v2.0.3 Live Update

> [Completed] v2.0.3 is live on Secura Horizon and Secura Origins. This update rebalances health and action for combat professions, adds signature passives, returns roadmap profession gear and restores more crafting and Merchant features. Run the launcher and let it finish before you log in.

This update follows the v2.0.2 Live Update. Existing characters receive what they qualify for at their next login.

What's New

Combat

- Combat masters gain health and action based on their **strongest combat profession**. The bonus does not stack across professions.
- Each combat profession gains **signature passives** on its late skill boxes.
- **Roadmap profession gear** returns. It is earned once per character on new progress; veterans keep what they already earned.

Crafting and Merchant

- **Bio-Engineers** regain incubation, DNA and enzyme bonuses.
- **Armorsmiths, Tailors and Droid Engineers** regain full customization.
- **Merchants** gain higher vendor, hiring, sign, bazaar and harvester limits.
- **Trader bonuses** need a second-row crafting box.

Secura Origins

Origins gains stealth improvements, world events and group quests.

FAQ

Do I need to retrain my skill boxes? No. Everything is delivered on the boxes you already hold.

Does this apply to both servers? Yes, with the Origins additions above.

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

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