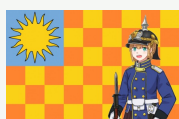


NS Cliches: Rebooted

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12414 posts • Page 196 of 497 • [1](#) ... [193](#) [194](#) [195](#) **[196](#)** [197](#) [198](#) [199](#) ... [497](#)



Aureumterra III
Diplomat

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

by **Aureumterra III** » Wed Apr 28, 2021 4:41 am

Cavirfi wrote:

Fahran wrote:

I thought the opposite of conservation was destruction or degradation.

Nature-wise, you are correct.

Language-wise, this video begs to differ: <https://www.youtube.com/watch?v=rGJk9JCG38&t>

"Estonian is more innovative, meaning it has more modern grammar. While Finnish is conservative, meaning it uses older grammar."

Anyways, back to cliches, I noticed that you are either straight up communist or full on laissez-faire capitalist, there is no in between.

I never do issues so Auruemterra NS stat wise is an "inoffensive centrist democracy" even though the reality is uhhhhh... very different 🤔

👑 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

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The Islands of Versilia
Minister

Posts: 2893
Founded: Feb 21, 2016
Inoffensive Centrist
Democracy

by **The Islands of Versilia** » Wed Apr 28, 2021 4:48 am

Aureumterra III wrote:

Cavirfi wrote:

Nature-wise, you are correct.

Language-wise, this video begs to differ:
<https://www.youtube.com/watch?v=rGJk9JCG38&t>

"Estonian is more innovative, meaning it has more modern grammar. While Finnish is conservative, meaning it uses older grammar."

Anyways, back to cliches, I noticed that you are either straight up communist or full on laissez-faire capitalist, there is no in between.

I never do issues so Auruemterra NS stat wise is an "inoffensive centrist democracy" even though the reality is uhhhhh... very different 🤔

I rarely actually go very extreme, typically my MT nations are a bit of both progressive and conservative, and even with any socialist ones, they don't go to the extremes some like to display. I'm aiming for Versilia itself to be on an understandable range rather than completely totalitarian.

| **ÁLFARVÉLDIÐ VÆRSLAND** • *Værsland að eilífu!*

PT-FanT Nordic vampire federal monarchy located in a green Greenland.

[Rate me as Prime Minister](#)

[Ζωηρόηη ιωο, Ὑπνὺηῦ πῆqη](#) |

[Δε' συλλογιέσαι, ρε Κεμόλ; το αίμα που 'χεις χύσει?](#) | [Yan Kurdistan yan neman!](#)



Miku the Based
Diplomat

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

by **Miku the Based** » Wed Apr 28, 2021 6:12 am

South Reinkalistan wrote:

Fahrn wrote:

I thought the opposite of conservation was destruction or degradation.

tfw your entire philosophy was built to conserve things but maintains structures in place that were designed to decay in the first place conservative moment

Cavirfi wrote:

Anyways, back to cliches, I noticed that you are either straight up communist or full on laissez-faire capitalist, there is no in between.

wdym? I've seen tonnes of welfare states.

I was looking for a word with negative connotation like "regressive" is. Destruction seems close enough. Would deconstructivist mean the same?

January 8th, 2021 — I vow not to respond to anyone 00€IC/OOC I'm 100% serious

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

[credit Khoronzon](#)

[My Opinion](#)

[Pro Anti](#)



Cavirfi
Diplomat

Posts: 885
Founded: Feb 28, 2021
Civil Rights Lovefest

by **Cavirfi** » Wed Apr 28, 2021 6:41 am

Miku the Based wrote:

South Reinkalistan wrote:

tfw your entire philosophy was built to conserve things but maintains structures in place that were designed to decay in the first place conservative moment

wdym? I've seen tonnes of welfare states.

I was looking for a word with negative connotation like "regressive" is. Destruction seems close enough. Would deconstructivist mean the same?

Yeah maybe.

Anyways, another cliché, is wars with either a big single battle map or a bunch of tiny battle maps, in International Incidents

[My Storefronts](#) | [News](#) | [THE Barn](#) | [For those who ask if Margeaux Tortune is worshipped by Cavirfites](#)

CAVIRFI ONE: Revival of 2nd Crabaiaian Uprising enters Day 101; Ai



Dayganistan
Ambassador

by **Dayganistan** » Wed Apr 28, 2021 8:31 am

I've found an RP in II that says in the rules that godmodding is allowed. They've finally embraced it.

