# Combat System (Fleshed +25%)

### ****Turn Order****

* **Base Rule:** Standard JRPG initiative, determined by **Speed stat**.
* **Twist:** Bravado levels can artificially inflate speed — e.g., a character on a high Bravado streak acts like they’re “amped” (sugar-rushed frat kid energy), while low Bravado causes sluggish hangover pacing.
* **Environmental Overrides:** In regions with strong cultural vibes (Publandia tavern chants, Sinfonia rave basslines), turn order may temporarily sync to NPC/environment beats. Example: all actions in Sinfonia drop in rhythm with the nightclub track.

### ****Action Economy****

* **One Main Action:** Attack, Skill, or Combo attempt.
* **One Minor Action:** Item use, Taunt, Bravado Flex (pose/quip that restores Bravado or tilts enemies).
* **Interrupts / Reactions:** Certain Bravado Styles unlock “counter-brags.” Example: If an enemy tries to taunt Bradley, he can interrupt with “Bro, Do You Even Lift?” to gain Bravado instead of losing it.
* **Status Cost:** Some statuses alter economy:
  + Embarrassed: Lose minor action.
  + Liquid Confidence: May accidentally spend both actions on the same target (sometimes helpful, sometimes catastrophic).

### ****Combos****

* **Trigger Conditions:**
  1. Same target (classic setup, two bros pile on).
  2. Compatible skills (pep-talk + slam, keg-throw + fireball, etc.).
  3. Gear triggers (wearing era-accurate cringe gear unlocks absurd synergy moves).
* **Execution:**
  1. If both bros declare compatible moves in turn, system prompts for a Combo.
  2. Resolves in turn order (like Chrono Trigger dual/triple techs).
  3. Synergy bonuses scale with current Bravado levels.
* **Success Outcomes:** Extra damage, buffs, debuffs, or cultural callbacks.
* **Failure Outcomes (“Backfire Combos”):** Mis-timed quips, dropped props, or ego clashes. These result in:
  1. Self-damage (trip, puke, smack teammate).
  2. Bravado drain (crowd boos them).
  3. Embarrassment status (locking Ultimates for a few turns).
* **Combo Categories:**
  1. Successful Combos: accidental brilliance.
  2. Bro Code Moves: deliberately dumb but powerful (e.g., “Keg Stand Resurrection” revives an ally).
  3. Competitive Combos: triggered when they try to outdo each other — RNG decides who “wins.”
  4. Backfire Combos: guaranteed comedy when synergy collapses.

### ****Damage & Effect Formulas (Satirical Edge)****

* **Base Damage:** (ATK + Bravado Modifier) – DEF.
* **Bravado Modifier:**
  + High Bravado = bonus damage + ridiculous crit chance.
  + Low Bravado = penalties, with added “Oops” multipliers that increase backfire odds.
* **Status-Based Multipliers:**
  + Liquid Confidence: +Crit, −Accuracy.
  + Hangover: −Speed, −Luck, +chance to puke mid-combo.
* **Environmental Multipliers:**
  + Publandia: Beer-related moves double in effectiveness.
  + Debaucheryville: Gambling/lust-flavored moves double but 15% chance to “lose control.”
  + Sinfonia: Dance/rhythm moves deal more if timed to the beat.

✨ **+25% Improvement Layer:**

* **Accessibility Humor Toggle:** Players can enable “Narrator Roast Mode” where failed combos trigger rhyming narrator burns (Galavant-style musical dunks).
* **Dynamic Ego Meter:** Each bro tracks how much spotlight they’ve had in battle. If one hogs too much (kills, flexes, Ultimates), the others sulk → sabotaging synergy until “placated” (with drinks, praise, or shared gear).
* **Audience/Environment Reactions:** Local NPCs literally cheer, boo, or throw peanuts based on combo success, subtly influencing Bravado regen.

# Party Dynamics & Combo Types

### ****A. Successful Combos (Accidental Brilliance)****

When dumb luck + frat timing somehow align.

**“Beeramid” (Bradley + Pilsner)**

* **Setup:** Pilsner hoists Bradley like a keg; Bradley launches an explosive AOE strike.
* **Effect:** High Bravado → Massive AOE damage, bonus Bravado gain.
* **Backfire Chance:** If Bravado is low, Pilsner drops Bradley → self-damage + “Embarrassed.”
* **Flavor:** Crowd chants “CHUG, CHUG, CHUG!” if it lands.

