# Eurobound Status Effects & Conditions

## ****POSITIVE STATUS EFFECTS**** ✨

### ****"Liquid Confidence"****

* +3 Charm, +2 Bravado, -1 Accuracy
* **Duration**: 3-5 turns
* **Source**: Alcohol items, certain party scenarios
* **Description**: "Feeling invincible and irresistibly charming"

### ****"Gains Bro"****

* +2 Attack, +1 Intimidation
* **Duration**: 2 turns
* **Source**: Muscle Milk, protein supplements
* **Description**: "Feeling swole and ready to flex on haters"

### ****"Hydrated for Once"****

* Immunity to "Hangover," +1 HP regen per turn
* **Duration**: Until next alcohol consumption
* **Source**: Actually drinking water (rare)
* **Description**: "A miraculous state of proper bodily function"

### ****"Manic" (Four Loko Effect)****

* +3 Speed, -2 Accuracy, double actions per turn
* **Duration**: 2 turns, followed by "Crash"
* **Source**: Four Loko (Original Recipe)
* **Description**: "Heart racing, vision blurring, feeling unstoppable"

### ****"Heart Palpitations"****

* +1 Priority next turn, -1 HP per turn
* **Duration**: 3 turns
* **Source**: Sextuple Espresso
* **Description**: "Your heart beats in morse code: S.O.S."

### ****"Hardcore Gamer"****

* +2 Speed, +1 Crit chance, -1 HP per turn
* **Duration**: 2 turns
* **Source**: BAWLS Guarana
* **Description**: "Committed to the grind, ignoring basic human needs"

## ****NEGATIVE STATUS EFFECTS**** 💀

### ****"Hungover"****

* -2 to all stats, -1 HP per turn, 25% chance to skip turn
* **Duration**: 3-5 turns
* **Cure**: Time, Advil, greasy food
* **Description**: "Everything hurts and the sun is your enemy"

### ****"Sloppy"****

* -3 Accuracy, 15% chance to hit allies
* **Duration**: 1-2 turns
* **Source**: Mystery Beer, excessive drinking
* **Description**: "Hand-eye coordination has left the building"

### ****"Embarrassed"****

* -2 Charm, -1 Confidence, can't use "Bravado" abilities
* **Duration**: 2-3 turns
* **Source**: Social failures, wardrobe malfunctions
* **Description**: "Wishing you could disappear into the crowd"

### ****"Grease Fingers"****

* -2 Accuracy, can't use tech items
* **Duration**: Until washed or 4 turns
* **Source**: Fast food, greasy snacks
* **Description**: "Everything slips from your butter-coated hands"

### ****"Broke AF"****

* Cannot buy items, -1 Confidence in battle
* **Duration**: Until earning money
* **Source**: Overspending, getting scammed
* **Description**: "Your wallet echoes when you shake it"

### ****"Tourist Trap Victim"****

* Pay 2x for all items at shops, certain NPCs mock you
* **Duration**: Rest at hotel or visit 3 different areas
* **Source**: Falling for obvious scams
* **Description**: "You might as well wear a sign that says 'ROB ME'"

## ****NEUTRAL/SITUATIONAL EFFECTS**** ⚖️

### ****"Food Poisoning"****

* -2 HP per turn in battle, 50% chance to lose turn
* **Duration**: 5-8 battles or until cured
* **Source**: Sketchy street food, expired items
* **Description**: "Your digestive system has declared war"

### ****"Lost AF"****

* Cannot access fast travel, certain areas locked until finding map/directions
* **Duration**: Until getting directions from NPC or finding landmark
* **Source**: Wandering drunk, ignoring obvious signs
* **Description**: "Everything looks the same when you're this confused"

### ****"Reputation Ruined"****

* Certain NPCs refuse service, some shops won't sell to you
* **Duration**: Until leaving current city/area
* **Source**: Public embarrassment, causing scenes
* **Description**: "Word travels fast in small European districts"

### ****"Caffeine Crash"****

* -1 to all stats in battle, move speed reduced in overworld
* **Duration**: 10 minutes real time or until consuming caffeine
* **Source**: Energy drink effects wearing off
* **Description**: "Your body demands payment for that artificial energy"

## ****COMBO STATUS EFFECTS**** 🔄

### ****"Blackout Drunk"****

* Combines "Liquid Confidence" + "Sloppy" + memory loss
* **Special**: Battle ends, wake up in random location with random items missing
* **Source**: Excessive alcohol consumption
* **Description**: "The last thing you remember was ordering 'just one more'"

### ****"Crash" (Post-Manic)****

* -3 to all stats, 75% chance to skip turn
* **Duration**: 3 turns
* **Source**: After "Manic" effect ends
* **Description**: "What goes up must come crashing down"

### ****"Existential Crisis"****

* All abilities become "Question Life Choices" (does nothing)
* **Duration**: 2 turns or until ally uses "Snap Out of It" ability
* **Source**: "Reality Check" enemy attacks, enemy taunts about age/life choices ("You're 38 and wearing JNCO jeans!")
* **Description**: "What am I doing with my life?"