Posts: 1453
Founded: May 02, 2016
Father Knows Best State

Republic of Dayganistan

A secular, Tajik dominated state in Central Asia which has experienced 40 years of democratic backsliding. NS stats are NOT used.



The Black Remnant
Secretary

Posts: 27
Founded: Mar 26, 2021
Ex-Nation

by **The Black Remnant** » Wed Apr 28, 2021 8:52 am

Dayganistan wrote:

I've found an RP in II that says in the rules that godmodding is allowed. They've finally embraced it.

Heh. Link?

An AU of Hollow Knight where the Ancient Civilization never fell, spawning a lovecraftian horror story of escalating terror and madness as the dark secrets beneath Hallownest are slowly uncovered.

Current Date: 750 Post-Founding

[b][color=#2596be]THE CITY TABLET: NO NEWS TODAY



Just-An-Illusion
Diplomat

Posts: 595
Founded: Apr 27, 2021
Ex-Nation

by **Just-An-Illusion** » Wed Apr 28, 2021 8:54 am

Dayganistan wrote:

I've found an RP in II that says in the rules that godmodding is allowed. They've finally embraced it.

Reject realism, embrace chaos.

Aeritai's new official NSG, Arts & Fiction, and F7 account.
You can just call me Illusion or Aeri either name works fine with me! I am a new person now and I look forward to experincing this new life.

If you're ever feeling down, just remember someone cares for you! ^_^

The Official Queen Of All Tomboys
She/her



-Astoria-
Senator

Posts: 3711
Founded: Oct 27, 2019
Civil Rights Lovefest

by **-Astoria-** » Wed Apr 28, 2021 9:00 am

Dayganistan wrote:

I've found an RP in II that says in the rules that godmodding is allowed. They've finally embraced it.

ohoho.jpg

Republic of Astoria  **Gwernaith Asdair**
Šenvat Astoir

19 Jun 2022

TV1 News

(01:00)

Headlines: PM reiterate

- [Bill of Rights](#)
- [Constitution](#)
- [Factbooks](#)

IC: [Anthem](#) (lyrics) • [Embassies](#) • [FAQ](#) • [Integrity](#) | OOC: [1/2 Hep'virate](#) • [CCL's VP](#) • [Hmm](#) [artist](#) • [Z](#) civ • [9th in NSFB#1](#) • [10/10](#): DGES



Romextly
Postmaster-General

Posts: 10079
Founded: Nov 10, 2018
Ex-Nation

by **Romextly** » Wed Apr 28, 2021 9:07 am

Dayganistan wrote:

I've found an RP in II that says in the rules that godmodding is allowed. They've finally embraced it.

Thats been on since the March nations marched on in

by **New Anderia** » Wed Apr 28, 2021 10:48 am



New Anderia
Envoy

Posts: 264
Founded: Oct 03, 2016
Corrupt Dictatorship

South Reinkalistan wrote:
wdym? I've seen tonnes of welfare states.

Just don't ask where all the welfare money is coming from.

I honestly haven't seen much of any generic left-leaning welfare states that really get into the economic problems of making large welfare states effective without bankrupting the rest of the government, or even considering the economy in general in a global context. Which makes some sense, if you don't have a regular RP community its a bit hard to work that out in any kind of detail, but not thinking about it can lead to some bizarre conclusions about how the world works that really detract from the believability of the worldbuilding.

Last edited by [New Anderia](#) on Wed Apr 28, 2021 10:49 am, edited 1 time in total.

[Factbook](#)
([Revision a0.4.2](#))

[OOC](#)



Sophia in England
Civilian

Posts: 0
Founded: Apr 06, 2021
Ex-Nation

by [Sophia in England](#) » Wed Apr 28, 2021 12:16 pm

New Anderia wrote:

South Reinkalistan wrote:
wdym? I've seen tonnes of welfare states.

Just don't ask where all the welfare money is coming from.

I honestly haven't seen much of any generic left-leaning welfare states that really get into the economic problems of making large welfare states effective without bankrupting the rest of the government, or even considering the economy in general in a global context. Which makes some sense, if you don't have a regular RP community its a bit hard to work that out in any kind of detail, but not thinking about it can lead to some bizarre conclusions about how the world works that really detract from the believability of the worldbuilding.

The economics of welfare states is generally sustainable, particularly when healthcare is nationalised. For example, the US government actually spends a substantial amount of money on healthcare (more per capita than Western Europe) via programs to pay for people's treatment under private hospitals. If the system is nationalised, the prices are lowered and the burden is as well.

