

## NS Cliches: Rebooted

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**The Troas Sector**  
Bureaucrat

Posts: 59  
Founded: Mar 08, 2021  
Ex-Nation

by **The Troas Sector** » Sat Mar 13, 2021 1:03 pm

Zitravgrad wrote:

Comerciante wrote:  
**GREENLAND KNOWS WHAT IT DID!**

Ask Plague Inc. players what Greenland did.

Hot take but Greenland isn't the most annoying country in Plague Inc.

From my experience Morocco always falls last, bizarrely.

**THE GREAT TERRAN UNION SURVIVES**

[Stuff](#)

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**Miku the Based**  
Diplomat

Posts: 665  
Founded: Dec 03, 2020  
Ex-Nation

by **Miku the Based** » Sat Mar 13, 2021 2:40 pm

Making long factbooks for the purpose of overwriting your peers is consequently another cliché.

~~January 8th, 2021 — I vow not to respond to anyone OOCIC/OOC I'm 100% serious~~

Do not ask me my opinion of LGBT. the mods don't approve.

[credit Khoronzon](#)

[My Opinion](#)

[Pro Anti](#)



**Zeloria**  
Envoy

Posts: 213  
Founded: Apr 21, 2020  
Left-wing Utopia

by **Zeloria** » Sat Mar 13, 2021 2:53 pm

Miku the Based wrote:

Making long factbooks for the purpose of overwriting your peers is consequently another cliché.

What are you talking about? Everyone knows that good writing means that there are a lot of words, and the more words there are, the better the writing.  
[cough cough](#)

Also, you need to write less words if you utilize images well. Instead of having a map of colonial Antarctica, I could have all talked about how the British got this side, and the French got this side, and borders stretched all the way to blah blah blah, but I didn't because I like having pictures do the talking.



**The Troas Sector**  
Bureaucrat

Posts: 59  
Founded: Mar 08, 2021  
Ex-Nation

by **The Troas Sector** » Sat Mar 13, 2021 3:21 pm

Zeloria wrote:

Miku the Based wrote:

Making long factbooks for the purpose of overwriting your peers is consequently another cliché.

What are you talking about? Everyone knows that good writing means that there are a lot of words, and the more words there are, the better the writing. cough cough

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long factbooks are epic because I just need a time sink more than anything.

This entire nation is literally a boredom project I cooked up in a week.

**THE GREAT TERRAN UNION SURVIVES**

Stuff



**Kiu Ghesik**  
Powerbroker

Posts: 9373  
Founded: Aug 25, 2020  
Democratic Socialists

by **Kiu Ghesik** » Sat Mar 13, 2021 3:22 pm

The Troas Sector wrote:

Zeloria wrote:

What are you talking about? Everyone knows that good writing means that there are a lot of words, and the more words there are, the better the writing. cough cough

Also, you need to write less words if you utilize images well. Instead of having a map of colonial Antarctica, I could have all talked about how the British got this side, and the French got this side, and borders stretched all the way to blah blah blah, but I didn't because I like having pictures do the talking.

long factbooks are epic because I just need a time sink more than anything.

This entire nation is literally a boredom project I cooked up in a week.

Based.

☐ Brief ☐  
☐ Caller ☐  
☐ Clans ☐

\* **THE GREAT KIU - EJADRIR DEGHEU GIYEF**  
**KHUDEYVH.** \*

Produce Content

☐ Strife ☐  
☐ Words ☐  
☐ Faith ☐



**The Troas Sector**  
Bureaucrat

Posts: 59  
Founded: Mar 08, 2021  
Ex-Nation

by **The Troas Sector** » Sat Mar 13, 2021 3:32 pm

Kiu Ghesik wrote:

The Troas Sector wrote:

long factbooks are epic because I just need a time sink more than anything.

This entire nation is literally a boredom project I cooked up in a week.

Based.

You'd be surprised how easy it is to make thousands of words of lore and a cohesive nation idea when you literally just pick and choose parts of other sci-fi universes you enjoy. Not that I need to tell you since with the amount of stuff you write you probably find this even easier than I do.

