendor.

Beasts and pets

- **Bio-Engineers** incubate beasts. The incubator and enzyme machines belong to the Bio-Engineer profession, and Bio-Engineers can sell what they create.
- **Any profession can hatch a bought egg, call the beast and level it.** There is no level requirement. A level 1 Architect can own a level 90 rancor.
- **Creature Handlers** tame wild creatures, train beasts, use the beast ability bar, order attacks, and mend and revive pets.
- **Damage**: a beast owned by a Creature Handler deals full damage plus the handler's pet damage bonus. A beast owned by anyone else deals **half damage**.

In short, anyone can keep a beast as a companion, and the Creature Handler is the profession that makes beasts a serious fighting partner.

Droid commands

Every character gets the **basic droid command set** with the first Novice box they hold, whichever profession it belongs to. The higher droid command tiers come with mastering a profession. Droid commands are not added to your toolbar automatically; find them in the Command Browser and drag them where you want them.

Profession quest items

Professions used to hand out quest-start items at levels 10, 20 and 30. Without levels, these items are now **delivered as you train the matching skill boxes** of that profession, starting at the **second box of a line and onward**.

Characters who are already past a given point when they log in receive any items they are missing at login. You will not receive a second copy of an item you already hold, and you do not receive one while its quest is already active.

New characters

A new character starts with **no skills and all 150 skill points**. Pick any Novice box to begin; you receive that profession's starting equipment. Some professions have no starting equipment. The starting equipment is given once per character, so surrendering and retraining a Novice box does not hand it out again.

Server differences

Both Live servers have the same skill system.

	Secura Horizon	Secura Origins
Skill system	Pre-CU skills, 150 points	Pre-CU skills, 150 points
Multi-classing	Allowed	Allowed
Characters per account	Up to ten	One

	Secura Horizon	Secura Origins
Experience and other rules	Server defaults	Origins keeps its own rules and rates

On Origins the old respec restriction is retired. Origins players may drop skill boxes and retrain like everyone else.

What happened to my existing character

Every existing character was **converted automatically the first time it logged in after v2.0.0**. The conversion happens **once per character**. When it finishes you see a system message telling you to check your skill tree.

What you keep

- Your **items, credits, structures and other possessions**, and your **experience**, are not touched. The conversion only changes skills.
- **Pilot professions, Politician and Chronicler** carry over as they were.
- Gear and attachments keep their bonuses.

Which old profession became which

Old profession	Became
Jedi, Sith, Bounty Hunter, Smuggler, Officer, Spy, Ranger, Teras Kasi Artist, Droid Commander, Commando, Medic	The same profession, one to one
Merchant	Merchant
Trader (Domestics)	Chef and Tailor
Trader (Engineering)	Droid Engineer
Trader (Munitions)	Weaponsmith and Armorsmith
Trader (Structures)	Architect and Shipwright
Entertainer (including Image Designer boxes)	Musician and Dancer
Beast Master expertise	Bio-Engineer and Creature Handler, as an extra (see below)

When one old profession becomes two, you get **both** at the same progress. For example, a character who had trained Structures received Architect and Shipwright.

The old Entertainer and Image Designer lines no longer exist, and neither do the 2003 Merchant columns (advertising, sales, hiring and management). Those old boxes were removed; the new Merchant profession replaces them.

How much progress you received

- Each old profession had sixteen boxes to train between its Novice and its Master. The conversion counts **how many of those sixteen you had**, and gives you that many boxes in the new profession, **in the new profession's own order** (the first box of every branch, then the second box of every branch, and so on).
- It is the **number of boxes** that carries over, not which specific boxes you owned.
- You always receive the profession's **Novice box**.
- A **fully trained old profession becomes a Master** of the new one.
- A combat profession that keeps its name is re-laid in the same way, so your boxes may sit in a different order on the new grid, with the same amount of progress.

Beast Master

Beast Master was an expertise tree, so it has no direct equivalent. Characters who had spent points in it received **Bio-Engineer and Creature Handler boxes as a secondary grant**. The amount follows how many Beast Master points you had spent, and **only as many boxes as fit into the skill points you have left** after your main professions were converted. The grant stops at the first box that would go over 150 points.

Expertise

All expertise was removed. There is nothing to convert it into and nothing to spend. The gear and attachments you own are kept.

If you were over 150 skill points

The conversion gives every main profession its full progress, even where that adds up to more than 150 points. You **keep** everything you were given. You cannot train further boxes until your total is back under 150. Surrender boxes in the Skills window to get under the cap and then train what you like.

Balance

Professions were re-tuned for the new system, so that a character built from skill boxes is competitive and no profession is left far behind. This is an ongoing job. We expect to keep adjusting professions from player feedback.

If you find a problem, please report it through the usual bug report channel on the SWG Secura Discord, and say which profession or skill box was involved and what you expected to happen.

FAQ

Do I lose my items? No. Your items, credits, structures and other possessions stay with you.

Do I need to do anything for my character to convert? No. Let the launcher update, then log in. The conversion runs once, automatically.

Can I be a Jedi? Yes. Jedi and Sith are open to everyone. There is no unlock; train the Novice box and work through the tree.

Can I master three professions? Not with the standard 150 skill points. Each main profession costs 63 points to master, so two masters use 126 and leave 24 points. Politician, Chronicler and the pilot professions cost no points, so they are on top of that.

How do I respec? Open the Skills window and surrender the boxes you no longer want. You get the skill points back and can train something else. There is no expertise reset because there is no expertise.

What about my pilot? Pilot professions cost no skill points and carried over. You may hold one faction pilot profession and the neutral pilot.

What about my beast master pets? Beasts and pets still exist. Anyone can hatch, call and level a bought beast. Creature Handlers get the full combat benefit from their beasts, and Bio-Engineers create and sell them.

What about my expertise-based build? Expertise no longer exists. Abilities now come from skill boxes. The things you owned, such as gear and attachments, are kept.

Is Entertainer gone? The base Entertainer profession and the separate Image Designer profession are no longer offered. Dancer and Musician replace them, and both include image design.

Why does my crafter read as level 1? Level comes only from combat skills. A crafter trains crafting skills with crafting experience and does not need combat skills. Be aware that some level-gated content sees a character without combat skills as low level.

Why did my level holocron or respec voucher do nothing? Those items were built for the level and expertise systems and do not work with skills. Using one does not consume it.

Will Origins change? Origins has the same skill system as Horizon and keeps its own rules, such as one character per account and its own rates. Multi-classing is allowed there, and the old respec restriction is retired.

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