Article published on May 11th 2012 | Computer

Like any good MMORPG, combat is going to be a way of life in The Secret World. With all the demonic, undead and eldritch horrors you will inevitably encounter, keeping a sharp sword and loaded gun ready will do wonders for your health. However, if you want to get through hostile territory like Kingsmouth with both your mind and body in one piece, then you will especially want to understand how The Secret World fighting system is going to work. If youâ€™re familiar with MMORPGs, you may find yourself at home with this game in some respects, but in others, it is quite unlike anything else out there.

The first thing you need to know in The Secret World Leveling Guide for combat is that there is no class system. You will never be forced into a dedicated role as a tank, healer or damager, nor will you be limited in your gear selection. You can equip any item, cast any spell, and use any strategy of your choosing. You can make yourself an efficient demon-killer in one mission, or work to support your allies in another. Your aptitude and function in combat will ultimately be determined by what skills, spells and abilities you equip. You have 14 slots in total; half of them are devoted to passive abilities, while the rest serve as your active skills.

As in most MMORPGs, skills canâ€™t be thrown around willy-nilly in as explained in this The Secret World guide. Everything has a cool-down to ensure you know when and where to use certain abilities. Additionally, skills come in two distinct flavors: builders and finishers. Builder skills add certain resources to the character when theyâ€™re used, while finishers need a minimum amount of resource points to expend before they can be utilized. What resources are built up and used depends on which actions you undertake; melee skills use Momentum, ranged skills rely on Focus, and magic skills depend on Charge.

The most important thing to take away from The Secret World guide to combat is that the system is simple in concept, but complicated in practice. Victory is not just a matter of using the right ability at the right time; you also need to equip your avatar with compatible abilities that will allow you to string builder skills together efficiently enough to execute the powerful finishers. This applies to all characters regardless of the role they fulfill, or what combination of sword, sorcery and gunplay they abide by.

Article Source:
http://www.articleside.com/computer-articles/the-secret-world-fighting-system-guide.htm - Article Side

Wilson Jack - About Author:
Learn more about the author and their written works at The a Secret World Leveling guide

Article Keywords:
the secret world, the secret world guide, secret world, secret world guide, the secret world leveling, secret world leveling, the secret world combat, the secret world combat guide, the secret world skill, the secret world skill guide

You can find more free articles on Article Side. Sign up today and share your knowledge to the community! It is completely FREE!