**THE GREAT TERRAN UNION SURVIVES**

Stuff



**Kiu Ghesik**  
Powerbroker

Posts: 9373  
Founded: Aug 25, 2020  
Democratic Socialists

by **Kiu Ghesik** » Sat Mar 13, 2021 3:33 pm

The Troas Sector wrote:

Kiu Ghesik wrote:  
Based.

You'd be surprised how easy it is to make thousands of words of lore and a cohesive nation idea when you literally just pick and choose parts of other sci-fi universes you enjoy. Not that I need to tell you since with the amount of stuff you write you probably find this even easier than I do.

tbh bro my writing is solely the product of procrastination and an intense desire not to work.

☐ Brief  
☐ Caller  
☐ Clans

\* **THE GREAT KIU - EJADRIR DEGHEU GIYEF**  
**KHUDEYVH.** \*

Produce Content

☐ Strife  
☐ Words  
☐ Faith



**Zeloria**  
Envoy

Posts: 213  
Founded: Apr 21, 2020  
Left-wing Utopia

by **Zeloria** » Sat Mar 13, 2021 3:34 pm

The Troas Sector wrote:

long factbooks are epic because I just need a time sink more than anything.

This entire nation is literally a boredom project I cooked up in a week.

I use creating weird images for my factbooks as timesink because I enjoy making them more, then I enjoy writing.

EXPAND



**Miku the Based**  
Diplomat

Posts: 665  
Founded: Dec 03, 2020  
Ex-Nation

by **Miku the Based** » Sat Mar 13, 2021 5:49 pm

Zeloria wrote:

Miku the Based wrote:  
Making long factbooks for the purpose of overwriting your peers is consequently another cliché.

What are you talking about? Everyone knows that good writing means that there are a lot of words, and the more words there are, the better the writing. cough cough

Also, you need to write less words if you utilize images well. Instead of having a map of colonial Antarctica, I could have all talked about how the British got this side, and the French got this side, and borders stretched all the way to blah blah blah, but I didn't because I like having pictures do the talking.

You could just leave a extremely abstract image in your factbook and leave it

at that. A modern Picasso expressionist art.

January 8th, 2021 — I vow not to respond to anyone OOC/IOC I'm 100% serious

Do not ask me my opinion of LGBT. the mods don't approve.

[credit Khoronzon](#)

[My Opinion](#)

[Pro Anti](#)



**Fahran**  
Post Marshal

Posts: 17385  
Founded: Nov 13, 2017  
Inoffensive Centrist  
Democracy

by **Fahran** » Sun Mar 14, 2021 3:58 pm

Las Palmeras wrote:

That too...but I don't even give that character respite in their private life. They're adopted, rather informally, and they're portrayed as a kind of perpetual racial outsider, if not an ethnic one. But, like you said, giving them foils is something important. I did that in a story arc where they more or less have to open up to strangers in a long journey. Also, the idea of cohabiting with people that have the same culture in a foreign land could also do the trick...problem is I suck at writing dialogue. Eh.

To be honest, I think most people believe they suck at dialogue. One trick I use is that I simply base character dynamics loosely off of relationships I have IRL. It gets a bit murky when I deal with a character who isn't very similar to me or someone I know, and, at times, the results have been very cringe-worthy, but I'd like to think I'm making progress as a writer. I also try to read dialogue aloud to ensure that it doesn't sound too clunky or contrived. Fellow RPer's can serve as editors too if you have that sorta rapport. One thing I've wanted to do is try a sandbox RP where I can just make a bunch of low-effort dialogue posts.

I've watched some pretty interesting videos on creating groups of characters as well, specifically as it relates to common tropes in fiction, such as the five-man band. Apparently, for dialogue purposes, two or three characters present in a scene is ideal - maybe with a simple conflict or strong characterization of each.

Las Palmeras wrote:

Maybe I could use *\*thinking\** bubbles to make the character monologue internally in F7 to show what they think about others, even if they're non-verbal. Thanks for the tip on nonverbal communication though, I'll try to emphasize their gestures and movements.

I'm glad to help, even a little bit. I'll have to lurk next time I see one of your posts! 😊

Las Palmeras wrote:

Welp. Basing your character off of Kevin Costner's role in *Dances with Wolves* has consequences...

That sounds really interesting though, and I love Kevin Costner in pretty much any role.