"We might not always be the main character in the wonderful play known as Earth, but we can always be the protagonists of our own lives. And that, for me, is more than fulfilling."

-Lady Sophia Anna Cecilia Emma Kensington, Countess of Cheshire, Inheritor of the Great Mission, and Protector of Swans

[Sakuraverse Personality Quiz](#)

[Backstory](#)

[OOC](#)



Aureumterra III
Diplomat

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

by [Aureumterra III](#) » Wed Apr 28, 2021 12:52 pm

The Islands of Versilia wrote:

Aureumterra III wrote:
I never do issues so Aureumterra NS stat wise is an "inoffensive centrist democracy" even though the reality is uhhhhh... very different 🤔

I rarely actually go very extreme, typically my MT nations are a bit of both progressive and conservative, and even with any socialist ones, they don't go to the extremes some like to display. I'm aiming for Versilia itself to be on an understandable range rather than completely totalitarian.

I think I've done something similar with Aureumterra - well it is *far* more

totalitarian than this iteration of Versilia, but it's more Turkmenistan type totalitarian than North Korea. Although I think I've worldbuilt an overall pretty unique nation that doesn't really match a real life counterpart as well

👑 The Empire of Aureumterra 👑

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

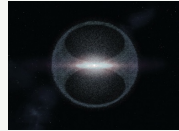
[Overview \(WIP\)](#)

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



Qhevak
Chargé d'Affaires

Posts: 384
Founded: Jul 22, 2019
Left-Leaning College State

by **Qhevak** » Wed Apr 28, 2021 12:55 pm

The Black Remnant wrote:

Dayganistan wrote:

I've found an RP in II that says in the rules that godmodding is allowed. They've finally embraced it.

Heh. Link?

I assume it's [this one](#) but it's unclear what exactly the OP means:

1. No godmodding is allowed as long as its reasonable dont abuse it though

I figured I'd just pop in as the literal Second Horseman of the Apocalypse just to see if that's taking things too far.

Last edited by **Qhevak** on Wed Apr 28, 2021 2:49 pm, edited 1 time in total.

The Oortian Community of Qhevak

Distributed association of posthuman Oort cloud space habitats in deep Scutum Centaurus - basically [all of these ideologies living together](#). A Power 5 civilization according to [this index](#). Does not use NS stats. Wiki [here](#).

[OOC](#)

[N&I RP in a shellnut](#)



Crysuko
Negotiator

Posts: 7142
Founded: Feb 26, 2013
Left-Leaning College State

by **Crysuko** » Wed Apr 28, 2021 1:00 pm

Aureumterra III wrote:

The Islands of Versilia wrote:

I rarely actually go very extreme, typically my MT nations are a bit of both progressive and conservative, and even with any socialist ones, they don't go to the extremes some like to display. I'm aiming for Versilia itself to be on an understandable range rather than completely totalitarian.

I think I've done something similar with Aureumterra - well it is *far* more totalitarian than this iteration of Versilia, but it's more Turkmenistan type totalitarian than North Korea. Although I think I've worldbuilt an overall pretty unique nation that doesn't really match a real life counterpart as well

Crysuko is "what if North Korea was inwardly benevolent" so I know what you mean

Quotes:

[Show Spoiler](#)

Syndicalist, vehement anti-fascist.

I USE Qs INSTEAD OF Qs



New Anderia
Envoy

by **New Anderia** » Wed Apr 28, 2021 2:00 pm

Sophia in England wrote:

The economics of welfare states is generally sustainable, particularly when

Posts: 264
Founded: Oct 03, 2016
Corrupt Dictatorship

healthcare is nationalised. For example, the US government actually spends a substantial amount of money on healthcare (more per capita than Western Europe) via programs to pay for people's treatment under private hospitals. If the system is nationalised, the prices are lowered and the burden is as well.

I mean, sure, that's applicable to the US, and it's generally true that privatizing things tends to go towards making them more expensive at the consumer end. But in Western and Northern Europe, these countries have benefitted either directly or indirectly from the ongoing economic legacy of colonialism. Without the worldwide economic structures that maintain a pool of nations with cheap labor, these economies would be substantially more difficult to sustain as they are.

