



# The Endless Choice (TEC) — Master Portfolio Export v1.1

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## Cover info

Title: The Endless Choice (TEC)

Short description: Hybrid MMORPG / ARPG about choice, Dream vs Nightmare asymmetry, global mythologies, and meaningful progression decisions.

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## **Executive summary**

The Endless Choice (TEC) is a hybrid action-RPG / MMO centered on decision-making. Players begin as a neutral dreamer (a child in a limbo-like dream), complete a short tutorial prologue (about level 1–5/7), then choose a faction and ascend into a deity at Level 7:

- Dream (team/MMO, many players per match).
- Nightmare (solo/ARPG, elite players).

Identity comes from each deity's unique passive and ultimate, while a universal pool of ~49 skills plus support gems enables flexible builds. The core fantasy evolves through a sequence of meaningful choices across early game, midgame, and late game, with a symbolic level cap at 99.99 recurring (infinite growth, never perfect).

## **Core philosophy**

- Choice is the core: the axis is choosing vs not choosing.
- Dual asymmetry: Dream = social, accessible, team-based; Nightmare = hardcore, solo, high risk/reward. They intersect during scheduled inter-faction events.
- Global inclusivity: world mythologies represented with equal respect.
- Progression through choices: Zero Choice, First Choice, Second Choice, Third Choice.
- Design elegance: few inputs (4 skills + 1 ultimate + 1 passive) layered with support gems and a shared passive wheel.

## **Action & Asymmetry**

Dream (Light): team-based MMORPG-style zones and encounters, accessible for casual players; season length: 3 months.

Nightmare (Dark): solo-focused, hardcore ARPG; season length: 12 months.

Target population ratio: ~120 Dream players to 1 Nightmare player. Inter-faction battles run in weekly windows and seasonal tournaments.

## Narrative framework & progression milestones

Prologue (Lv 1–5): Limbo tutorial. Meet Desire and Fear; the gate guardian challenges you to experience both paths.

Zero Choice (Lv 1–3): random gender assignment (affects god pool at First Choice).

First Choice (Lv 7): choose Dream or Nightmare and your deity (21 Light, 3 Dark). Ascend after defeating the dual gate guardian.

Act 1 end (Lv 12): wake scene with elder (grandmother/grandfather depending on gender).

Act 2 end (Lv 21): exploration vs lost opportunity; wake scene.

Act 3 end (Lv 33): access to endgame systems.

Endgame unlocks: Lv 30 World-share farming; Lv 31 Infinite Tower; Lv 32 Dungeon & Raid; Lv 33 PvP (intra-faction always, inter-faction by schedule).

Second Choice (Lv 73): Corrupt / Redeem / Stay. If switching faction, reset to Lv 33 (meaningful cost) and follow a new ascendency with new passive/ultimate.

Third Choice (post-73): Return-to-origin after completing the opposite path; retain gains and finalize your hybrid identity.

Symbolic cap: Lv 99.99 recurring (infinite growth).

## Gameplay systems

Skills & slots:

- 4 active skills, 1 ultimate (equip one), 1 deity passive (non-activatable).

Support gems:

- 3 per active skill, 7 for the ultimate, 2 restricted for the passive. Total ~21 gem slots.

Skill pool:

- ~49 universal skills (7 per element). Deity identity expressed by its passive + ultimate.

Passive tree — The Clock of Destiny:

- A single unified radial wheel subdivided into 12 “Hours.” Each Hour hosts 4 starting nodes for deities of a single primary attribute.

- Distribution: 4 Hours dedicated to Strength, 4 to Dexterity, 4 to Intelligence. Each Hour contains 4 starting points (4 gods), totaling  $12 \times 4 = 48$  starting points (24 base gods + 24 corrupted/redeemed counterparts).

- Pathing: start on the rim at your Hour, progress inward or around the rim, connecting to neighboring Hours via bridges. This preserves strong identity while guaranteeing shared access to the global wheel over time.