"They [progressives] were all corrupt." - [Kowani](#)

[Good Bye](#)



**Fahran**  
Post Marshal

Posts: 17385  
Founded: Nov 13, 2017  
Inoffensive Centrist  
Democracy

by **Fahran** » Sun Mar 14, 2021 4:01 pm

Miku the Based wrote:

Making long factbooks for the purpose of overwriting your peers is consequently another cliché.

I'm definitely guilty of this, though, in my defense, I'm trying to flesh out my IWiki factbook to resemble IRL Wikipedia pages and keep stumbling into lore that I could deepen or elaborate on. It adds to the verisimilitude of the world-building, I think. "Oh, yeah, well, we dance the khaliji at weddings and this glazed pastry is a common street food" adds splashes of color to the fictional society and gives the impression that it is actually a society, not simply a plot device to allow for political intrigue and a dummy thicc military force.

"They [progressives] were all corrupt." - [Kowani](#)

[Good Bye](#)



**Aureumterra III**  
Diplomat

Posts: 778  
Founded: Sep 21, 2020  
Iron Fist Consumerists

by [Aureumterra III](#) » Sun Mar 14, 2021 5:02 pm

Fahran wrote:

Miku the Based wrote:

Making long factbooks for the purpose of overwriting your peers is consequently another cliché.

I'm definitely guilty of this, though, in my defense, I'm trying to flesh out my IIWiki factbook to resemble IRL Wikipedia pages and keep stumbling into lore that I could deepen or elaborate on. It adds to the versimilitude of the world-building, I think. "Oh, yeah, well, we dance the khaliji at weddings and this glazed pastry is a common street food" adds splashes of color to the fictional society and gives the impression that it is actually a society, not simply a plot device to allow for political intrigue and a dummy thicc military force.

I have too many versions of Aureumterra in multiple canons and alternate timelines to keep track of, I would probably need at least 6 IIwiki articles for all the Aureumterras

#### 👑 The Empire of Aureumterra 👑

[Lore Thread - Actual Flag](#)

[Overview \(WIP\)](#)

I DO NOT USE NS STATS! - 2016 Gang [Emperor](#)

- Add 4 years to my nation

TL;DR Nordic Oppressive Absolute Empire

Current RP Canons: Bellverse - Kali Yuga



**Las Palmeras**  
Minister

Posts: 3375  
Founded: Jun 15, 2012  
New York Times  
Democracy

by [Las Palmeras](#) » Sun Mar 14, 2021 6:45 pm

Fahran wrote:

To be honest, I think most people believe they suck at dialogue. One trick I use is that I simply base character dynamics loosely off of relationships I have IRL. It gets a bit murky when I deal with a character who isn't very similar to me or someone I know, and, at times, the results have been very cringe-worthy, but I'd like to think I'm making progress as a writer. I also try to read dialogue aloud to ensure that it doesn't sound too clunky or contrived. Fellow RPer's can serve as editors too if you have that sorta rapport. One thing I've wanted to do is try a sandbox RP where I can just make a bunch of low-effort dialogue posts.

I've watched some pretty interesting videos on creating groups of characters as well, specifically as it relates to common tropes in fiction, such as the five-man band. Apparently, for dialogue purposes, two or three characters present in a scene is ideal - maybe with a simple conflict or strong characterization of each.

I'll keep it in mind when I'll go to F7, or if I ever get out of my shell and RP, though I may reserve that for my FT puppet. In the meantime the character's bio is more of a 3rd Person past-tense description of their feats...

If one is optimistic, it's their ascent as a badass gunslinger. If not, it's more or less me making a list of F7 leader clichés mentioned in this thread and subverting them:

Sexy outfit? Ballistic vests exist for a reason, and you'll pay painfully for using a Daisy Duke top to "distract" opponents.

Try to double-cross people? Somebody smarter will beat you to it and screw you up.

Beauty is permanent? So are scars. And recurring phantom pains.

Winning all the time? You can get cocky and try the same old tricks in new situations where they don't apply...then you'll end up in a very bad place.

Don't bring GLORIOUS NIPPON STEEL to a gunfight. Bonus: Anime-esque teenage assassins would get roflstomped by a 30 something year-old law agent.