As it stands, the only way to maintain high-income consumption economies while simultaneously exporting industry for better profit margins is through extracting wealth from elsewhere and then distributing it amongst your population. The other formula is to already have ample natural wealth and strong state control over the economy, so you can reinvest the wealth extracted from your country back into the it, instead of overseas. This is the common denominator for welfare states that don't exist in Europe (hell, even the strongest European welfare states like Norway fall a little into both categories).

Obviously this oversimplifying a lot, but the idea that economically liberal welfare states are by some measure inherently sustainable even when divorced from their real world context is sort of what I meant when I said that not thinking about where the money is coming from leads to some bizarre conclusions about the world. Generally, people don't like to think about how dependent their country's economy is on the economies of other countries because it reveals some inconvenient truths of one kind or another.

TL;DR:

Economics is complicated, cruel, and very inconsiderate of the easier stories people would like to tell themselves (myself included). Welfare states and many other modes of economic organization are perfectly capable of being sustainable in particular contexts, the real question is whether or not you're willing to accept the baggage that goes along with that.

[Factbook](#)
(Revision a0.4.2)

ooc



Azur Deutschland
Diplomat

Posts: 710
Founded: Jun 23, 2020
Iron Fist Consumerists

by **Azur Deutschland** » Wed Apr 28, 2021 4:10 pm

Generic responses that can be applied to anyone/anything.
Bonus points if it's so broad that it still applies even when ninj'd.

Some IC Stuff

⚡ **The Magische Rozenreich of Azur**
Deutschland ⚡
"Rozen der Hoffnung. Für das
Vaterland."

Some OOC Stuff

A world of magic and wonder, created by the twin magical azure roses who saved and rebuilt the Fatherland.

[Aurelia Dellamorte is very fond of saying "ara ara" - Magia German Cover - Sylvia and Julienne miss Oomiya Sakura](#)



New Anderia
Envoy

Posts: 264
Founded: Oct 03, 2016
Corrupt Dictatorship

by **New Anderia** » Wed Apr 28, 2021 5:46 pm

Relating to the discussion about for lack of better terms, "ideological paragon nations", I specifically chose to make Anderia into the worst possible version of my politics I could realistically tolerate a while ago and it's been something of an exploration. I think it's shown the things that are really important to me in a pretty interesting way.

Say what you will about people who play out their real politics (or a parody of them), but if you care about it enough it can absolutely help you develop your political thinking.



Sophia in England
Civilian

Posts: 0
Founded: Apr 06, 2021
Ex-Nation

by **Sophia in England** » Wed Apr 28, 2021 10:02 pm

Azur Deutschland wrote:

Generic responses that can be applied to anyone/anything.
Bonus points if it's so broad that it still applies even when ninjad.

- I enjoy your flag.
- Your nation's idea is creative
- I like your nation's leader

"We might not always be the main character in the wonderful play known as Earth, but we can always be the protagonists of our own lives. And that, for me, is more than fulfilling."

-Lady Sophia Anna Cecilia Emma Kensington, Countess of Cheshire, Inheritor of the Great Mission, and Protector of Swans

[Sakuraverse Personality Quiz](#)

Backstory

OOC



Baizou
Spokesperson

Posts: 124
Founded: Jan 02, 2018
Liberal Democratic
Socialists

by **Baizou** » Wed Apr 28, 2021 10:07 pm

Sophia in England wrote:

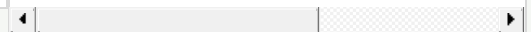
- I enjoy your flag.
- Your nation's idea is creative
- I like your nation's leader

Alright, we can all pack up and go home; that's all the (generic) F7 responses in one place.

(But really, you nailed it, hahah! XD)

Premise: MT, videocassettepunk, Japanese heritage, always 2004. | [Factbook](#) | [Parties](#) | [Main Cast](#) | [Q&A](#) | [News](#) | [Development Index](#)

Stories From Baizou "[A Revolutionary Compromise](#)," starring Meikawa



Cast Full Premise

Flag features **Ambassador Mizushima**.



Sophia in England
Civilian

Posts: 0
Founded: Apr 06, 2021
Ex-Nation

by **Sophia in England** » Wed Apr 28, 2021 10:08 pm

New Anderia wrote:

Relating to the discussion about for lack of better terms, "ideological paragon nations", I specifically chose to make Anderia into the worst possible version of my politics I could realistically tolerate a while ago and it's been something of an exploration. I think it's shown the things that are really important to me in a pretty interesting way.
Say what you will about people who play out their real politics (or a parody of them), but if you care about it enough it can absolutely help you develop your political thinking.

