**Bradley** – The Muscle with a Dad Bod

* **Likeable Trait**: Genuinely protective of his crew — will charge anyone who threatens them… after catching his breath.
* **Dislikeable Trait:** Will pick a fight with anyone over trivial slights.
* **Battle Role**: "Tank/Crowd Controller” Absorbs damage for the party and controls enemy positioning with his pool cue staff's reach advantage. Protective of his friends but gets increasingly reckless as his health drops, triggering berserker-style abilities.
* **Initial Weapon:** **Broken Pool Cue Staff**
* **Special**: Protein Slam — downs a protein shake mid-battle, regaining HP but burping a stun cloud at nearby enemies.
* **Ultimate Move:** Bouncer Breaker — rushes enemies like a drunk bull, stunning all for one turn and dealing heavy damage to one.
* **Motivation:** Escape the monotony of his suburban, HOA-ruled life.
* **Battle Style:** "Berserker Protector" Heavy-hitting staff attacks with defensive sweeps to protect allies. Starts combat methodical and defensive, but becomes increasingly aggressive and unpredictable as he takes damage or gets angry. High risk/high reward moves that can either devastate enemy formations or leave him completely exhausted and vulnerable.
* **Quirks:** Always looking for the nearest gym or spa; refuses to fight without his “pump-up playlist.”
* **Running Gag:** Frequently distracted by gym-related sidequests or flexing competitions with NPCs.
* **Personal Quest:** Win a fight in every pub they visit to “reclaim the throne” as the undisputed bar champion.
* **Bravado Style:** Frat-Sorcery — high-risk, high-reward moves that hit like a truck but drain Bravado.
* **Look**: Livestrong bracelet, basketball jersey, baggy jeans. Pagers still clipped “just in case.”
* **Signature Flaw**: Only agrees to detours if there’s a gym or protein bar nearby.

### Skill Tree (3 branches)

1. **Brawl Science** (single-target burst)
   * Roundhouse Rage (big hit; −Bravado cost)
   * Tap Out? (execute: bonus damage vs low-HP foes)
2. **Security Professional** (tank/taunt/control)
   * Wristband Check (taunt + mark; +DEF this turn)
   * Rope Line (create “velvet rope” hazard; crossing enemies risk Stun)
3. **Recovery & Reps** (self-sustain)
   * Protein Slam (heal HP; burp cone Stun low-tier enemies)
   * Nap Recovery (sleep 1 turn, restore HP/Bravado; team covers him)

**Ultimate Move:** Bouncer Breaker

* Base: Stuns all for 1 turn; crushes one priority target.
* **Upgrades:**
  + **XXL:** Grabs one enemy and uses them as a weapon (AOE splash).
  + **House Rules:** Adds “Thrown Out” status to one foe (miss next entrance/reinforcement).

**Personal Quest Chain: Bradley — Brawler’s Crown**

1. Regional pub champions → 2) Old college rival rematch (dirty tricks) → 3) Final arena, “all bouncers allowed” → **Reward:** Staff of the Stag, Bouncer Breaker XXL, passive “Crowd Favorite” (+Guts when taunted).