But that 30-something year old gunfighter needs help if they're injured. Even if they're the main character.

Pet peeve: Being military doesn't automatically make you a cunning strategist. Especially if your chain of command is very centralized. A character can be wholesome 100 Big Chungus Keanu in their setting...and still do morally atrocious things by Modern standards. This includes ignoring lynchings and frontier justice.

Fahran wrote:

I'm glad to help, even a little bit. I'll have to lurk next time I see one of your posts! 😊

LP's sorry excuse for effort and worldbuilding is made possible by the satisfaction of viewers like you! Thanks-

..

No but seriously, thanks, I'll try my best to please.

Hey hey, LP here: Too burnt out with this nation to make new lore or fix macrohistorical *longue durée* alt-his inconsistencies, too clingy to let it die.

Important Links and IC content in the limbo

Summies be like: eWw WeEbSh\*Ti aNiMu GiRl!

Enjoy the Chad fat old Diet man (◡\_◡)



**Aureumterra III**

Diplomat

Posts: 778

Founded: Sep 21, 2020

Iron Fist Consumerists

by **Aureumterra III** » Mon Mar 15, 2021 5:47 am

Nations having long in depth factbooks on army and air force but giving the navy a small sub-section

Navies really get neglected on NS 🙄

👑 The Empire of Aureumterra 👑

[Lore Thread - Actual Flag](#)

[Overview \(WIP\)](#)

I DO NOT USE NS STATS! - 2016 Gang [Emperor](#)

- Add 4 years to my nation

TL;DR Nordic Oppressive Absolute Empire

Current RP Canons: Bellverse - Kali Yuga



**Comerciante**

Diplomat

Posts: 646

Founded: Dec 25, 2020

Ex-Nation

by **Comerciante** » Mon Mar 15, 2021 5:56 am

Their is also the inverse where they give themselves ridiculously large navies.

Dozens of aircraft carriers, hundreds of battleships, thousands of destroyers with not nearly enough square space to be able to justify it all.

**"Rumors of CFC affiliates building superweapons in orbit over Earth is fake news. Watch groups have corroborated this even though it would be to quote the BoD "totally rad."**

Board of Directors

Warlord Era in a nutshell



**South Reinkalistan**

Ambassador

Posts: 1785

Founded: Mar 12, 2019

Corrupt Dictatorship

by **South Reinkalistan** » Mon Mar 15, 2021 6:03 am

I like powerwank navies if they're well-detailed, thought out, and technologically/mechanically feasible for the time.

Most powerwank navies are not like this.

**THE PEOPLE \* ETERNAL**

" We will not bow to your dictation. We are free. We bled to be free. Who are you to tell us what we may and may not do? **We stopped being your slaves an era ago.** "

**South Reinkalistan** is a massive, ecologically-diverse nation notable for its roving student militias and widespread hatred for the elderly. In the midst of a room-temperature cultural revolution that's lost its momentum, the Party carefully plans its next move.

As the brittle bones of fragile empires begin to crack beneath their own weight, history's symphony reaches crescendo pitch. The future is all but certain.



**The Troas Sector**  
Bureaucrat

Posts: 59  
Founded: Mar 08, 2021  
Ex-Nation

by **The Troas Sector** » Mon Mar 15, 2021 6:04 am

**Comerciante wrote:**

Their is also the inverse where they give themselves ridiculously large navies.

Dozens of aircraft carriers, hundreds of battleships, thousands of destroyers with not nearly enough square space to be able to justify it all.

Another sub-diche are space nations with no water navies even if they are essential to protect the waterways between regions from even basic pirates or criminals.

Or space nations with one 1km asteroid and 50 trillion space super battleships with doom lasers and antimatter blackhole generators or some wacky shit.

**THE GREAT TERRAN UNION SURVIVES**

Stuff



**Aureumterra III**  
Diplomat

Posts: 778  
Founded: Sep 21, 2020  
Iron Fist Consumerists

by **Aureumterra III** » Mon Mar 15, 2021 6:09 am

**The Troas Sector wrote:**

**Comerciante wrote:**

Their is also the inverse where they give themselves ridiculously large navies.

Dozens of aircraft carriers, hundreds of battleships, thousands of destroyers with not nearly enough square space to be able to justify it all.