**“Like & Subscribe” (Chadwick + Bradley)**

* **Setup:** Chad streams Bradley’s attack live.
* **Effect:** Double Bradley’s damage + crit chance; viral success = random Bravado regen across party.
* **Backfire Chance:** If no one tunes in → attack fizzles, Chad loses Bravado (“No viewers, bro”).

**“Alpha Sigma Slam” (All Three)**

* **Setup:** They sync into a frat chant without realizing.
* **Effect:** Party-wide Bravado restored to full, enemies take big morale-shattering damage.
* **Backfire Chance:** If one bro is Embarrassed, chant falls apart → they take psychic damage from cringe.

### ****B. Backfire Combos (Ego Ruins It)****

The “fail videos” of combat.

**“Selfie Block” (Chadwick + Pilsner)**

* **Setup:** Pilsner swings, Chad selfie-sticks for clout.
* **Effect:** Pilsner smacks Chad, party laughs, Chad loses Bravado.
* **Bonus:** Narrator roast if enabled: “And thus, vanity became the deadliest foe…”

**“Double Chug” (Pilsner + Bradley)**

* **Setup:** They attempt simultaneous chugs to buff.
* **Effect:** RNG: Buff OR both puke → Stun all allies.
* **Twist:** If in Publandia, locals cheer the puke → allies regen small Bravado despite stun.

### ****C. Bro Code Combos (Ridiculous but Effective)****

**“Wingman Protocol” (Chadwick + Pilsner)**

* **Setup:** Chad hypes Pilsner to distract NPC.
* **Effect:** Enemy charmed/confused for 2 turns.
* **Flavor:** Success restores both bros’ Bravado; fail = NPC rolls eyes, Bravado drain.

**“Bros Before Heroes” (Bradley + Chadwick)**

* **Setup:** They drop all defense to boost attack.
* **Effect:** +50% ATK, +25% Bravado regen, −DEF for both.
* **Narrative Beat:** Trigger line: “No man left behind—except defense stats.”

### ****D. Competitive Combos (Ego Contests)****

**“Who Flexed Harder?” (Bradley vs. Chadwick)**

* **Setup:** Both flex mid-battle.
* **Effect:** Roll crit check. Winner lands a Bravado-charged hit, loser loses Bravado.
* **Audience Factor:** NPC crowd may boo if both roll low → both embarrassed.

**“Toast vs. Post” (Pilsner vs. Chadwick)**

* **Setup:** Pilsner makes an inspirational toast while Chad goes live.
* **Effect:** RNG decides who wins audience favor.
* **Reward:** Buff for winner, debuff for loser.
* **Regional Twist:** In Sinfonia, crowd prefers Chad’s livestream; in Publandia, Pilsner’s toast always wins.

### ****E. Regional / Gear-Based Unlocks****

**Publandia (Dublin): “Beer Brawl Combo”**

* Pilsner’s rally cry + Bradley’s keg smash triggers tavern NPC assists.
* NPCs throw bottles, sing fight songs, cause extra AOE damage.

**Debaucheryville (Prague): “Casino Royale”**

* Chad selfies with bosses, Bradley cheats dice, Pilsner smashes table.
* 25% chance instant loot drop, 50% chance of boss enraging, 25% chance casino guards crash the fight.

**Sinfonia (Vienna): “Symphony of Bros”**

* All three sync moves to nightclub beat.
* Damage ×3, buffs all allies — but 20% chance they collapse in exhaustion afterward.

**Gear Multipliers:**

* Bradley’s “Full Frat Bro” set unlocks “Bros Before Heroes” as a finishing move.
* Chad’s “Influencer Deluxe” outfit doubles the viral crit chance of “Like & Subscribe.”
* Pilsner’s “Beer Knight” armor enhances “Beeramid” into a keg-sized nuke.

# 🎭 EuroBound Combo Codex

## A. Successful Combos (Accidental Brilliance)

**Beeramid** (Bradley + Pilsner)

* **Setup:** Pilsner hoists Bradley like a keg; Bradley launches a devastating blast from the top.
* **Effect:** Massive AoE nuke. Bonus damage to “lightweight” or “hipster” enemies.
* **Backfire:** If Pilsner’s Bravado is low, he drops Bradley → Bradley takes damage, loses Bravado.
* **Audience/Narrator:** Crowd cheers like it’s a sports win. Narrator: “Behold, the majestic Beeramid—ancient, unstable, and already leaking foam.”
* **Spotlight/Ego:** Bradley gains spotlight for “finishing move” pose, Pilsner sulks.
* **Environmental Flair:**
  + Publandia: NPCs form human pyramid, add extra buffs.
  + Sinfonia: Club lights sync to “beer geyser,” causing extra blind effect.
  + Debaucheryville: Table breaks mid-lift, forcing RNG roll → jackpot or total collapse.

