



Skill Design Philosophy – The Endless Choice

General Philosophy

Skills are the beating heart of The Endless Choice's combat system. Each ability embodies the bond between element, role, and player rhythm. The system prioritizes clarity, pacing, and creative freedom—avoiding redundant or one-off tags.

Unlock Levels & Progression

Skills unlock at six key capstone levels:

- Level 7 – Introductory Skill: simple elemental contact, low cost, small AOE, mild status buildup.
- Level 12 – Basic Offensive/Utility Skill: specialization begins, Darkness element unlocks.
- Level 21 – Core Skill: defines gameplay rhythm, often spamable.
- Level 33 – Signature Skill: highly thematic and iconic ability.
- Level 48 – High Skill: wide-area or combination attacks, buffs, or summons.
- Level 73 – Ascension Skill: high-cost endgame ability tied to mana and identity.
- Level 99 – Ultimate Skill: linked to Infinity Flow; its power scales each time the player completes an experience cycle at level 99.

Element Conversion System

Every skill can be entirely converted to another element through specific support gems. 100% of damage is converted, visuals and status effects adjust accordingly. This design keeps the total skill pool fixed at 48 while creating infinite build diversity.

Cooldown System

Cooldown Reduction is meaningful but not dominant. It is essential for Healers, Crowd Controllers, and Support builds, situational for DPS and Buffers, and minimal for Spammers or Channelers. Reduction follows a diminishing return curve (soft cap), similar to the Infinity Flow system, where each percentage added has progressively smaller impact.

Channeling System

Channeling skills allow mobility and multi-tasking. Players can move and use other abilities while channeling, at the cost of reduced cast and movement speed. Each Channeling grants passive effects (e.g., mana regen, resistances) and only one can be active at a time, though multiple may be equipped. This creates dynamic combat flow between offense, mobility, and defense.

Combat Archetypes

Three primary gameplay archetypes define the rhythm of combat:

1. Spammer – rapid pace, low-cost attacks, constant flow.
2. Cooldownner – controlled rhythm, high-impact bursts, windows of vulnerability.
3. Channeler – continuous casting, fluid rhythm, self-synergizing playstyle.

Together they form the Meta Flow, balancing frenzy and control.

Infinity Flow

At level 99, players enter an infinite growth loop. Each time the experience bar fills:

- +5 Attributes gained.
- The bar resets and can be refilled.
- Every 7, 12, 21, 48, 73, and 99 cycles, level 99 skills grow stronger.

Power gain becomes exponentially smaller but never zero, symbolizing an infinite path of progression.