Another sub-cliche are space nations with no water navies even if they are essential to protect the waterways between regions from even basic pirates or criminals.

Or space nations with one 1km asteroid and 50 trillion space super battleships with doom lasers and antimatter blackhole generators or some wacky shit.

Tbf you're naturally going to have some subversion of realism for FT, even if you try to keep things as scientific as possible

Honestly, since the point of RP is telling a good story and not being as realistic as possible, it's much more fun to have Star Wars style high speed space battles rather than Star Trek style slow realistic travel with fuel and distance concerns and such

👑 **The Empire of Aureumterra** 👑

[Lore Thread](#) - [Actual Flag](#)

[Overview \(WIP\)](#)

I DO NOT USE NS STATS! - 2016 Gang [Emperor](#)

- Add 4 years to my nation

TL;DR Nordic Oppressive Absolute Empire

Current RP Canons: Bellverse - Kali Yuga



**The Troas Sector**  
Bureaucrat

Posts: 59  
Founded: Mar 08, 2021  
Ex-Nation

by **The Troas Sector** » Mon Mar 15, 2021 6:18 am

**Aureumterra III wrote:**

**The Troas Sector wrote:**

Another sub-cliche are space nations with no water navies even if they are essential to protect the waterways between regions from even basic pirates or criminals.

Or space nations with one 1km asteroid and 50 trillion space super battleships with doom lasers and antimatter blackhole generators or some wacky shit.



Tbf you're naturally going to have some subversion of realism for FT, even if you try to keep things as scientific as possible

Honestly, since the point of RP is telling a good story and not being as realistic as possible, it's much more fun to have Star Wars style high speed space battles rather than Star Trek style slow realistic travel with fuel and distance concerns and such

Yeah of course, and because of the nature of FT, that asteroid could contain a secret wormhole contained within a non-Euclidean space inside the asteroid to an AI controlled galaxy spanning factory so a lot of that stuff is very left up to the imagination of the writer.

Still, if you're going to have planets with bodies of water, atleast mention some kind of ocean-bound defensive forces.

Last edited by [The Troas Sector](#) on Mon Mar 15, 2021 6:25 am, edited 1 time in total.

#### THE GREAT TERRAN UNION SURVIVES

Stuff



**Synne Industries**  
Envoy

Posts: 335  
Founded: May 07, 2019  
Anarchy

by [Synne Industries](#) » Mon Mar 15, 2021 9:11 am

South Reinkalistan wrote:

I like powerwank navies if they're well-detailed, thought out, and technologically/mechanically feasible for the time.

Most powerwank navies are not like this.

Powerwank navies are about appearances, this desire often manifesting in the form of big guns on big ships with large volumes of armor.

People often underestimate the effectiveness of launching very many small-ish missiles out of funny square tubes and how much shit a single one of those small-ish missiles can punch through.

The only time I can actually enjoy the big gun meme is when the guns shoot the funny bricks and the writing acknowledges the funny bricks. I don't care about your sickeningly expensive antimatter rounds, I care about hitting something really really hard.

THE CORPORATE REPUBLIC OF SYNNE INDUSTRIES  
"Oh now what have we gotten ourselves into now"

A Midatlantic pile of rocks carpeted in bright lights and concrete, filled with some not-so-honest individuals.

THE CORPORATE REPUBLIC OF SYNNE INDUSTRIES  
THE CORPORATE REPUBLIC OF SYNNE INDUSTRIES

now with FanT



**Caribbean Confederation**  
Spokesperson

Posts: 155  
Founded: Feb 09, 2021  
Ex-Nation

by [Caribbean Confederation](#) » Mon Mar 15, 2021 9:20 am

The only time I've seen a navy be really *really* expanded upon is in FT nations, and even then they're really more of a dick measuring contest than anything resembling legitimate worldbuilding. "Yeah, I have a 150km long ship the size of a small city that can blow up a planet with one reasonably-charged blast"

Confederate States of the Caribbean

[The World](#) | [Political Parties](#) | [Overview](#) | [Military](#) | [President](#)

The Havana Post: PATO lifts No-Fly Zone on 'those parts of Venezuela

◀ ▶

by [The Troas Sector](#) » Mon Mar 15, 2021 9:32 am

Synne Industries wrote:





**The Troas Sector**  
Bureaucrat

Posts: 59  
Founded: Mar 08, 2021  
Ex-Nation

South Reinkalistan **wrote:**

I like powerwank navies if they're well-detailed, thought out, and technologically/mechanically feasible for the time.