**Like & Subscribe** (Chadwick + Bradley)

* **Setup:** Chad livestreams Bradley’s attack.
* **Effect:** Bradley’s next hit deals double damage, 25% chance of “viral crit” (massive multiplier).
* **Backfire:** RNG flop → “0 viewers.” Bradley loses Bravado in humiliation.
* **Audience/Narrator:** Pop-up overlay of fake Twitch chat roasting them. Narrator: “Influence level: one drunk cousin watching.”
* **Spotlight/Ego:** Chad steals spotlight even if Bradley does the damage.
* **Environmental Flair:**
  + Publandia: NPCs actually cheer, boosting Bradley’s Bravado.
  + Debaucheryville: Casino cameras broadcast it; enemies swarm like paparazzi.
  + Sinfonia: Viral dance remix → nearby enemies stop to dab.

**Alpha Sigma Slam** (All Three)

* **Setup:** They sync a frat chant by accident, slamming the ground in rhythm.
* **Effect:** Huge AoE damage + all Bravado bars restored.
* **Backfire:** 10% chance of chant devolving into argument → self-stun.
* **Audience/Narrator:** Choir effect kicks in. Narrator sings: “Once in their lives, the bros actually coordinated!”
* **Spotlight/Ego:** Spotlight splits evenly (rare miracle).
* **Environmental Flair:** Amplified indoors (clubs, taverns); echo shakes walls. Outdoors it draws random bystander mobs.

## B. Backfire Combos (Ego Ruins It)

**Selfie Block** (Chadwick + Pilsner)

* **Setup:** Pilsner swings paddle; Chad jumps in with selfie stick.
* **Effect:** Misses enemy → hits Chad. Self-damage, −Bravado.
* **Audience/Narrator:** Narrator: “Truly, a Kodak moment. Shame it cracked his jaw instead of the enemy’s.”
* **Spotlight/Ego:** Spotlight wasted on Chad’s pain.
* **Environmental Flair:**
  + Sinfonia: Selfie projected on club walls, permanent humiliation debuff.
  + Debaucheryville: Pickpockets steal their wallets during the selfie.

**Double Chug** (Pilsner + Bradley)

* **Setup:** Both try to out-chug.
* **Effect:** Temporary buff if success; if fail, they puke mid-fight.
* **Backfire:** AoE stun on party.
* **Audience/Narrator:** Narrator sighs: “A true showing of masculine fortitude… and intestinal weakness.”
* **Spotlight/Ego:** Neither gains spotlight → crowd jeers.
* **Environmental Flair:** Publandia barmaids mop up, lowering enemy speed.

## C. Bro Code Combos (Ridiculous but Effective)

**Wingman Protocol** (Chadwick + Pilsner)

* **Setup:** Chad hypes Pilsner to an NPC.
* **Effect:** Target is charmed/distracted. 50% chance of full ally buff if they “buy it.”
* **Backfire:** NPC rejects → both lose Bravado.
* **Audience/Narrator:** Narrator: “One bro’s cringe is another bro’s gain.”
* **Spotlight/Ego:** If successful, Pilsner hogs spotlight; Chad sulks.

**Bros Before Heroes** (Bradley + Chadwick)

* **Setup:** They fist-bump, swearing loyalty.
* **Effect:** Sacrifice DEF → boost each other’s Bravado and DMG.
* **Backfire:** RNG: they actually fight over spotlight, buffs cancel.
* **Audience/Narrator:** Crowd chants “BRO-S! BRO-S!”
* **Environmental Flair:** Unlocks extra in Full Frat Bro gear → “Bros Before Heroes: Deluxe.”

## D. Competitive Combos (Ego Contests)

**Who Flexed Harder?** (Bradley vs. Chadwick)

* **Setup:** Both flex at enemy.
* **Effect:** Both roll crit checks. Winner deals extra damage; loser loses Bravado.
* **Audience/Narrator:** Fake Instagram poll pops up, votes tallied.
* **Spotlight/Ego:** Spotlight meter swings hard toward winner.

**Toast vs. Post** (Pilsner vs. Chadwick)

* **Setup:** Pilsner makes bar-speech, Chad livestreams simultaneously.
* **Effect:** RNG buff/debuff depending on audience approval.
* **Backfire:** If both flop, enemies get morale buff.
* **Audience/Narrator:** Narrator groans: “When you mix old-school charisma with Wi-Fi desperation, the results are… mixed.”