## Elements & status effects

Seven elements:

- Physical — baseline damage; Resistance: Physical
- Earth — Petrify
- Fire — Burning (DoT)
- Water — Freeze (heavy slow/immobilize)
- Air/Lightning — Shock (increased damage taken / interrupts)
- Light — Radiant Sunder (strong move/attack slow; anti-caster bias)
- Darkness — Wither (dark DoT / weakening)

Defenses and resistances:

- Armor (Strength-flavored), Evasion (Dexterity-flavored), Energy Shield (Intelligence-flavored) as implicit families on armor pieces.
- Seven resistances (including Physical).

## Itemization & equipment

Gear slots (12):

- Weapon (main), Offhand, Helmet, Chest, Gloves, Belt, Boots, Pants, Amulet, Ring 1, Ring 2, Charm (single dedicated slot).

Weapons (12 archetypes):

- Mace (2H), Axe (2H), Sword (1H), Dagger (1H, hybrid), Bow (1H, ranged), Crossbow (2H), Spear (1H, hybrid), Scepter (1H), Wand (1H), Staff (2H), Fists (1H), Scythe (2H).

Offhands (5 types — Charm is NOT an offhand):

- Shield (mitigation bias)
- Quiver (bow synergy)
- Grimoire / Spellbook (spell power bias)
- Focus / Orb (energy-shield bias)
- Idol / Talisman (evasion/avoidance bias)

Special item:

- Traitor's Charm: a unique charm-slot item that, once filled with the required experience, enables the Corruption/Redemption choice at Lv 73. The charm slot is independent and cannot be used as an offhand.

## **Crafting & currency**

Currencies:

- Three trading currencies (low / mid / high rarity; lore names TBD) + Mirror of the Path (ultra-rare duplicator). Gold exists for taxes/fees only.

Primary crafting reagents (4):

- Affix Adder (adds a random prefix or suffix)
- Affix Remover (removes a random prefix or suffix)
- Affix Transformer (converts one affix to another at random)
- Divine Glyph (adds a capped top-tier affix; can be stacked on a clean base; disallows catalysts on that item)

Catalysts (3):

- Catalyst of Resonance, Catalyst of Alignment, Catalyst of Preservation (alter the behavior or outcomes of crafting actions).

## **Bestiary & boss structure**

Bestiary:

- 60 neutral base mobs → each has Light and Dark variants (total 120), plus the legendary #121 “Keeper of the Mirror” that can drop the Mirror of the Path.

Bosses:

- 68 unique bosses (34 Light, 34 Dark), none overlapping with playable gods. Boss hierarchy per faction: 1 Supreme, 12 Rare, 21 Elite/Common. Bosses are hero-like templates with real gear so players can target-farm.

## Endgame modes & loop

Unlocks by level:

- Lv 30: World-share farming zones
- Lv 31: Infinite Tower (endless waves)
- Lv 32: Dungeons & Raids
- Lv 33: PvP (intra-faction always; inter-faction only in scheduled windows)

Weekly inter-faction encounters and an annual Apex Tournament (multi-week brackets) keep competition fresh while remaining scalable for servers.

## Monetization & seasons

Early Access to fund development. Launch: free-to-play with cosmetic-only monetization (including an optional cosmetic pass). No pay-to-win.

Seasons: Dream = 3 months; Nightmare = 12 months.

## Outreach / Pitch plan

Two concise mails:

- Sid Meier: narrative vision, global inclusivity, philosophy of choice.
- Chris Wilson: passive wheel (Clock of Destiny), universal skill pool with support gems, ARPG depth, crafting.

Provide GitHub links (portfolio + tech sheets) and a vertical-slice prototype plan.

## Appendix: data tables (for Excel)

Prepare sheets:

- Heroes
- Bosses
- Elements
- SkillsPool
- Weapons
- Stats
- CraftingCurrency
- Bestiary\_Base60
- Progression
- Contacts