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The only time I can actually enjoy the big gun meme is when the guns shoot the funny bricks and the writing acknowledges the funny bricks. I don't care about your sickeningly expensive antimatter rounds, I care about hitting something really really hard.

Powerwank navies are basically entirely like the idealized version of early 20th century naval doctrine. Unfortunately unless said powerwank navies take place in that era of naval combat, then they're not going to have much fun once a logistically superior smaller navy with dedicated anti-ship weapons such as submarines or missile cruisers start turning them into nothing but scrap resting on the bottom of the sea. Again, the only reasonable time to powerwank a navy is if your opponents have literally the exact same things as you in your universe and so it makes sense based on your RP.

The better cooler alternative to big gun meme is more dakka meme because naturally more bullets = more fun. Plus said funny dakka (when combined with actual aiming systems) can actually be used to shoot down missiles unlike the giant 600mm super naval cannon that has to be aimed over the course of minutes and has a reasonable firerate of 1 round every 3 minutes.

Caribbean Confederation **wrote:**

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This is why I much prefer reasonably sized ships with weapons that measure in the kilotons - megatons in terms of firepower, that way it is semi-feasible and not outright ridiculous biggaton levels of calc that every spacebattles thread ends up being.

**THE GREAT TERRAN UNION SURVIVES**

Stuff



**Remulia**  
Diplomat

Posts: 594  
Founded: Jun 22, 2014  
Inoffensive Centrist  
Democracy

by **Remulia** » Mon Mar 15, 2021 10:43 am

Caribbean Confederation **wrote:**

The only time I've seen a navy be really *really* expanded upon is in FT nations, and even then they're really more of a dick measuring contest than anything resembling legitimate worldbuilding. "Yeah, I have a 150km long ship the size of a small city that can blow up a planet with one reasonably-charged blast"

Well, In the thread of the Dinosaur war, i try to "hold back" the Remulian forces to avoid the typical "your planet was destroyed by my forces": it was hard.

[FACTBOOKS](#) and [DISPATCHES](#)

**NSstats aren't used by this nation.**

A **Class 0,5 Civilization** according to [this index](#).



**Nouvelle-Floride**  
Secretary

Posts: 32  
Founded: Jun 28, 2019  
Corrupt Dictatorship

by **Nouvelle-Floride** » Mon Mar 15, 2021 10:45 am

Caribbean Confederation **wrote:**

The only time I've seen a navy be really *really* expanded upon is in FT nations, and even then they're really more of a dick measuring contest than anything resembling legitimate worldbuilding. "Yeah, I have a 150km long ship the size of a small city that can blow up a planet with one reasonably-charged blast"

>150km long ship

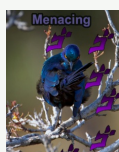
boring and impractical, send a swarm of 10 million space drones instead to bomb everything 🤖

THE TECHNOCRATIC VANGUARD OF NOUVELLE-FLORIDE

Factbooks

Overview

ooc



**Free Ravensburg**  
Minister

Posts: 3186  
Founded: Jun 01, 2020  
Inoffensive Centrist  
Democracy

by **Free Ravensburg** » Mon Mar 15, 2021 10:50 am

Nouvelle-Floride **wrote:**

Caribbean Confederation **wrote:**

The only time I've seen a navy be really *really* expanded upon is in FT nations, and even then they're really more of a dick measuring contest than anything resembling legitimate worldbuilding. "Yeah, I have a 150km long ship the size of a small city that can blow up a planet with one reasonably-charged blast"

>150km long ship

boring and impractical, send a swarm of 10 million space drones instead to bomb everything 🤖

Even I know that's overkill, and I basically make my weapons so hot that they would burn the user.

Also, people who attended the WF Halloween party might remember e g g

NEWS AND RADIO

Borb with an NS account and a ~~crippling addiction~~ passion to JoJo | TG's are not for JoJo Stuff | NSStats Accused of Treason to the Republic

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