## E. Regional / Gear-Based Unlocks

**Publandia (Dublin): Beer Brawl Combo**

* Pilsner rally cry + Bradley keg smash. Tavern NPCs join → adds random ally attacks.

**Debaucheryville (Prague): Casino Royale**

* Chad selfies with boss, Bradley cheats dice, Pilsner smashes table. RNG: jackpot loot or alarms → boss enraged.

**Sinfonia (Vienna): Symphony of Bros**

* All three sync to nightclub beat. DMG ×3, but 20% collapse chance after.

**Gear Multipliers**

* Full Frat Bro Set: Unlocks “Bros Before Heroes: Team Finisher.”
* Cringe Business Casual Set: Unlocks “LinkedIn Lament” → buffs Bravado but debuffs speed.

# 📖 EuroBound Combo Bible

| ****Combo Name**** | ****Bros Involved**** | ****Setup**** | ****Effect**** | ****Backfire**** | ****Audience/Narrator Flavor**** | ****Spotlight/Ego**** | ****Regional/Environmental Flair**** |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Beeramid** | Bradley + Pilsner | Pilsner hoists Bradley like a keg; Bradley launches blast from top. | Massive AoE nuke; bonus vs. “lightweight/hipster” enemies. | If Pilsner low Bravado → drops Bradley → self-damage & Bravado loss. | “Behold, the majestic Beeramid—ancient, unstable, already leaking foam.” | Bradley hogs spotlight; Pilsner sulks. | **Publandia:** NPCs form human pyramid. **Sinfonia:** Club lights cause blind effect. **Debaucheryville:** Table breaks → RNG jackpot or collapse. |
| **Like & Subscribe** | Chadwick + Bradley | Chad livestreams Bradley’s attack. | Bradley’s hit = 2× DMG; 25% chance “viral crit.” | RNG flop: “0 viewers” → Bradley loses Bravado. | Pop-up Twitch chat roasting. “Influence level: one drunk cousin watching.” | Chad steals spotlight. | **Publandia:** Tavern cheers. **Debaucheryville:** Casino cameras attract paparazzi. **Sinfonia:** Enemies stop to dab. |
| **Alpha Sigma Slam** | All Three | Accidental synchronized frat chant. | Huge AoE + all Bravado restored. | 10% chance devolves into argument → self-stun. | Choir effect. “Once in their lives, the bros actually coordinated!” | Spotlight evenly split (rare). | Indoors: echo shakes walls (buff). Outdoors: draws mobs. |
| **Selfie Block** | Chadwick + Pilsner | Pilsner swings paddle; Chad jumps in with selfie stick. | Misses enemy → hits Chad. Self-damage & −Bravado. | N/A (backfire is core). | “A Kodak moment… pity it cracked his jaw.” | Spotlight wasted on Chad’s pain. | **Sinfonia:** Selfie projected on walls → humiliation debuff. **Debaucheryville:** Pickpockets steal wallets mid-selfie. |
| **Double Chug** | Pilsner + Bradley | Compete to out-chug. | Buff if success. | Fail: puke → AoE stun allies. | “A true showing of masculine fortitude… and intestinal weakness.” | Crowd jeers, no spotlight. | **Publandia:** Barmaids mop up → enemy speed −. |
| **Wingman Protocol** | Chadwick + Pilsner | Chad hypes Pilsner to NPC. | Target charmed/distracted; 50% chance full ally buff. | NPC rejects → both lose Bravado. | “One bro’s cringe is another bro’s gain.” | Pilsner takes spotlight if success. | Varies per region → rejection harsher in Sinfonia. |
| **Bros Before Heroes** | Bradley + Chadwick | Fist-bump loyalty oath. | Sacrifice DEF → boost Bravado & DMG. | RNG: buffs cancel if egos clash. | Crowd chants “BRO-S! BRO-S!” | Spotlight swings between them. | **Full Frat Bro Set:** Unlocks deluxe finisher. |
| **Who Flexed Harder?** | Bradley vs. Chadwick | Both flex at enemy. | Both roll crit checks; winner extra DMG, loser loses Bravado. | N/A (contest outcome). | Fake Insta poll overlay. | Spotlight to winner. | Audience favors local style (Publandia = beer gut flex, Sinfonia = abs). |
| **Toast vs. Post** | Pilsner vs. Chadwick | Pilsner bar-speech vs. Chad livestream. | RNG buff/debuff based on approval. | Both flop → enemy morale buff. | “When charisma meets Wi-Fi desperation…” | Spotlight to whichever audience favors. | **Debaucheryville:** Casino crowd votes with chips; buffs or curses. |
| **Beer Brawl Combo** | Pilsner + Bradley (Publandia unlock) | Rally cry + keg smash. | Tavern NPCs assist with random ally attacks. | RNG chance tavern fight spills onto party. | Roaring tavern chorus. | Shared spotlight. | Region-specific. |
| **Casino Royale** | All Three (Debaucheryville unlock) | Chad selfies with boss, Bradley cheats dice, Pilsner smashes table. | Jackpot loot or instant win. | Alarms trigger → boss enraged. | Slot machine SFX + narrator sigh. | Chad claims credit. | Region-specific. |
| **Symphony of Bros** | All Three (Sinfonia unlock) | Sync to nightclub beat. | DMG ×3, but 20% collapse chance. | Collapse → auto-stun. | Narrator sings falsetto: “They actually hit the drop.” | Spotlight shared, ego rivalry resumes after. | Region-specific. |
| **LinkedIn Lament** | Gear unlock (Business Casual set) | Perform awkward networking mid-fight. | Bravado buff, speed debuff. | NPCs fall asleep → turn delay. |  | | |

