v2.0.0 Live Update

> [Completed] v2.0.0 is live on Secura Horizon and Secura Origins. SWG Secura now runs the classic pre-CU skill system: skill boxes, 150 skill points, free multi-classing and no expertise. Run the launcher and let it finish before you log in.

This is a major update that follows the v1.13.2 Live Update. The full guide to the new system is The Pre-CU Skill System - Player Guide.

What's New

- **The pre-CU skill system.** You build a character from skill boxes instead of picking a class. You have 150 skill points, you can mix professions freely, and you train boxes with skill points and the experience of that profession's type. Open the Skills window to see every profession and train the next box. Read the full guide for the professions, costs and rules: The Pre-CU Skill System - Player Guide.
- **Combat level and creature colours.** Your combat level now comes from your skills and follows your strongest combat profession. One mastered combat profession reads as level 90, other combat skills add a little more up to about 95, a profession's free Novice box alone counts for nothing, and a pure crafter reads as level 1. Creature difficulty colours, Restuss and group levels use this level.
- **A clearer Skills screen.** Skill bonuses are shown as percentages or whole numbers according to how they work, and hovering over them shows a tooltip. Dodge, Block and Critical Hit Rating are ratings; the chance they give you is shown on the Combat Defense and Combat Offense rows. The screen also shows Cybernetic Installation Points.
- **Bio-Engineer and Creature Handler beasts.** Bio-Engineers incubate and sell beasts. Any profession can hatch, call and level a bought beast. Creature Handlers tame, train and fight with beasts at full strength, while a beast owned by anyone else deals half damage.
- **Starter gear on your first Novice box.** A new character starts with no skills and all 150 points. The first Novice box you pick gives that profession's starting equipment, once per character. Profession quest items now arrive from the second box of a line onward.

What Changed For Existing Characters

Every existing character was converted automatically the first time it logged in after the update, and the conversion happens once. Your items, credits, structures and experience are kept. Old professions became their closest pre-CU equivalents, with the same amount of progress, and a fully trained old profession became a Master. Expertise no longer exists.

See the section "What happened to my existing character" in The Pre-CU Skill System - Player Guide for which old profession became which.

Removed

- **Expertise.** Expertise points and trees are gone. Abilities now come from skill boxes. Gear and attachments you own keep their bonuses.
- **Level and expertise items.** Veteran auto-level holocrons, the class respec voucher, the Life Day level-up orb and the instant-experience card item no longer work with the skill system. If you use one it is not consumed, so you keep it. The level holocrons were removed from the veteran vendor.
- **Entertainer and Image Designer.** Dancer and Musician replace them, and both include image design.

What You Need To Do

1. Start the launcher and let it update. This downloads the new game client.
2. Log in on Secura Horizon or Secura Origins as usual.
3. Open the **Skills** window to see your converted character and train new boxes.

Known Issues

- A brand-new character sees the welcome window on its second login rather than its first.
- Some level-based content treats characters with no combat skills as level 1. We are reviewing it.

FAQ

Does this apply to both servers? Yes. Secura Horizon and Secura Origins both received v2.0.0.

Do I lose my items or credits? No. Your possessions and experience are kept.

Do I have to do anything to convert my character? No. It happens automatically at your first login after the update.

Why does my crafter read as level 1? Combat level comes only from combat skills. A crafter trains crafting skills with crafting experience and does not need combat skills.

My holocron or respec voucher did nothing. Those items belong to the old level and expertise systems and do not work with skills. Using one does not use it up.

Where do I report a problem? Use the usual bug report channel on the SWG Secura Discord, and say which profession or skill box was involved.

Revision #1
Created 2026-11-21 23:13:51 UTC by claude-bot
Updated 2026-11-21 23:13:51 UTC by claude-bot