# ****Bravado System — Full Draft****

## ****What is Bravado?****

Bravado is the **magic system** of EuroBound.  
It isn’t mystical — it’s fueled by beer muscles, misplaced confidence, and the desperate delusion of men clinging to their past glory.

* **Satirical Core**: Bravado explains how our trio can livestream mid-battle, blind enemies with Solo cups, or intimidate bouncers in Prague despite being middle-aged dads.
* **Dynamic Resource**: Spent to trigger “signature” moves; lost through failure, embarrassment, or sobriety.
* **Comedic State Machine**: Low Bravado visibly changes animations, dialogue, and NPC reactions — they slump, stammer, and lose access to their most ridiculous moves.

## ****The Bravado Economy****

* **Spend/Drain**:
  + Special moves, Ultimate triggers.
  + Missed attacks.
  + Public embarrassment (slipping on beer, failing pickup lines).
  + Sobriety creep (time passage without drinks).
* **Regen**:
  + Compliments from NPCs.
  + Successful flex moments (posing, witty quips).
  + Winning drinking games/minigames.
  + Cheering each other on (party synergy).
* **Statuses**:
  + **Embarrassed**: drains Bravado per turn; disables Ultimate gain.
  + **Liquid Confidence**: +Crit, +Taunt, but random mis-targets.
  + **Hangover**: −Speed, −Luck; only cured by Sextuple Espresso or a full rest.

## ****Visual States****

* **Low Bravado**: slouched posture, weak quips, Ultimate locked out.
* **Mid Bravado**: standing tall, moderate quips, can use basics.
* **High Bravado**: puffed chest, booming one-liners, special visuals (beer glow, crowd cheering).
* **Zero Bravado**: “Dad on a Bender” collapse — dropped animations, forced retreat if not restored.

## ****Regional Bravado Interactions****

### ****Publandia (Dublin parody)****

* **High**: Toasted like war heroes of alcoholism. Strangers buy them rounds.
* **Mid**: Blended into “just lads out for a pint.” No fanfare.
* **Low**: Booed out of taverns, shamed by children calling them lightweights.

### ****Debaucheryville (Prague parody)****

* **High**: Treated as chaos gods; casinos comp them, strip clubs give VIP access.
* **Mid**: Ignored — just background degenerates.
* **Low**: Dragged into “shame parades.” Neon signs flicker insults.

### ****Sinfonia (Vienna parody)****

* **High**: Every step synced with basslines; treated as nightlife prophets.
* **Mid**: Ghostlike in the crowd; neither mocked nor admired.
* **Low**: Mistaken for morning people; cafés force them to order decaf.

(Future regions like Berlin/Ibiza can get the same treatment.)

## ****Bravado Spell Schools****

Each bro has their own “magic tradition,” with distinct mechanics:

### ****Lord Pilsner — Keg-Fu**** (drunk boxing chaos)

* **Charm of the Bro Code** — Attempt to confuse/charm one enemy; fails hilariously depending on region.
* **Foam Cyclone** — Spins beer froth into AoE blind (2 turns).
* **Beer Belly Bash** — Belly-first slam; damage + knockback.
* **Ultimate: Mid-Life Crisis** — Berserk mode, +crit/+ATK all enemies for 3 turns.

### ****Chadwick — Bro-Mancy**** (buff/debuff hype magic)

* **Battle Cry of the Mascot** — Party-wide ATK/DEF up; minor Speed down.
* **Flash of the Red Solo Cup** — Blind enemies with nostalgia flashbacks.
* **Selfie Shield** — Creates barrier of fake followers; absorb 1–2 hits.
* **Ultimate: Viral Meltdown** — Screams at “haters,” debuffs enemy accuracy, boosts ally morale.

### ****Bradley — Frat-Sorcery**** (high risk, high reward)

* **Shotgun Ritual** — Drinks and hurls can; big damage but self-Bravado drain.
* **Beer Pong Meteor** — Precision throw; crit chance scales with Bravado.
* **Alpha Elbow Drop** — Wrestling move; hurts both enemy and Bradley.
* **Ultimate: Bouncer Breaker** — Stuns all enemies, deals heavy single-target damage.

## ****Regional Spell Variants****

Certain spells gain **flavor twists** per region:

* Charm of the Bro Code:
  + **Dublin**: Locals say “what’s a frat?” → spell fizzles.
  + **Prague**: Enemy joins the party… temporarily.
  + **Vienna**: NPC lectures about imperialism, delays turn.
* Battle Cry of the Mascot:
  + **Publandia**: Crowd sings along, buff doubled.
  + **Debaucheryville**: Security assumes it’s a riot chant, spawns guards.
  + **Sinfonia**: Becomes a trance beat, adds Speed buff instead.

## ****Item & Bravado Synergy****

Items now interact with Bravado as multipliers:

* **Sets unlock bonuses** when archetypes equip matching cringe gear.
  + Bradley + Full Frat Bro Set → Unlocks hidden ultimate: **Bros Before Heroes** (party-wide shield, drains his Bravado).
  + Chadwick + Influencer Set → Followers “materialize” to auto-taunt enemies.
  + Pilsner + Alumni Set → Gains “Old Glory” passive, regen +Embarrassment resistance.
* **Era Cringe Debuffs**: Certain items force disadvantages tied to time period references (JNCO Jeans = inventory slot but slower).
* **Weapon Evolutions**: Each bro’s weapon gains **new Bravado skills** as personal quests advance.
* **Cross-Weapon Combos**: Party Bravado synergy triggers satire set-pieces (e.g., “Beer Pong Catapult” where Bradley launches Chadwick).

## ****Personal Quest Chains & Bravado****

* **Pilsner: The Holy Keg**
  + Bravado powers mythic keg-summoning rituals.
  + Unlocks Final Keg Stand spell (full-party heal + debuff immunity).
* **Chadwick: Viral Redemption**
  + Rebuilds fake follower base → unlocks Algorithm Blessing (random buff each turn).
* **Bradley: Bar Champion’s Throne**
  + Must win duels; Bravado boosts damage as streak builds.
  + Unlocks Final Roundhouse Slam (heavy AoE).

## ****Why Bravado Works (Satirical Fit)****

1. **Thematic Perfection**
   * Captures aging frat bros projecting confidence.
   * Comedy emerges when bravado runs out: “I… can’t do the selfie stick combo right now, bro.”
2. **Mechanical Elegance**
   * Resource ebb/flow is tied to failures and embarrassments.
   * Strong incentive to roleplay ego-driven decisions.
3. **Storytelling Punch**
   * NPC/world reacts differently depending on Bravado level.
   * Signature moves become comedy set-pieces at High Bravado, sad slaps at Low.