## ****Bradley (The Cannon Bro)****

**Role:** DPS / Glass Cannon  
**Bravado Style:** **Frat-Sorcery** — high-risk, high-reward moves that burn Bravado for massive spikes.

**Stat Spread:**

* HP: ★★☆☆☆ (Low)
* Attack: ★★★★★ (Very High)
* Defense: ★☆☆☆☆ (Terrible)
* Speed: ★★★★☆ (Fast)
* Bravado Pool: ★★★☆☆ (Medium, drains quickly)

**Core Abilities:**

* **Keg Smash** — Single target, huge damage, drains Bravado.
* **Frat Fury** — Multi-hit random strikes, crits scale with Bravado.
* **Pledge Hazing** — Chance to inflict Embarrassed on enemy.
* **Shotgun Flex** — Burns 1/3 Bravado bar for guaranteed crit.

**Personality Combat Flavor:**

* Always showboating, even when near death.
* Complains if he doesn’t get kill credit.
* Will “accidentally” sabotage team if someone else gets spotlight.

## ****Chadwick (The Support Bro)****

**Role:** Buffer / Crowd Manipulator  
**Bravado Style:** **Bro-Mancy** — motivational yelling, flashy hand signs, and livestream buff mechanics.

**Stat Spread:**

* HP: ★★★☆☆ (Average)
* Attack: ★★☆☆☆ (Low)
* Defense: ★★☆☆☆ (Mediocre)
* Speed: ★★★☆☆ (Mid-range)
* Bravado Pool: ★★★★★ (High, regenerates easily)

**Core Abilities:**

* **Like & Hype** — Buff ally attack; viral chance gives crit bonus.
* **Flex Cam** — Streams ally move; can boost Bravado regen.
* **Wingman Shout** — Taunts enemies, forcing them to attack Chad.
* **Bro Code Chant** — Removes Embarrassed from allies.

**Personality Combat Flavor:**

* Thinks he’s the leader, but actually the hype man.
* Obsessed with livestream numbers during fights.
* His buffs are strongest when someone else is in spotlight.

## ****Lord Pilsner (The Tank Bro)****

**Role:** Tank / Bruiser / Crowd Control  
**Bravado Style:** **Keg-Fu** — drunk boxing, staggering blows, barrel-body resilience.

**Stat Spread:**

* HP: ★★★★★ (Very High)
* Attack: ★★★☆☆ (Solid)
* Defense: ★★★★☆ (High)
* Speed: ★☆☆☆☆ (Slow as a hangover)
* Bravado Pool: ★★☆☆☆ (Low, but stable)

**Core Abilities:**

* **Beer Belly Bash** — Stuns enemies with belly slam.
* **Keg Shield** — Soaks damage for allies.
* **Chug & Shrug** — Heals HP and restores partial Bravado.
* **Bouncer Toss** — Throws an enemy into another enemy; splash damage.

**Personality Combat Flavor:**

* Plays the “responsible drunk dad” but is secretly a chaos magnet.
* Slow but reliable — keeps team alive when egos explode.
* Often ends up holding enemies back while others grandstand.

⚔️ Together these stats create the **combo dynamic**:

* Bradley = raw damage, fragile.
* Chadwick = buffs/debuffs, social manipulation.
* Pilsner = anchor, CC, and tank.