I can agree there- whether or not a nation follows one's real beliefs isn't important, it's the dedication to creating characters and settings that determines if your nation is remarkable or not. A country made purely for showcasing ideals without worldbuilding beyond said ideals (certain MT nations) is about as exciting as whole grained bread. But if a nation actually explores beyond ideals and politics, or aims to provoke emotions in some way by describing development or struggles, then even if it matches one's beliefs your nation can be memorable.

Of course, I'm rather biased as someone who really enjoys character writing + semi-realism + relatively modern settings.

Last edited by **Sophia in England** on Wed Apr 28, 2021 10:11 pm, edited 1 time in total.

"We might not always be the main character in the wonderful play known as

Earth, but we can always be the protagonists of our own lives. And that, for me, is more than fulfilling."

-Lady Sophia Anna Cecilia Emma Kensington, Countess of Cheshire, Inheritor of the Great Mission, and Protector of Swans

[Sakuraverse Personality Quiz](#)

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[OOC](#)



Sophia in England
Civilian

Posts: 0
Founded: Apr 06, 2021
Ex-Nation

by **Sophia in England** » Wed Apr 28, 2021 10:09 pm

Baizou wrote:

Sophia in England wrote:

- I enjoy your flag.
- Your nation's idea is creative
- I like your nation's leader

Alright, we can all pack up and go home; that's all the (generic) F7 responses in one place.

(But really, you nailed it, hahah! XD)

Or perhaps generic questions for the "Ask AU a question" thread:

Why does your flag look like so-and-so?

Why did you want to create this nation? (I'm sure both Azur and KG have been on receiving end far too many times...)

Who is the character in your flag?

"We might not always be the main character in the wonderful play known as Earth, but we can always be the protagonists of our own lives. And that, for me, is more than fulfilling."

-Lady Sophia Anna Cecilia Emma Kensington, Countess of Cheshire, Inheritor of the Great Mission, and Protector of Swans

[Sakuraverse Personality Quiz](#)

[Backstory](#)

[OOC](#)



Drongonia
Ambassador

Posts: 1892
Founded: Feb 11, 2019
Inoffensive Centrist
Democracy

by **Drongonia** » Thu Apr 29, 2021 2:55 am

Sophia in England wrote:

- I enjoy your flag.
- Your nation's idea is creative
- I like your nation's leader

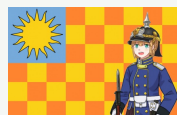
Haha yeah I've never done that before 😊

[Republic of Drongonia](#) | The conservative MT powerhouse of the South Pacific
- where NS Stats are **NON CANON** until further notice. | [Drongonia's Index](#)
[Index!](#)

News via TVDG: [Navy intercepts 400kg of NZ gang heroin off D'Urville](#)

Factbooks: [Overview](#) | [Political Parties](#) | [Our Leader](#) | [Defence Force Info](#) | [OOC Info](#) | [\[NEW!\] Faces of Drongonia](#)

[Quotable Quotes](#)



Aureumterra III
Diplomat

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

by **Aureumterra III** » Thu Apr 29, 2021 4:39 am

The Hoi4 plague seems to be growing lately, quite a few MT nations are using "blitzkrieg" tactics

In the 21st century

👑 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



Miku the Based
Diplomat

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

by **Miku the Based** » Thu Apr 29, 2021 5:39 am

Aureumterra III wrote:

The Hoi4 plague seems to be growing lately, quite a few MT nations are using "blitzkrieg" tactics

In the 21st century

It worked during the gulf war. Why not 10-30 years after?

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

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

credit Khoronzon

My Opinion

Pro Anti



Austria-Bohemia-Hungary
Postmaster of the Fleet

Posts: 20539
Founded: Jun 28, 2011
Civil Rights Lovefest

by **Austria-Bohemia-Hungary** » Thu Apr 29, 2021 5:41 am

"Blitzkrieg" is a British propaganda term that was never found in *any* Wehrmacht manual ever, other than as a commentary on how "this word is dumb".

Last edited by **Austria-Bohemia-Hungary** on Thu Apr 29, 2021 5:42 am, edited 1 time in total.

The. Name. Is. Ostmark.

MT/MagicT

[The Armed Forces](#) | [Embassy Programme](#) | [The Imperial and National Anthem of the Holy Roman Empire](#) | [Characters](#) | [The Map](#)

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